

YOG-SOTHOTH

Colossal Outsider (Intermediate God)

Domains: Chaos, Luck, Protection, Travel

Hit Dice: 60d8+1,440 (1,920 hp)

Initiative: +14 (+10 Dex, +4 Improved Initiative)

Speed: 140 ft., fly 360 ft. (average)

AC: 65 (-8 size, +10 Dex, +40 natural, +13 divine)

Attacks: 1 slam +65 melee

Damage: Slam 4d6+19 plus Con drain

Face/Reach: 40 ft. by 40 ft./25 ft.

Special Attacks: Silver ray, Constitution drain

Special Qualities: Divine qualities (see above), remote sensing, damage reduction 48/+4, SR 45, darkvision 60 ft., fast healing 99, fire resistance 33, alter size, alternate form, temporal teleport without error

Saves: Fort +71, Ref +57, Will +56

Abilities: Str 37, Dex 30, Con 59, Int 31, Wis 29, Cha 29

Skills: Alchemy +73, Concentration +87, Control Shape +72, Cthulhu Mythos +73, Diplomacy +11, Hide +57, Knowledge (arcana) +73, Knowledge (geography) +73, Knowledge (history) +73, Knowledge (local) +73, Knowledge (nature) +73, Knowledge (planes) +73, Listen +74, Move Silently +73, Scry +73, Search +19, Sense Motive +72, Spellcraft +73, Spot +74

Feats: Alertness, Cleave, Dodge, Endurance, Expertise, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Sunder, Whirlwind Attack

Climate/Terrain: Any

Organization: Unique

Challenge Rating: 45

Treasure: ×4 standard

Alignment: Neutral

Advancement: None

Sanity Loss: 1/d%

Great globes of light massing towards the opening . . . the breaking apart of the nearest globes, and the protoplasmic flesh that flowed blackly outward to join together and form that eldritch, hideous horror from outer space . . . whose mask was a congeries of iridescent globes . . . who froths as primal slime in nuclear chaos forever beyond the nethermost outposts of space and time!

—August Derleth,
“The Lurker at the Threshold”

Squamious Blast (Su): Twenty times per day, Shub-Niggurath can release part of his/her/its personal energy as a ray. This ray can strike a target in a direct line of sight up to thirteen miles away, dealing 18d12 points of damage. No saving throw is allowed, but the god must make a successful ranged touch attack for the blast to hit its designated target. The bolt can be shaped to look like any form of energy the Outer God wishes—incarnate darkness, a bolt of lightning, a sudden fireball, or some more bizarre and sinister appearance. A divine shield offers complete protection from such a blast.

Mass Squamous Blast (Su): As squamous blast, but the Outer God can strike up to sixty-five targets simultaneously; this counts as a single use of the squamous blast power so far as times per day is concerned. No two targets may be more than thirteen miles apart. Alternatively, the blast can target an area instead, affecting everyone within that area. The area may be a cone of up to 1,300 ft in length, a burst or spread with a radius of up to 650 feet, or a cylinder with a radius of up to 650 feet and a height of up to 130 feet.

Energy Immunities (Ex): In addition to the immunity to acid, cold, and electricity shared by all deities, Shub-Niggurath is also immune fire, heat damage, and sonic damage.

Life and Death (Sp): As a mother-goddess or engendering patriarch, Shub-Niggurath can grant life; as a devourer, he/she/it can just as easily take it away. This power can be used to restore life to any slain mortal (the presence or absence of a body is immaterial). A mortal cannot be returned to life against his will or if that mortal was slain by the powers hand of death, life and death, or mass life and death cast by a more powerful being. This power can also be used to slay any mortal. The mortal need not be present or within an area visible to the deity's remote sensing power (see page 289) as long as Shub-Niggurath can unambiguously identify the target (name, time and place of birth or death, notable or infamous deeds, and so forth). A mortal targeted for death is completely destroyed (no saving throw), agonizingly consumed in a nimbus of eldritch flame (it doesn't even leave ashes behind). Only Shub-Niggurath or a being more powerful can return life to a mortal slain in this manner.

Rejuvenation (Ex): As a blasphemous embodiment of the life principle, Shub-Niggurath is very difficult to destroy: An attack sufficient to kill the Outer God simply disperses his/her essence for 10d10 days.

Spells (Su): As a free action, Shub-Niggurath can cast any conjuration (healing), necromancy, or death spell at the rate of one per round.

Summon Dark Young (Ex): At will, Shub-Niggurath can either summon or generate 1d6 Dark Young per round. The Black Goat can also vomit forth any other life form of his/her choice of up to 20 HD; this creature is born fully mature and capable of acting.



Yog-Sothoth dwells in the interstices between the planes that compose the universe. There it manifests as a conglomeration of iridescent globes that are always shifting, flowing into one another, and breaking. Yog-Sothoth constantly varies its size, cycling between 300 feet across and half a mile or more.

Yog-Sothoth holds the power to travel within the planes to reach any other time or space. Yog-Sothoth itself is coterminous with all time and space, but it can manifest as a physical entity in the real world. Because of this, Yog-Sothoth has been called the Key and the Gate. In Yog-Sothoth's aspect as Opener of the Way, it is recorded as Umr at'Tawil. (In *Call of Cthulhu*, the correct Arabic form would be Tawil at'Umr, which means the Prolonged of Life.) Yog-Sothoth enters this plane of existence to feast on the life it contains, but can only do so at certain times—or if called.

WORSHIP

Yog-Sothoth is preeminently the deity of sorcerers and wizards. It grants them the power to travel between the planes, travel in time, or see into other planes. Yog-Sothoth may also give its slaves the ability to command various monsters from distant worlds. In return for these gifts, worshipers open the way for Yog-Sothoth to travel from its usual domains to mankind's dimension, where it may ravage and plunder.

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

COMBAT

Yog-Sothoth can defend itself from enemy gods or upstart Great Old Ones (or very foolish mortal beings) by making slam attacks with a slimy sphere coalesced from a portion of its mass. In addition to the bludgeoning damage, the mere touch of a globe literally erodes the opponent, draining his Constitution. Of course, being an intermediate god means that Yog-Sothoth has a host of other powers it can call forth at need.

Constitution Drain (Su): Whenever Yog-Sothoth hits an opponent with a slam attack from a globe, the opponent is permanently drained of 1d6 Constitution points (or twice that on a critical hit) as his body is temporarily wrenched from normal time and his body is exposed to the madness of timeless existence.

Silver Ray (Su): Once each round as an attack action, Yog-Sothoth can make a ranged touch attack against a foe to a distance of one mile. The opponent struck is stunned for 20 rounds or slain, at Yog-Sothoth's option, if the victim fails a Fortitude saving throw (DC 79). Deities of equal or higher rank gain a +10 and +30 bonus on their saving throws against this effect, respectively.

Alter Size (Su): As a free action once per round, Yog-Sothoth can shrink or grow its size by 30 feet. While manifested on a material plane (or in *Call of Cthulhu*, the Waking World), its maximum size is ten miles in diameter (it could shape itself as a rough cylinder some one hundred miles in length, or take some other shape).

Unrestrained Growth (Ex): In conjunction with its alter size ability, Yog-Sothoth makes a Whirlwind

Attack against all creatures it can reach due to its new facing, using an attack action. Creatures that it flows over can attempt a Reflex save (DC 45) in order to stay out from under the expanding god. Creatures and structures that are covered by the expanding god are hindered and thus only take a partial action each round. They also take 4d6 points of crushing damage each round.

Alternate Form (Su): As a move action, Yog-Sothoth can take on the appearance of Tawil at'Umr, a humanoid-shaped (and -sized) figure usually wearing a veil, a long cloak, or some other full-body covering. As Tawil at'Umr, Yog-Sothoth's mere presence does not produce a loss of Sanity, nor does the god manifest its aura.

Temporal Teleport Without Error (Su): At will as a move action, Yog-Sothoth can transport one entity per round anywhere in the universe (even across planes) or anywhere in time by making a touch attack. Creatures unwilling to be tossed into the time stream remain in the present if they make a Fortitude saving throw (DC 79). Yog-Sothoth cannot use this power on deities of a rank equal to or higher than its own. The god can use this power on itself.

Remote Sensing (Ex): Yog-Sothoth can extend its senses to ten remote locations at once (and still sense what's going on around itself).

OTHER DEITIES AND GREAT OLD ONES

CHAUGNAR FAUGN, THE HORROR FROM THE HILLS

Huge Great Old One (Demigod)

Domains: Death, Destruction, Evil

Hit Dice: 30d12+600 (800 hp)

Initiative: +5 (Dex)

Speed: 100 ft. (bipedal) or 140 ft. (quadruped)

AC: 46 (+30 natural, -2 size, +5 Dex, +3 divine)

Attacks: 2 claws +39 melee, or 1 trunk-disk +39 melee

Damage: Claw 2d6+19, trunk-disk special

Face/Reach: 10 ft. by 5 ft./15 ft.

Special Attacks: Improved grab, rend, blood drain, trample, spells, wound enemy (trunk-disk)

Special Qualities: Divine qualities (see above), damage reduction 40/+4, SR 34, fire resistance 22, darkvision 60 ft.

Saves: Fort +34, Ref +19, Will +24

Abilities: Str 48, Dex 20, Con 50, Int 24, Wis 30, Cha 40

Skills: Cthulhu Mythos +32, Hide +24, Intuit Direction +35, Knowledge (history) +32, Knowledge (occult) +32, Knowledge (religion) +18, Listen +35, Move Silently +32, Read Lips +32, Sense Motive +35, Spellcraft +32, Spot +35

Feats: Cleave, Great Cleave, Power Attack, Stealthy

Climate/Terrain: Any

Organization: Unique

Challenge Rating: 25

Treasure: Double standard

Alignment: Chaotic evil

Advancement: None

Sanity Loss: Statue form 0/1d6; activated 1d4/2d6+1

Words could not adequately convey the repulsiveness of the thing. It was endowed with a trunk and great, uneven ears, and two enormous tusks protruded from the corners of its mouth. But it was not an elephant. Indeed, its resemblance to an actual elephant was, at best, sporadic and superficial, despite certain unmistakable points of similarity. The ears were webbed and tentacled, the trunk terminated in a huge flaring disk at least a foot in diameter, and the tusks, which intertwined and interlocked at the base of the statue, were as translucent as rock crystal. The pedestal upon which it squatted was of black onyx: the statue itself, with the exception of the tusks, had apparently been chiseled from a single block of stone... hideously mottled and eroded and discolored... The thing sat bolt upright. Its forelimbs were bent slightly at the elbow, and its hands—it had human hands—rested palms upward on its lap. Its shoulders were broad and square and its breasts and enormous stomach sloped outward, cushioning the trunk. It was as quiescent as a Buddha, as enigmatical as a sphinx, and as malignantly poised as a gorgon or cockatrice.

—Frank Belknap Long, “The Horror from the Hills”

A vast and loathsome statue at first sight, Chaugnar Faugn is actually not an idol, but the god himself. The form of Chaugnar Faugn is a distorted mix of humanoid and elephantine features. Only those who linger near the statue after others have gone find out why the thing has such a malignant brooding presence—when the idol comes to life and cruelly accepts its due sacrifice.

In *Call of Cthulhu*, amateurish investigators typically miscatalogue this statue as a poorly executed portrayal of Ganesh, a Hindu deity. A very old god, Chaugnar previously haunted the Pyrenees, but traveled to the dread plateau of Leng several millennia ago. He was later rediscovered in Tibet and taken to America by a daring (and doomed) archaeologist. Banished into the past by heroic investigators, Chaugnar was retrieved from the time stream by the efforts of his cult. The god rewarded the woman chiefly responsible for his return, Dr. Alison Ley, by making her his latest Companion (see below). He was last seen in Montreal in 1923 before being hidden away by the cult; his current whereabouts, and those of Dr. Ley, are unknown.

WORSHIP

Chaugnar Faugn was honored in ancient times by the *Miri Nigri*, the small people of the hills in the Pyrenees. For centuries the Tcho-Tcho of Tibet worshiped and fed him faithfully. That burden was finally lifted from them in the 1920s, when he was

brought first to America (Manhattan) and then Canada (Montreal). Chaugnar's cult is led by his Companion, a strong-willed individual whom he has appointed to act as his agent and prophet.

When no other sacrifice is provided, Chaugnar suckles from his Companion (draining 1 point of Constitution with each feeding). Over time, the Companion's body begins to resemble her god, a condition that somewhat resembles elephantiasis. Even if no other change occurs, the Companion's nose lengthens into a parody of the god's disk-tipped trunk, and her ears flatten and widen.

Past known Companions include James Andrew Custen (later mistakenly canonized as St. Cutis), the unfortunate archaeologist Clark Ulman (the White Acolyte), and Dr. Alison Ley.

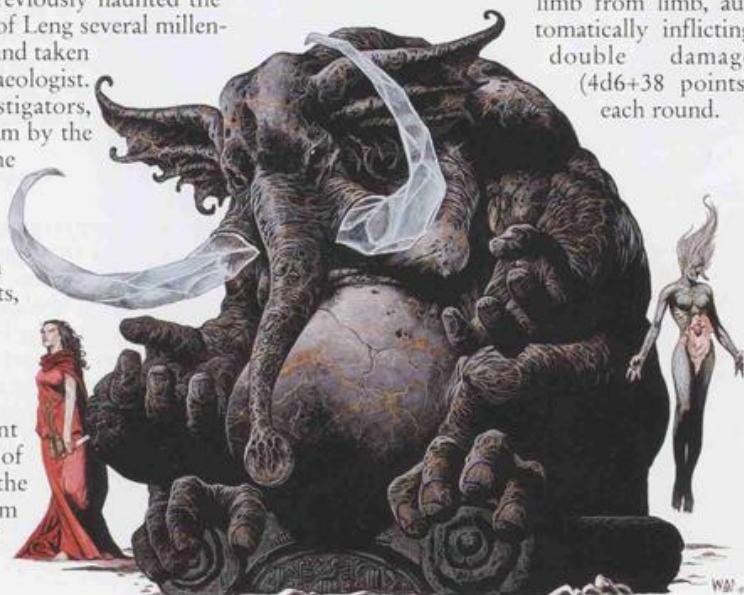
In addition to human or semihuman cultists, Chaugnar is served by his Lesser Brothers and Greater Brothers, beings similar to him in shape, but of smaller size and power. A Lesser Brother has roughly one-third his Hit Dice and Armor Class, while a Greater Brother roughly two-thirds, with other skills and stats in roughly the same proportion. Most of the Brothers dwell in deep caverns high in the Pyrenees, but Chaugnar can call them to him at need.

COMBAT

Most of the time, Chaugnar sits quiescent, nothing more than a grotesque statue to the casual observer. At night or when unobserved, he comes alive to accept sacrifices, or simply seizes upon any unlucky prey that wanders by. His cult diligently provides him with a continual supply of prey, offering themselves up when no other sacrifice is available. The god is quite capable of going for long stretches (years or even centuries) without being fed or even stirring, but his hunger when he awakens from such privations is all the greater. If separated from his cult, he can summon prey to himself through dream sendings (see *Curse of Chaugnar Faugn* in the Magic chapter). In addition to his cultists, he can summon his Lesser Brothers and Greater Brothers at will.

Chaugnar is a very dangerous foe when he chooses to take a direct hand in punishing a transgressor. The one time he is known to have been defeated, his desperate human opponents managed to send him down the time stream two billion years into the past (much to his annoyance). It is possible that if Chaugnar himself were ever to be permanently slain, his godhood would devolve upon the most powerful of his Greater Brothers, who would take on all his powers. The truth of this prophecy is, of course, unknown.

Rend (Ex): If Chaugnar manages to strike a foe with both his claws, he begins a grapple attack on the same round as a free action. If he succeeds on the opposed grapple, he tears his opponent limb from limb, automatically inflicting double damage (4d6+38 points) each round.



CTHUGHA

Gargantuan Great Old One (Demigod) (Fire)

Domains: Fire

Hit Dice: 27d12+189 (513 hp)

Initiative: +4 (Improved Initiative)

Speed: 120 ft., fly 420 ft. (good)

AC: 36 (-4 size, +27 natural, +3 divine)

Attacks: 4 slams +39 melee

Damage: Pseudopod slam 2d6+12 plus 1d6+6 fire
Face/Reach: 20 ft. by 20 ft./20 ft.

Special Attacks: Spell-like abilities, flame burst, divine celerity

Special Qualities: Divine qualities (see above), damage reduction 38/+4, SR 35, fire subtype, cold resistance 23, darkvision 60 ft., divine shield

Saves: Fort +25, Ref +18, Will +27

Abilities: Str 34, Dex 11, Con 25, Int 17, Wis 29, Cha 29

Skills: Concentration +40, Cthulhu Mythos +36, Hide -9, Knowledge (arcana) +36, Listen +44, Move Silently +33, Stry +36, Search +36, Spellcraft +24, Spot +21

Feats: Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (slam)

Climate/Terrain: Any (usually extraterrestrial)

Organization: Unique, or Cthugha plus 12–22 fire vampires

Challenge Rating: 21

Treasure: Double standard

Alignment: Chaotic evil

Advancement: None

Sanity Loss: 1d4/1d20

Blood Drain (Ex): The disk at the end of Chaugnar Faugn's trunk-tentacle, when laid upon a warm-blooded creature, sucks blood and life essence from it (1d6 temporary Con damage or 1 permanent Con drain per round). If Chaugnar wills, this attack also activates the divine ability wound enemy, temporarily conveying a form of induced hemophilia on the target. The victim begins to lose an 1d6 additional hit points per round for each wound. This damage can only be halted by application of a *heal* spell (in D&D) or the *healing touch* spell (in CoC).

Spells: In CoC, Chaugnar casts spells as an 18th-level investigator (or in D&D, as an 18th-level wizard). He knows many spells he has learned over an exceptionally long and evil life. Among his favorites are *curse of Chaugnar Faugn*, *call human*, *bind enemy*, *death by flames*, *deflect harm*, *dominate person*, *nightmare*, *true strike*, and *wrack*. In addition, thanks to the efforts of his cult he recently learned the spell *create time gate*. Spells he typically grants his followers include *contact Chaugnar Faugn*, *curse of Chaugnar Faugn*, *summon/bind (lesser) brother of Chaugnar Faugn*, *death by flames*, and *clutch of Nyogtha*. His Companion always knows this last spell.



But even though we had shielded our eyes, it was impossible not to see the great amorphous shapes streaming skyward from this accursed place, nor the equally great being hovering like a cloud of living fire above the trees.

—August Derleth, “The Dweller in Darkness”

Cthugha resembles an enormous burning mass continually varying in shape. It dwells at or near the star Fomalhaut, whence it may be called. It is one of the most obscure and remote of all the Great Old Ones. It is assumed that Cthugha is the eldest living example of the fire vampire race, and that over the millennia, he has taken on aspects of godhood. At the very least, all fire vampires ultimately claim Cthugha as an ancestor, and as such, Cthugha commands their utmost obedience.

WORSHIP

Many human cults serving Cthugha revel in sacrificial acts of arson and immolation; for this reason, few of them survive for long. The god is also faithfully served by entities known as fire vampires. Some dusty tomes allege that the fire vampires are ruled by an entity called Fthaggua; it is assumed by most occultists that despite the variation in spelling, Cthugha and Fthaggua are one and the same.

COMBAT

Cthugha usually appears with a host of fire vampires. Usually, Cthugha is content to let the fire vampires contest with its enemies and/or blast all local structures. When Cthugha is called on to act, its blazing pseudopods deal fiery, bludgeoning death, but even more fearsome is its ability to produce a ravenous burst of fire. If in need, it can call upon various defensive abilities and spells.

Flame Burst (Su): Cthugha can use its flame burst ability twelve times per day. The fiery cone created extends up to 120 feet. Targets in the area suffer 12d12 points of damage, or half damage if a successful Reflex saving throw is made (DC 31). Energy resistance has no effect against the ray. The cone completely destroys a *wall of force*, *prismatic wall*, or *prismatic sphere* it hits (all layers in a prismatic effect are destroyed). The cone itself is unaffected and can strike a target behind the *wall of force* or prismatic effect.

Feats: Alertness, Cleave, Improved Critical (claw), Improved Initiative, Power Attack
Climate/Terrain: Temperate and warm aquatic
Organization: Solitary, pair (Father Dagon and Mother Hydra), or Father Dagon plus 3-6 deep ones
Challenge Rating: 14
Treasure: Standard
Alignment: Chaotic evil
Advancement: None
Sanity Loss: 1/1d10

Divine Celerity (Su): Cthuga acts as if *hasted* for 30 minutes each day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

Divine Shield (Su): As a free action, Cthuga can create a shield that lasts 10 minutes and protects the deity's body and equipment from attacks. The shield stops 30 points of damage. Once the shield stops that much damage, it collapses. The damage can be from any source, including a divine blast attack. The god can use this power ten times per day.

Cthuga can adjust the shield so that it does not block damage the god ignores. For example, since Cthuga is immune to fire, the god can adjust the shield to ignore fire damage. The effects of multiple divine shields do not stack.

Spells: Cthuga knows and may cast all the spells pertaining to summoning and binding with entities of flame. It can also summon an elder fire elemental as if casting *summon monster IX* from the D&D Player's Handbook. Additionally, it can cast *flame strike*, *fire seeds*, *fire shield*, and *fire storm* (also from the D&D Player's Handbook). It casts its spells at will, each once per day, as if using a spell-like ability (in addition to the spell-like abilities that all deities can access). It never loses Sanity for casting (since it has no Sanity score).

FATHER DAGON AND MOTHER HYDRA

Huge Outsider (Demigod)

Domains: Water

Hit Dice: 18d8+90 (234 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 100 ft., swim 50 ft.

AC: 31 (-2 size, -1 Dex, +22 natural, +2 divine)

Attacks: 2 claws +27 melee, bite +22 melee, 2 rakes +22 melee; or +5 longspear of wounding +32/+27/+22/+17 melee; or longspear +22 ranged

Damage: Claw 2d4+9 (Improved Critical), bite 2d6+4, rake 1d6+2; +5 longspear of wounding 1d8+14/x3

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Spell-like abilities, *water spout*, divine far shot

Special Qualities: Divine qualities (see above), damage reduction 37/+4, SR 34, fire and cold resistance 22, darkvision 60 ft.

Saves: Fort +18, Ref +12, Will +17

Abilities: Str 28, Dex 9, Con 21, Int 24, Wis 18, Cha 29

Skills: Alchemy +27, Animal Empathy +29, Balance +1, Concentration +25, Cthulhu Mythos +27, Diplomacy +11, Hide +11, Jump +11, Knowledge (arcana) +27, Listen +26, Move Silently +19, Ride (shark) +19, Search +27, Sense Motive +14, Spot +6, Swim +29, Tumble +19, Use Magic Device +29

Vast, Polyphemous-like, and loathsome, it darted like a stupendous monster of nightmares to the monolith, about which it flung its gigantic scaly arms.

—H. P. Lovecraft, "Dagon"

Father Dagon (and his equal in all ways—including game statistics—Mother Hydra) are deep ones who have grown enormously in size and age. Each is over 20 feet tall and perhaps millions of years old.

This pair is active and mobile, unlike Cthulhu and his minions, but they rarely emerge from the deep trenches where they hold court. It is possible that more than two deep ones have grown to Dagon's enormous size and strength, though it is doubtful that any have taken on the spark of godhood as Dagon and Hydra have.

WORSHIP

Father Dagon and Mother Hydra rule the deep ones, and in fact, are revered as the demigods they have become. Sunken in miles-deep trenches, the deep ones cower in the court of Dagon and Mother Hydra, performing awful rites as homage to Cthulhu. Mortal captives stolen from above the waves despair, for they know they will never see the sun again.

COMBAT

Dagon and Mother Hydra are rabid fighters, equally adroit with their matching magic longspears or their



SARDINIA

furious routine of claws, bites, and rear-leg rakes. Against distant foes, they enjoy casting *water spouts*; against closing foes, they employ spells.

Spells: Dagon and Mother Hydra know and may cast all the spells pertaining to summoning and binding lesser servitor races. They can also cast *improved invisibility*, *knock*, and *stoneskin* (from the D&D Player's Handbook). They cast these spells at will, each once per day, as if using a spell-like ability (in addition to the spell-like abilities that all deities can access).

Water Spout (Sp): The god can use this power twelve times per day. Dagon forms a whirling spout of water which he can direct as a ray attack. The ray can extend up to two miles, above and below water. Targets of the ray suffer 11d12 points of damage. There is no saving throw, but the god must make a ranged touch attack to hit a target. Energy resistance has no effect against the water spout.

Divine Far Shot (Ex): Dagon can throw his longspear at any target within two miles if an unimpeded line of sight exists. No range increment applies to the attack.

EIHORT

Huge Great Old One (Demigod)

Domains: Chaos, Destruction, Madness

Hit Dice: 25d12+625 (787 hp)

Initiative: +0

Speed: 30 ft., climb 30 ft., swim 30 ft., burrow 10 ft.

AC: 9 (-2 size, +1 divine)

Attacks: 1 bite +29 melee

Damage: Bite 3d8+10 plus poison

Face/Reach: 15 ft. by 15 ft./10 ft.

Special Attacks: Paralytic bite, crush, implant brood

Special Qualities: Divine qualities (see above), damage reduction 36/+4, SR 33, darkvision 60 ft., divine fast healing 21/round

Saves: Fort +38, Ref +13, Will +20

Abilities: Str 30, Dex 10, Con 60, Int 20, Wis 25, Cha 20

Skills: Cthulhu Mythos +29, Escape Artist +24, Intimidate +29, Knowledge (biology) +29, Knowledge (geology) +29, Knowledge (psychology) +29, Listen +31, Move Silently +15, Search +29, Spot +31

Feats: Power Attack, Cleave, Great Cleave

Climate/Terrain: Underground

Organization: Unique

Challenge Rating: 27

Treasure: None

Alignment: Chaotic evil

Advancement: None

Sanity Loss: 1d6/1d20



Then came pale movement in the well, and something clambered up from the dark, a bloated blanched oval supported on myriad fleshless legs. Eyes formed in the gelatinous oval and stared at him.

—Ramsey Campbell,
“Before the Storm”

Eihort is a repulsive being, looking something like a large grub and somewhat more like a huge, shapeless mass of rotting dough with legs sticking out below it on all sides. Despite its ungainly appearance, it is a brilliant (if single-minded) entity.

In *Call of Cthulhu*, Eihort roams a labyrinth of subterranean passages beneath the Severn Valley in southwestern England, continually seeking new hosts of its brood. It only emerges when lured to the surface by the promise of new hosts recruited or captured by its cultists, who climb up through old wells and sinkholes.

WORSHIP

Eihort has little use for worshipers in the normal sense; instead, it desires hosts for its brood. All those it encounters are faced with a choice known as Eihort's Bargain. Accept, and it implants its brood within your body, with the eventual dire consequences noted below. Refuse, and the balked god destroys you on the spot, leaving your crushed remains as a warning for others. All of its cultists have accepted the Bargain, and thus are living on borrowed time. This lends a certain urgency to their proselytizing zeal.

COMBAT

Eihort is not subtle; when encountering someone new, it traps the person in a dead end and offers him the Bargain. Those who refuse are either bitten and left to recover, wounded and devoured by wandering brood, or crushed outright (see below). Eihort's flabby bulk makes this Great Old One easy to hit, but difficult to actually injure. If slain, the god's body melts away, seeping through cracks in the earth. His cult holds that he is then reformed; other scholars of the Mythos believe that his essence passes to one of his brood, which over the next few years devours many of its kin as it grows from Fine to Huge size. The truth of this is not known, but certainly Eihort has been reported slain more than once in the past, only to reappear again a few decades later.

Paralytic Bite (Ex): Anyone bitten by Eihort is injected with a paralytic poison that causes temporary Dexterity damage (1d10 on a first failed save, Fort save DC

46 to resist, plus an additional 2d10 on a second failed save). Those so paralyzed are generally devoured by the small horde of already hatched brood that pad up and down Eihort's haunts, following in their great parent's wake (they inflict 1 point of damage as a group per 1d10 minutes).

Crush (Ex): When angered by one who has refused its Bargain, Eihort typically charges the offending creature and simply rolls over it, crushing it beneath its ponderous bulk. This is a simple touch attack that, if successful, automatically allows Eihort a grapple check. A successful grapple pins the victim,

From an oval body protruded countless thin, pointed spines of multi-colored metal; at the more rounded end of the oval a circular, thick-lipped mouth formed the center of a spongy face, from which rose three yellow eyes on thin stalks. Around the underside of the body were many white pyramids, presumably used for locomotion. The diameter of the body must have been ten feet at its least wide... long stalks [were] twisting above it... [the] shape towered, pulsing and shaking with deafening vibration... a spine stiffened toward [a victim].

—Ramsey Campbell,
“The Inhabitant of the Lake”

inflicting $2d8+15$ points of bludgeoning damage per round. The unfortunate is also in danger of suffocation as Eihort's glutinous mass presses against the victim's face and mouth, cutting off all air.

Implant Brood (Ex): This attack can only be made against a character who has accepted Eihort's Bargain (whether under duress or not). Eihort grasps the victim firmly, holding him pinned, then extrudes a snout down the character's throat through the stomach into the intestines. There it implants its brood. This horrific process costs $1/1d20$ Sanity.

Over the next d% months, the character has vivid dreams at least once per week of the tiny brood growing and feasting inside her; this inflicts $1d4$ Sanity loss per episode.

Eventually the mature brood splits open the bargainer's body and escapes, leaving a hollowed shell behind. The unfortunate victim remains conscious right up until the point where she bursts open, and for a round or two beyond, dying as the last of the escaping brood pour out.

Glaaki appears as a nightmarish ancestor of a sea urchin gone terribly wrong. Covered in undulating, stinging spines and glaring eye-stalks, the horror has lived on Earth so long that it, like all beings called Great Old Ones, lays claim to some measure of divine power. In Glaaki's case, it is minuscule compared to most other Great Old Ones, but great enough to seriously disturb any investigators who encounter it.

WORSHIP

Glaaki heads a particularly loathsome cult in which most followers are animated corpses. These shambling undead are known as the Servitors of Glaaki. Glaaki currently dwells at the bottom of a lake on New Britain Island (off the coast of New Guinea) from whence it summons new cultists by its “dream pull.” Without the strength Glaaki draws from its Servitors, it cannot send the dream pull any distance. But whenever someone comes to live nearby, it can send dreams or dispatch Servitors to capture or guide new initiates.

For initiation, the novice stands on the lakeshore while Glaaki rises from the water. The god drives one of its stinging spines into the victim. Most victims succumb to death from the special poison coating each stinger, becoming undead Servitors of Glaaki. See Servitors of Glaaki (page 158) for more information and statistics on these forcefully converted cultists.

Many Servitors learn at least one or two spells from Glaaki directly, enhancing their ability to sway even more initiates.

COMBAT

Glaaki prefers to leave combat to its Servitors. Its first offense is spells, but its stinging spines are a dreadful threat in close quarters.

Servitor Poison (Ex): Poison attacks deal initial damage of $2d4$ Constitution to the opponent on a failed Fortitude saving throw (DC 24). Poison victims who survive an encounter with Glaaki do not endure secondary damage. Victims who are killed by the force of the sting and/or the initial damage are transformed by the poison. The stinger-tipped spines stay in the wounds (requiring a Strength check against DC 24 to

GLAAKI

Huge Great Old One (Demigod)
(Water)

Domains: Water

Hit Dice: $19d12+95$ (323 hp)

Initiative: +4 (Improved Initiative)

Speed: 100 ft., swim 100 ft.

AC: 27 (-2 size, +18 natural, +1 divine)

Attacks: 2 stings +28 melee

Damage: Sting $2d8+12$ plus poison
(Improved Critical)

Face/Reach: 20 ft. by 20 ft./20 ft.

Special Attacks: Servitor poison, dream pull

Special Qualities: Divine qualities (see above), damage reduction $36/+4$, SR 33, water subtype, fire resistance 21, darkvision 60 ft.

Saves: Fort +17, Ref +12, Will +16

Abilities: Str 26, Dex 10, Con 20, Int 22, Wis 18, Cha 24

Skills: Alchemy +28, Concentration +27, Cthulhu Mythos +28, Diplomacy +17, Hide +14, Intimidate +29, Knowledge (arcana) +28, Knowledge (undead) +28, Listen +28, Scry +28, Search +26, Spellcraft +26, Spot +6

Feats: Alertness, Blind-Fight, Improved Critical (sting), Improved Initiative, Weapon Focus (sting), Weapon Focus (sting)

Climate/Terrain: Aquatic (specifically a lake on New Britain Island)

Organization: Unique, or Glaaki with 4–16 Servitors of Glaaki

Challenge Rating: 17

Treasure: Double standard

Alignment: Chaotic neutral

Advancement: None

Sanity Loss: $1d4/1d20$



remove), and on a recently dead body, grow protrusions through the victim's necrotic flesh. When growth is complete in 24 hours, the spine drops off, leaving a livid spot that does not bleed and from which emanates a network of red lines. The victim is then an undead slave, a Servitor of Glaaki, though it may keep the appearance of a living creature for many years to come.

Dream Pull (Su): Glaaki can send hypnotic dreams to potential initiates. Glaaki mainly uses the dream pull to draw victims to its lair for initiation. Glaaki's dream pull only works on sleeping creatures within the specified area. Glaaki can blanket an area with its hypnotic dreams equal to 100 feet of radius per Servitor currently serving Glaaki (regardless of where the Servitor is currently located). Generally, about one hundred Servitors worship Glaaki at any given time, giving his dream pull a radius of a little under two miles. Sleeping victims in the area make a Will saving throw (DC 12) to avoid the effect. Glaaki can use this ability once per night.

ITHAQUA

Gargantuan Great Old One (Demigod) (Cold)
(Incorporeal)

Domains: Evil, Air

Hit Dice: 27d12+189 (513 hp)

Initiative: +4 (Improved Initiative)

Speed: 120 ft.

AC: 36 (-4 size, +27 natural, +3 divine)

Attacks: 2 claws +38 melee, stamp +33 melee

Damage: Claws 2d8+12, stamp 2d6+6

Face/Reach: 20 ft. by 20 ft./20 ft.

Special Attacks: Wind gust, ice blast

Special Qualities: Divine qualities (see above), damage reduction 38/+4, SR 35, darkvision 60 ft., cold subtype, incorporeal subtype, fire resistance 23, sonic resistance 23

Saves: Fort +25, Ref +18, Will +22

Abilities: Str 34, Dex 10, Con 25, Int 22, Wis 18, Cha 14

Skills: Concentration +32, Cthulhu Mythos +31, Hide +13, Knowledge (arcana) +31, Knowledge (local) +16, Knowledge (planes) +31, Knowledge (religion) +31, Knowledge (undead) +20, Listen +29, Move Silently +25, Scry +31, Search +31, Spellcraft +31, Wilderness Lore +29

Feats: Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Sunder

Climate/Terrain: Cold (arctic and subarctic only)

Organization: Unique

Challenge Rating: 25

Treasure: Double standard

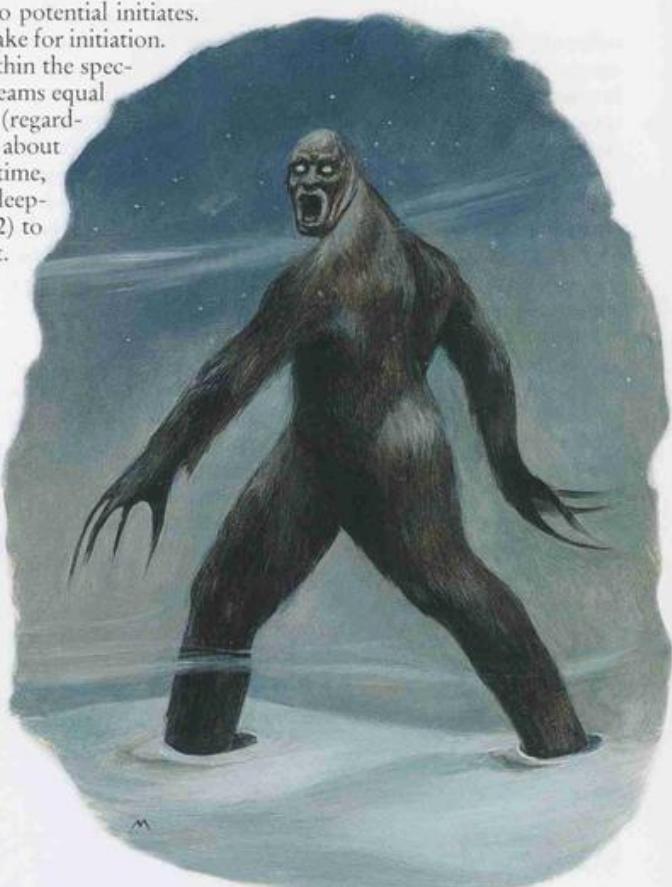
Alignment: Chaotic evil

Advancement: None

Sanity Loss: 1d10/d%

The stars had been blotted out . . . the great cloud which had obscured the sky looked curiously like the outline of a great man. And . . . where the top of the 'cloud' must have been, where the head of the thing should have been, there were two gleaming stars, visible despite the shadow, two gleaming stars, burning bright—like eyes.

—August Derleth,
“The Thing That Walked on Wind”



Normally insubstantial, Ithaqua may manifest as a 60-foot-tall humanoid creature shrouded with shaggy, ice-encrusted fur. Its face looks hollow and corpselike, and its fingers end in 10-foot-long icy claws. Even when visibly manifested, Ithaqua retains a ghostly, insubstantial appearance.

In *Call of Cthulhu*, most reports of Ithaqua come from the arctic and subarctic, where Native Americans encountered him. (Some call him Wendigo.) He is known to stalk the wastes, tracking down hapless travelers and carrying them off. Such unfortunates are found weeks or months later, buried partway as if dropped from a height, frozen solid in positions of great agony, and missing random body parts.

WORSHIP

Ithaqua has a minimal cult, though many fear him in the far north. The inhabitants of Siberia and Alaska may leave sacrifices to keep the Wendigo from haunting their camps, but organized worship is apparently rare.

COMBAT

Ithaqua rarely takes interest in mortal affairs. When facing off against mortals, his mere appearance and divine aura is often enough to drive them insane, or render them dazed. When that doesn't suffice, Ithaqua prefers to use his wind gust ability and ice blast ability first.

Wind Gust (Ex): As an attack action once per day, Ithaqua can call up a mighty wind against a single foe of Huge size or less up to three miles away. If the victim fails a Reflex save (DC 29), she is flung 200 feet into the air. If the victim can't save herself (or is not otherwise saved), she crashes to the earth several hundred feet from where she was first whisked away, in a random direction, taking 20d6 points of damage.

room. [She] was gone, as if she had dissolved like a phantom on the air. Borne on a sudden gust of strangely mingled heat and cold, there came an acrid odor, such as would rise from a burnt-out funeral pyre.

—Clark Ashton Smith, "The Charnel God"

Ice Blast (Ex): As an attack action three times per day, Ithaqua can target an icy ray up to three miles away. Targets the ray strikes suffer 5d12 points of cold damage. There is no saving throw, but the god must make a ranged touch attack to hit a target.

The ray completely destroys a *wall of force*, *prismatic wall*, or *prismatic sphere* if it hits (all layers in a prismatic effect are destroyed). The ray itself is unaffected and can strike a target behind the *wall of force* or prismatic effect.

A divine shield or an area divine shield can stop the ice blast.

MORDIGGIAN, THE CHARNEL GOD

Colossal Great Old One (Demigod)

Domain: Death

Hit Dice: 30d12+360 (555 hp)

Initiative: +7 (Dex)

Speed: 40 ft.

AC: 31 (+20 natural, +2 divine, -8 size, +7 Dex)

Attacks: Swallow +42 melee

Damage: Special (see below)

Face/Reach: 40 ft. by 80 ft./15 ft.

Special Attacks: Swallow whole, perfect strike

Special Qualities: Divine qualities (see above), damage reduction 37/+4, SR 34, fire immunity, blindsight

Saves: Fort +26, Ref +21, Will +24

Abilities: Str 26, Dex 24, Con 34, Int 24, Wis 30, Cha 16

Skills: Animal Empathy +14, Cthulhu Mythos +32, Hide +32, Intuit Direction +35, Knowledge (archaeology) +32, Knowledge (history) +32, Knowledge (occult) +32, Knowledge (religion) +32, Listen +35, Move Silently +32, Perform (religious ceremony) +28, Spot +35

Feats: Alertness, Dodge, Mobility, Spring Attack, Stealthy, Track

Climate/Terrain: Underground

Organization: Unique

Challenge Rating: 30

Treasure: None

Alignment: Neutral

Advancement: None

Sanity Loss: 1d6/1d20

[A] colossal shadow that was not wrought by anything in the room . . . filled the portals from side to side, [towering] above the lintel—and then, swiftly, it became more than a shadow: it was a bulk of darkness, black and opaque, that somehow blinded the eyes with strange dazzling. It seemed to suck the flame from the red urns and fill the chamber with the chill of utter death and voidness. Its form was that of a worm-shaped column, huge as a dragon, its further coils still issuing from the gloom of the corridor; but it changed from moment to moment, swirling and spinning as if alive with the vortical energies of dark eons. Briefly it took the semblance of some demoniac giant with eyeless head and limbless body; and then, leaping and spreading like smoky fire, it swept forward into the chamber. . . . He saw the blackness grow and wax with the towering of red flame as it closed about [the girl]; and he saw it gleam with eddying hues of somber iris, like the spectrum of a sable sun. For an instant, he heard a soft thing and flame-like muttering. Then, quickly and terribly, the thing ebbed from the

Mordiggian was, if legend may be believed, originally a ghoul or possibly ghoul-kin from some vast ancient prehuman race. Over the aeons, he has devolved to devouring corpses. After shedding his superfluous body parts (like his head and limbs), he now resembles nothing so much as a great wormlike mass of solid darkness. Some eccentric cultists claim that Mordiggian was once a Formless Spawn of great size assigned a specific task—the devouring of temple-corpses—who eventually came to be honored as a god in his own right.

In *Call of Cthulhu*, Mordiggian avoids the living, since they do not concern him. He dwells underground in endless ghoul-dug tunnels that link the Waking World with another plane of existence known as the Dreamlands. The god feeds on corpses brought to him by faithful ghoul-legions. He travels much, staying longest in areas where the human population is dense and where there are plentiful corpses requiring his attention. For the last century or so, he has dwelt on the Indian subcontinent. He is known to have survived in ancient Hyperborea and in many legendary necropolises of old. Prophecy foretells that one day he will live in his own ziggurat in the great city Zul-Bha-Sair, honored by the people for performing a necessary funereal function. Such temples are reported as already existing in the Dreamlands, and may have had earthly analogues in the past.

WORSHIP

All ghouls instinctively honor Mordiggian, the apotheosis for the necrophagous impulse. Any human so warped as to worship him is probably well on her way to transformation into a ghoul herself. He is deeply hated and feared by all corporeal undead, and he devours them on sight. Mordiggian is sometimes summoned by populations plagued by hosts of undead, as he invariably tames any ghouls or ghosts present and destroys all animated corpses, leaving any malign necromancer without raw materials. He rarely departs before he has exhausted all the inhumations in the area, a process that may take months, if not years.

COMBAT

Mordiggian has only one attack, but it is a most effective one. Any corpse he encounters he swallows, quickly absorbing it into his own essence. He ignores living creatures unless they attack him or interpose themselves in such a way that he cannot reach the corpse without engulfing them as well, in which case he swallows the brave or bereaved fools.

Perfect Strike (Ex): When Mordiggian wishes to swallow his prey, he gains a +20 insight bonus to his attack roll (this has already been figured into his attack roll given above). In addition, unless he is targeting a more powerful deity who has the divine dodge ability, he ignores any miss chance.

Swallow Whole (Ex): Mordiggian can swallow any creature of any size. If he makes a successful attack, he gets an immediate grapple attack as a free action (denying his victim an attack

of opportunity). If a victim is larger than he is, he simply stretches his elastic mass to encompass it. A creature so swallowed takes 20d6 points of damage per round as it is absorbed into the charnel god's essence. A creature devoured by Mordiggian can never be resurrected, although she may be reincarnated. The body is destroyed forever, and the victim can never take that form again. However, the spirit may survive and could be planted into another body (for example, by *magic jar*).

Spells: Mordiggian can cast spells as a 15th-level sorcerer, preferring spells that hold prey immobile, like *grasp of Cthulhu*, or neutralizes annoyances, like *bind enemy*. He never casts any spell that would animate the dead, unless it enables corpses withheld from him to reach him under their own power.

NODENS THE HUNTER, LORD OF THE GREAT ABYSS

Medium-size to Colossal Elder God [Outsider]
(Lesser God)

Domains: Animals (Hunting), Destruction, Strength, Water (Sea)

Hit Dice: 30d8+308 (444 hp)

Initiative: Because of his supreme initiative ability, Nodens always goes first

Speed: 60 ft., swim 60 ft., chariot or sea-chariot or cloud-chariot 120 ft. (good)

AC: 58 (+30 base, +8 divine, +10 Dex)

Attacks: +5 tri-headed harpoon +66 melee or slam +61/+56/+51/+46 melee

Damage: +5 tri-headed harpoon 1d10+18 plus special, slam 2d6+13

Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with harpoon)

Special Attacks: Divine far shot, hand of death, perfect strike, wound enemy

Special Qualities: Divine qualities (see above), damage reduction 43/+4, SR 40, supreme initiative, alter size, area divine shield, divine fast healing 28/round, summon nightgaunt, darkvision

Saves: Fort +31, Ref +30, Will +40

Abilities: Str 36, Dex 30, Con 33, Int 42, Wis 50, Cha 45

Skills: Animal Empathy +48, Balance +41, Craft (weaponsmithing) +47, Handle Animal +48, Heal +51, Hide +41, Intuit Direction +51, Listen +51, Ride (chariot) +41, Search +41, Sense Motive +51, Spellcraft +41, Spot +51, Wilderness Lore +51

Feats: Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Spring Attack, Track

Climate/Terrain: Any

Organization: Unique

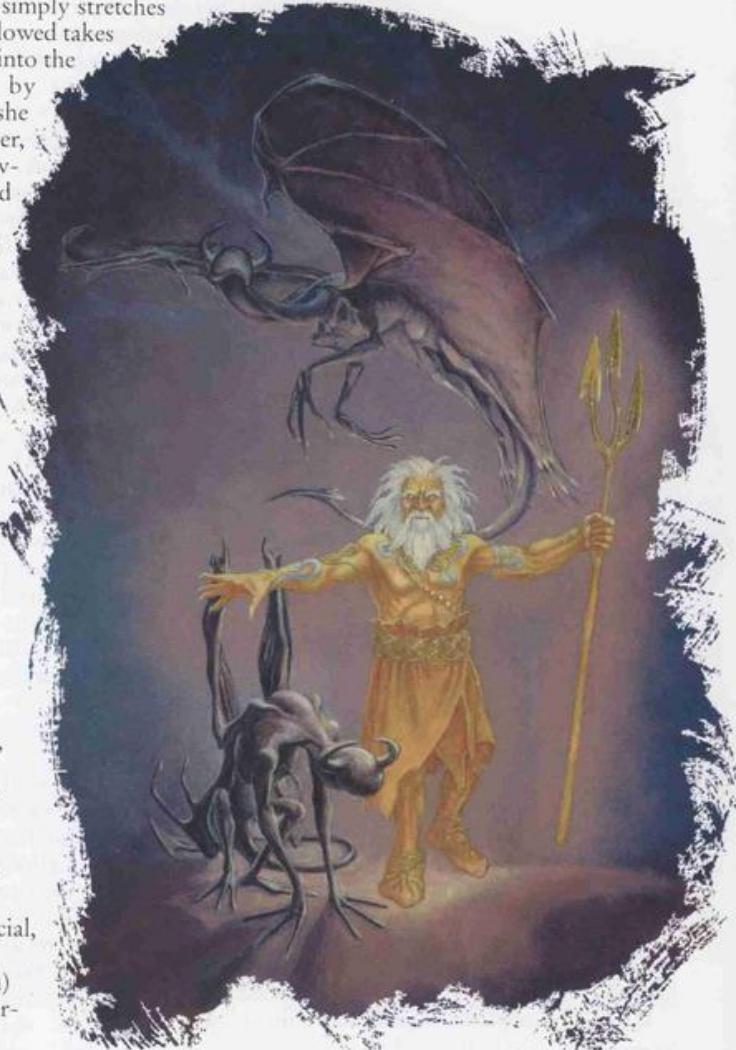
Challenge Rating: 38

Treasure: Double standard

Alignment: Neutral

Advancement: None

Sanity Loss: None to see Nodens, 1d6/1d20 to see the Wild Hunt



[Nodens] . . . is precisely the form required as the older stage of the Irish mythological name Nuada . . . Nuada of the Silver Hand was the king of the Tuatha de Danann . . . Although it is perhaps vain to try and disentangle from the things told about Nuada any of the features of Nodens . . . it is at least highly probable that the two were originally the same. This is borne out by the isolation of the name in Keltic material [and] the importance of Nuada (and Nodens) . . . Whether the god was called the 'ēsnarer' or the 'ēcatcher' or the 'ēhunter' in some sinister sense . . . mere etymology can hardly say. It is suggestive, however, in this connexion that the most remarkable thing about Nuada was his hand . . . Even in the dimmed memories of Welsh legend . . . we heard still an echo of the ancient fame of the magic hand of Nodens the Catcher.

—J. R. R. Tolkien, "The Name Nodens,"
in *Report on the Excavation at Lydney Park*

Nodens can appear any size he pleases due to his alter size ability. Generally, he matches his size to those who summon him; thus, most investigators encounter him in a Medium-size aspect and probably never suspect that he has any other. He usually arrives in his chariot, which appears to mortal eyes as a horse-drawn wheeled conveyance on land, a dolphin-drawn sea-chariot on the ocean, or a pegasus-drawn sky-chariot in the air. He bears a three-headed harpoon that is often mistaken for a trident. Nodens is an ancient god, usually appearing as a gray-bearded shaggy-haired man. He is hoary and feral, but still hale and vigorous.

As master of the nightgaunts, Nodens can summon any number of them at any time, wherever he may be. The beasts that draw his chariots are in fact nightgaunts of exceptional size, whatever their appearance to mortal eyes.

Nodens is the Master of the Wild Hunt and can sometimes be glimpsed follow-

ing a train of wolflike or houndlike beasts on the trail of some hapless prey. (Each one of these beasts possesses the same stats as normal nightgaunts.) Legend persists that at one time he lost his right hand and with it most of his power, eventually replacing it with a magical hand (hence his name in Irish legend, "Nuada of the Silver Hand"), but the truth of this cannot be established.

The god rules as Lord of the Great Abyss (this is not an actual place, but a general title for the empty places of, and between, this and other worlds). He can be encountered almost anywhere, but tends to shun spots frequented by the Great Old Ones, his greatest enemies. He can most often be found in the Dreamlands, hunting down some nightmare—a moonbeast here, a shantak there, or best of all, some new dream-born horror.

WORSHIP

In the past, Nodens was worshiped on Earth under many names by many tribes as far back as Paleolithic days (the cave paintings and rock carvings evoking his blessing still exist in many places), among the last of whom were the Britains and Gael (Irish Celts). Today he retains only a few isolated worshipers among humans of the Waking World, but is honored by seafolk of every race in the Dreamlands, and by his dire servants, the nightgaunts. A Romano-British temple to Nodens once stood in southwest England near Gloucester, the ruins of which were discovered in the late 19th century.

Nodens delights in the hunt, and has often angered the Great Old Ones by pursuing their servants. He especially enjoys hunting down the wily servants of that most subtle of the Outer Gods, Nyarlathotep, for the fine sport they offer him. Nodens can be summoned in his form as the Master of the Wild Hunt, but this is very dangerous, since the Hunt can easily turn upon the summoner (if it provides the god amusement). Otherwise, worshipers feel compelled (Will save, DC 40) to join in the Hunt, running tirelessly on all fours and attempting to slay their prey, attacking with bare teeth if no better weapons are available.

COMBAT

Noden's power lies chiefly in his good right hand. His aim is so perfect (divine far shot) that he can strike a target with his thrown weapon when it is up to eight miles away, as long as it is in his line of sight. His tri-headed harpoon is a special +5 weapon. If its target fails his Reflex save (DC 10 + damage), the weapon's barbs catch in his bones, and Nodens can reel the character in with an opposed Strength check; Nodens can move the body back to himself as a move action. Yanking out the tines is unwise. So firmly are they imbedded in the victim that they cause as much damage coming out as they do going in. Furthermore, Noden's weapon is imbued with the wound enemy divine ability: The wound made by the weapon causes 1d6 points of additional bleeding damage each round thereafter.

Nodens can also fight barchanded with great effect.

Perfect Strike (Ex): Nodens gains a +20 competence bonus to all attack rolls and ignores any miss chances, such as those caused by displacement, concealment, or a Great Old One's divine dodge ability. This bonus has already been added into the numbers given above.

Area Divine Shield (Ex): Nodens is very old and very wily, with little interest in dying. One of his best protections is his area divine shield ability. Usable fourteen times per day, each shield stops 80 points of damage from any source, even a divine blast, allowing him to withdraw from a capable or determined assault. Nodens can customize the shield to ignore damage from attack forms to which he is already immune (such as acid, cold, and electricity). He can shape the shield into a transparent barrier of up to 80 square feet or into a sphere or hemisphere of up to 8 feet in radius. The shield need not be around Nodens himself, and could instead be used to protect a favored mortal.

Hand of Death (Su): In addition to all his combat powers, Nodens can simply slay any single mortal within the range of his senses (eight miles), as long as there is an unbroken line of effect. The mortal is allowed a Fortitude save (DC 36) to survive the effect. If he fails, he is completely destroyed, agonizingly consumed in a nimbus of divine flame, one that doesn't even leave ashes behind. If the victim succeeds, he still takes 10d6 points of damage. Nodens only uses this power on someone who deeply offends him. Only an Outer God can return life to a mortal slain in this manner.

Summon Nightgaunt (Ex): As Lord of the Great Abyss, Nodens may summon nightgaunts at any time as a free action. Typically, 3d6 nightgaunts appear to answer his summons, but in theory, he can summon as many as he needs. When they arrive, they obey his commands without question.

SHUDD M'ELL

Gargantuan Great Old One (Demigod) (Earth)

Domains: Earth

Hit Dice: 27d12+162 (486 hp)

Initiative: +4 (Improved Initiative)

Speed: 120 ft., burrow 120 ft.

AC: 33 (-4 size, +26 natural, +1 divine)

Attacks: 4 tentacle rakes +35 melee

Damage: Tentacle rakes 2d8+10 (Improved Critical)

Face/Reach: 20 ft. by 40 ft./20 ft.

Special Attacks: Improved grab, drain Constitution, crush, trigger earthquake, dominate person

Special Qualities: Divine qualities (see above), damage reduction 36/+4, SR 33, earth subtype, fire immunity, darkvision 60 ft., divine fast healing 20/round, water vulnerability

Saves: Fort +22, Ref +16, Will +27

Abilities: Str 31, Dex 11, Con 23, Int 26, Wis 28, Cha 27

Skills: Alchemy +38, Animal Empathy +38, Concentration +36, Cthulhu Mythos +38, Hide -12, Knowledge (arcana) +38, Knowledge (geography) +38, Knowledge (history) +38, Listen +41, Scry +38, Search +38, Spellcraft +38, Spot +41

Feats: Alertness, Blind-Fight, Improved Critical (tentacle rake), Improved Initiative, Iron Will, Power Attack, Weapon Focus (tentacle rake)

Climate/Terrain: Any underground

Organization: Unique, or Shudde M'ell with 2-8 chthonians

Challenge Rating: 21

Treasure: Double standard

Alignment: Chaotic neutral

Advancement: None

Sanity Loss: 1d4/1d20

A great gray thing a mile long chanting and exuding strange acids... charging through the depths of the earth at a fantastic speed, in a dreadful fury... melting basaltic rocks like butter under a blowtorch.

—Brian Lumley, “The Burrowers Beneath”

Shudde M’ell is a Gargantuan chthonian, a squidlike subterranean god. Eminent among the chthonians, Shudde M’ell has persisted so long that she is considered a Great Old One, and has therefore been touched with the spark of godhood, however slight.

In *Call of Cthulhu*, Shudde M’ell wanders the greater depths of Earth, only rarely responding to calls from lesser chthonians closer to the surface. Shudde M’ell returns to the subsurface city of G’harne (below North Africa) once every twenty-three years, during which time chthonians gather to pay her homage.

WORSHIP

Shudde M’ell and lesser chthonians are not worshiped now, though druids may have done so in the past. It is possible that G’harne was explicitly built by those who revered Shudde M’ell, but that race, human or otherwise, has been lost to the vagaries of time.

COMBAT

Shudde M’ell enjoys all the abilities of a standard chthonian, substantially enhanced, plus the use of her demigod abilities.

Crush (Ex): Shudde M’ell’s crush attack affects a 20-foot-by-40-foot area immediately adjacent to the chthonian. As an attack action, she rears up, then falls with her full weight into the area. All creatures in the area must make a Reflex saving throw (DC 23) or suffer $2d8+10$ points of damage. A successful save indicates that only half damage is taken.

Improved Grab (Ex): If Shudde M’ell hits with a tentacle rake, she deals normal damage and can attempt to start a grapple as a free action (without provoking an attack of opportunity)

against Huge or smaller foes. The demigod uses her tentacle to hold her opponent. Each successful grapple check she makes during successive rounds (assuming the victim doesn’t break free on his action) automatically deals the damage listed for the tentacle rake, in addition to draining Constitution.

Drain Constitution (Ex): Any time the demigod makes a successful grapple check against a foe she has previously grappled, she deals damage normally and drains 2 Constitution points. This Constitution drain is permanent.

Trigger Earthquake (Sp): Shudde M’ell can use this ability once per day, creating an intense tremor that rips the ground for 1 round. The effect propagates through the earth to an effective radius of ten miles, though minor shaking may be felt for many tens or hundreds of miles beyond that radius.

If the demigod is within less than ten miles of the surface, the earthquake also affects all creatures and structures on the surface. A group of one or more adjacent companion chthonians may simultaneously trigger an earthquake with Shudde M’ell. Each additional chthonian increases the effective radius by one mile.

Chthonian-dug burrows are immune to collapse. However, the earthquake partly collapses artificial structures, as well as natural and artificial tunnels. This deals $8d6$ points of damage to any creature caught in the cave-in or structure collapse (Reflex save 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): At will, Shudde M’ell can take control of the minds of humans as if casting the spell *dominate person* with a caster level of 20th. Shudde M’ell does not suffer Sanity loss or ability damage for using her spell-like abilities.

Fire Immunity (Ex): Chthonians are immune to fire and heat damage.

Water Vulnerability (Ex): Shudde M’ell takes double normal damage from any attack using water. She is killed outright if fully immersed in water.



TSATHOGGUA

Huge Great Old One (Demigod)

Domains: Destruction, Knowledge, Magic

Hit Dice: 35d12+240 (470 hp)

Initiative: +0

Speed: 50 ft., hop 100 ft., fly 200 ft. (poor)

AC: 42 (+30 natural, +4 divine, -2 size)

Attacks: 2 claws +36 melee or 1 bite +36 mele

Damage: Claw 2d6+14, bite 4d8+14

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Improved grab, swallow whole, squamous blast, hand of death

Special Qualities: Divine qualities (see above), damage reduction 39/+4, *alter reality*, SR 36, gift of life, summon Formless Spawn, create Formless Spawn, darkvision, blindsight

Saves: Fort +28, Ref +18, Will +31

Abilities: Str 39, Dex 10, Con 30, Int 45, Wis 36, Cha 40

Skills: Cthulhu Mythos +45, Diplomacy +43, Gather Information +43, Knowledge (archeology, astronomy, biology, chemistry, geography, geology, history, local, occult, philosophy, religion) +45 each, Listen +33, Research (via remote senses) +45, Search (via remote senses) +45, Sense Motive +43, Spellcraft +45, Spot +43

Feats: Great Fortitude, Iron Will, Lightning Reflexes, Persuasive

Climate/Terrain: Any (often the black gulf of N'Kai)

Organization: Unique

Challenge Rating: 39

Treasure: Standard

Alignment: Neutral evil

Advancement: None

Sanity Loss: 0/1d10

You shall know Tsathoggua by his great girth and his bat-like furiness, and the look of a sleepy black toad which he has eternally. He will not rise from his place, even in the raving of hunger, but will wait in divine slothfulness for the sacrifice. And, going close to Lord Tsathoggua, you must say to him: 'I am the blood-offering sent by the sorcerer Ezdagor.' Then, if it be his pleasure, Tsathoggua will avail himself of the offering.

—Clark Ashton Smith, "The Seven Geases"

Tsathoggua has been reliably reported in the past as being capable of assuming a number of forms, from a vast pool spawning sentient rotteness to a bizarre sleepy being with a spherical toadlike body, pendulous head, squat legs, and exceedingly elongated arms. Within recorded human history, his form has been that of a fat furry being with a huge head and wide mouth, blinking sleepily at the world through half-closed glowing eyes, rather like a sly gloating Buddha.

As one of the most ancient of the Great Old Ones, Tsathoggua was once powerful, but has allowed his power and cult to erode over the last few billion years. He has an undeserved reputation for being relatively benign. In recent centuries, he has been sluggish only while resting between meals, surrounded by vast piles of well-picked bones in his lair in the black gulf of N'Kai. In time his hunger may return, causing him to venture forth in search of fresh sweet meat or compelling his faithful servitors, the Formless Spawn, to

capture prey and bring it to him. Whether this will occur before the human race becomes extinct the *Book of Eibon* does not say.

Tsathoggua speaks his own language, which is also known to his Formless Spawn. He is capable of reading the minds of any lesser beings who approach him, and thus of responding to them in their own language. He can also comprehend any written language simply by devoting a tiny fraction of his mind to deciphering it, should he deem it worth the trouble. He enjoys using polite, formal modes of address; long experience has taught him that others find this disconcerting from a creature of such uncouth exterior.

WORSHIP

In *Call of Cthulhu*, Tsathoggua was honored on distant Cykranoth (Saturn) and in ancient Hyperborea, but his cult fell into decline in recent millennia. Small sects sacrificed to him as recently as Roman and medieval times under such names as Sadaqua and Zhothaquah. He automatically receives the unwavering devotion of those strange, amorphous beings known as the Formless Spawn, whom he created and can uncreate with a thought (the same principles apply to his fellow demigod, Nyogtha). Some occultists believe the shoggoths were created by the Great Race from Formless Spawn or some by-product therefrom; if so, Tsathoggua could probably command shoggoths as well.

His present cult is tiny, due to his relative inactivity of late, consisting of a few isolated sorcerers who have divined his existence (through sources such as the *Book of Eibon*) and sought his favor. During those eras when he bestirs himself, his worshipers grow in number accordingly, often rivaling even those of Great Cthulhu and Hastur the Unspeakable.

COMBAT

Tsathoggua sometimes amuses himself by striking dead those who approach him with insufficient respect, then reviving them over and over until he feels they have learned their lesson. If seriously annoyed, he simply smites the offender with his squamous blast; if threatened, he removes himself via *alter reality*, rearranging events so that the annoyance never occurred. It is not known what offense could drive him into actual combat. He has, when hungry or annoyed, suddenly seized an offender with his wicked prehensile claws and devoured it (see below). He is much stronger than he looks, especially for one so old and slothful, and the disrespectful may find themselves counting the god's teeth from inside.

Alter Reality (Sp): Tsathoggua can reshape himself or his surroundings and events to please himself. This is a move action.

Gift of Life (Ex): With this power, Tsathoggua can restore a dead creature to life, no matter how long she has been dead or what condition the body (if any) is currently in. This power cannot restore a creature against its will, but it can resurrect outsiders, elementals, and other creatures not usually eligible for such resurrection. It can reincarnate someone whose soul is trapped (for example, in a *magic jar*). It can even restore characters slain by *hand of death*, as long as they were not slain by a being more powerful than Tsathoggua.

Hand of Death (Su): Tsathoggua can slay any single mortal who has displeased him who is within four miles of a shrine specially devoted to him, as long as there is a line of sight. The mortal is allowed a Fortitude save (DC 32) to survive the effect. If the mortal fails, she is completely destroyed, agonizingly consumed in a nimbus of divine flame that doesn't even leave ashes behind. If the mortal succeeds, she still takes 10d6 points of damage. Only Tsathoggua himself, or a being more powerful, can return life to a mortal slain in this manner.

Improved Grab/Swallow Whole (Ex): Rather than attacking to deal damage, Tsathoggua can snatch at an offender when provoked. If he succeeds, the target must win an opposed grapple check or be swallowed the next round. Tsathoggua can swallow creatures much larger than he is, thanks to his *alter reality* power. His jaws seem for an instant to gape impossibly wide; then the target is gone and the Great Old One sits back, licking his furry lips. A character thus swallowed must make a Fortitude save (DC 42) each round or gain 1d10 negative levels. When the swallowed character is completely drained of levels, she is transformed into a Formless Spawn and belched forth. This transformation is permanent and can only be undone by Tsathoggua himself (a very unlikely event). The newborn spawn has no personality or memory of its former life and is wholly under Tsathoggua's control.

Squamious Blast (Su): Eighteen times per day, Tsathoggua can release part of his personal energy as a ray that can strike any target in his line of sight (up to four miles away), inflicting 16d12 points of damage. There is no saving throw, but the Great Old One must make a successful ranged touch attack for the blast to hit its designated target. The bolt itself is invisible: a target struck by it appears to collapse into a heap of putrescence, rotting to foulness in a split second. A divine shield offers complete protection from such a blast.

Spells: As a patron of sorcerers, Tsathoggua can cast any spell at will, one per round, as a free action. He can also teach any spell to a worshiper who brings him a tempting morsel or otherwise pleases or amuses him.

YIG, THE FATHER OF SERPENTS

Huge Great Old One (Demigod)

Domains: Animals, Death, Protection, Trickery

Hit Dice: 30d12+450 (650 hp)

Initiative: +25 (+21 Dex, +4 Improved Initiative)

Speed: 100 ft. (bipedal), slither 140 ft., swim 140 ft.

AC: 52 (+30 base, +3 divine, -2 size, +21 Dex)

Attacks: 1 bite +42 melee, 2 claws +24 melee

Damage: Bite 3d8+15 plus poison, claw 2d6+8

Face/Reach: 10 ft. by 5 ft./15 ft.

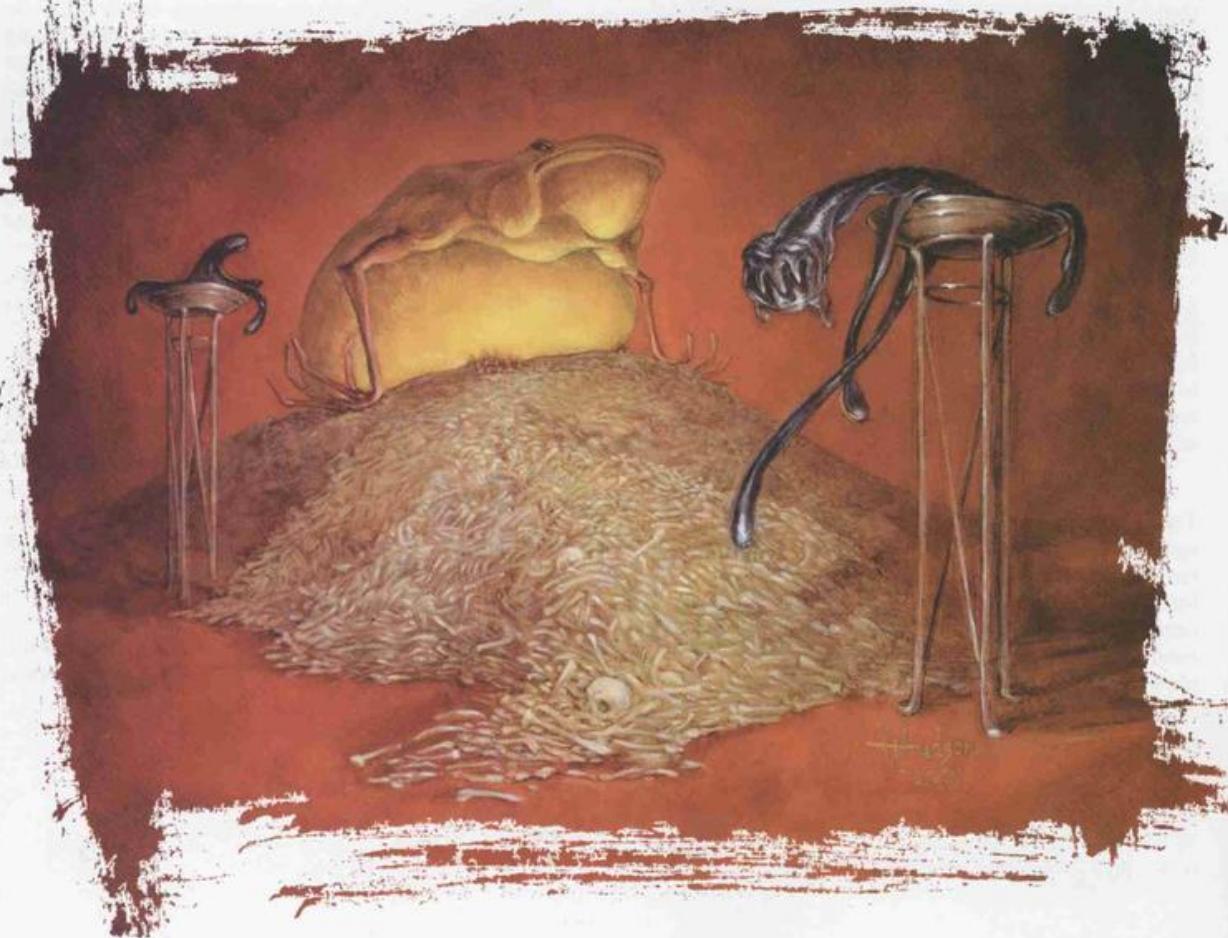
Special Attacks: Poison, spells

Special Qualities: Divine qualities (see above), damage reduction 40/+4, SR 35, divine fast healing 23/round, summon snakes, summon Sacred Snake of Yig, darkvision 60 ft.

Saves: Fort +30, Ref +36, Will +24

Abilities: Str 27, Dex 53, Con 41, Int 25, Wis 29, Cha 31

Skills: Animal Empathy +36, Balance +47, Climb +30, Escape Artist +47, Hide +49, Jump +36, Listen +35, Move Silently +49, Spot +35, Swim +42, Tumble +49, Wilderness Lore +35



COMBAT

Yig rarely attacks in person, although he is highly capable in combat. Usually he settles scores with those who have offended him by dispatching either a single Snake of Yig or a horde of ordinary poisonous snakes to slay the transgressor. When grossly offended (say, by someone who has just killed the last of some species of snake), he appears in person and slays the transgressor.

Poison (Ex): Any bite from Yig, whether delivered by his evilly fanged head or one of his serpent-arms, automatically injects a highly lethal poison into the victim. Yig's poison is so potent that it causes $5d10+5$ points of Constitution drain (Fort save DC 40) and then the same amount 1 minute later. Even a successful save results in 1d6 points of temporary Constitution damage. A character killed by Yig's poison swells up almost to the point of bursting and turns a sickly green-black from the venom beneath the skin. Anyone who somehow survives finds that the wounds never heal, nor can the lost Constitution ever be regained (except through the intervention of a god more powerful than Yig).

Sacred Snakes of Yig (Su): Typically, Yig warns those embarking on courses that displease him by sending omens and prophetic dreams. Those who ignore these warnings and actually commit an act offensive to the Great Old One draw the god's disfavor.

Yig's anger does not manifest immediately. Instead, Yig dispatches several hundred snakes of types native to the area to attack the character the next time he is alone or asleep. If the local snake population is sparse, or Yig does not want to diminish its numbers, he infuses a small portion of his godly essence into a particularly fine specimen, temporarily transforming it into a Sacred Snake of Yig. The snake is always a paragon of its species, appearing normal except for a small white crescent that appears on the back of its head. The snake gains a lesser form of Yig's poison, inflicting 1d6 points of Constitution drain on a successful bite (Fort save DC 30, to resist), followed by another 2d6 points 1 minute later. A Sacred Snake of Yig will have maximum hit points while on a mission from the god.

Spells: Yig can cast any spell in the Magic chapter as an attack action, in addition to any spells he can cast as a divine ability. He also bestows knowledge of spells on those who placate him with devoted worship, pleasing sacrifices, and due respect. *Hands of Colubra* is a favorite spell for him to grant.

Feats: Acrobatic, Dodge, Improved Initiative, Mobility, Stealthy, Weapon Finesse (bite)
Climate/Terrain: Any non-arctic
Organization: Unique
Challenge Rating: 27
Treasure: Double standard or none
Alignment: Neutral Evil
Advancement: None
Sanity Loss: 0/1d8

The half-human father of serpents... the snake-god of the central plains tribes—presumably the primal source of the more southerly Quetzalcoatl or Kukulcan—was an odd, half-anthropomorphic devil.

—H. P. Lovecraft and Zealia Bishop,
“The Curse of Yig”

Yig can appear as a great serpent, always poisonous and always bearing the Sign of Yig—a white crescent—on top of its head. He sometimes prefers a form like an oversized yuan-ti abomination, or a huge bipedal form resembling one of the serpent people. When in the latter form, he typically has powerful clawed hands, but he can transform both arms into Snakes of Yig. The god speaks through the trances and dreams of shamans and medicine men. Yig sometimes sends omens, and almost always works through snakes.

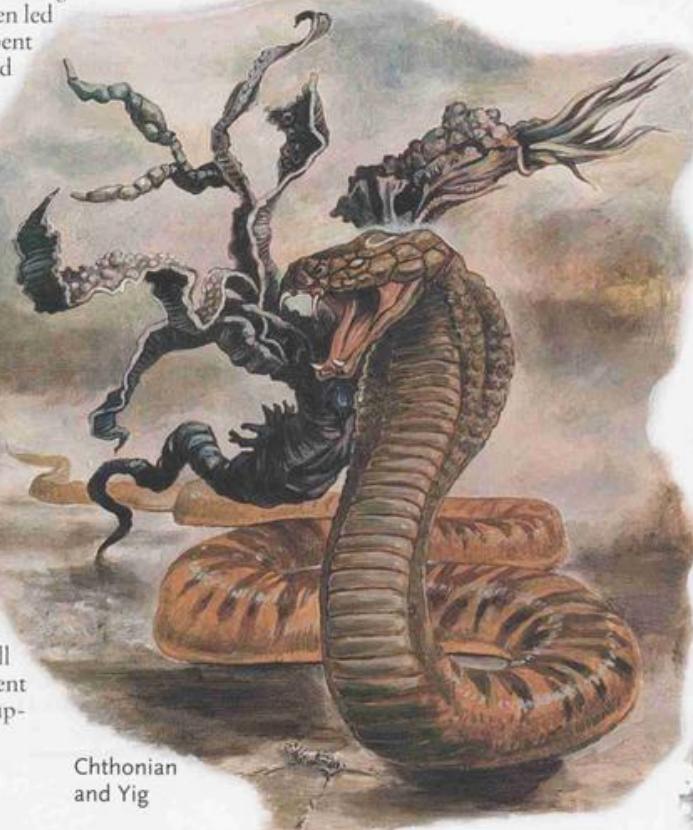
WORSHIP

Yig is a very old god whose cult is currently in decline, along with the reptiles who formed his closest worshipers. He once had close ties to the serpent people, and some attribute their near-extinction to the withdrawing of Yig's favor. Hence, degenerate serpent people tribes are often led by an atavistic priest of Yig. The few surviving serpent people sorcerers who preserve the full knowledge and cunning of that race embrace a cynical atheism, but still find it politic to maintain the forms of worship.

In *Call of Cthulhu*, Yig has dominated many Native American tribes, acting through a smattering of cults among them. Some venerable shamans of these and other tribes still maintain his worship. It is widely believed that Yig can greatly extend the life span of those who please him greatly, but the mechanism whereby he does so is not known. Speculation has it that he either grants them the slower metabolism (and thus longer life span) of his beloved reptiles, or that he injects them with a modified form of his venom that enhances their Constitution rather than draining it.

All serpents instinctively worship Yig whenever he appears, obeying his every command. Wise investigators and insane cultists alike sometimes find it prudent to take steps to appease Yig, or at least avoid calling down his anger.

Rumor has it that Yig can command birds as well as snakes. The theory that his old feathered-serpent form was worshiped as Kukulcan or Quetzalcoatl supports this idea, but no proof is known at this time.



Chthonian
and Yig

A BRIEF CONVERSION SYSTEM

A vast array of *Call of Cthulhu* adventures and sourcebooks have been published over the past two decades. More than seventy of them come from Chaosium, publishers of the original game, but there have also been a dozen or so from Pagan Publishing. Other *CofC* publishers include Theatre of the Mind (five sourcebooks), Games Workshop (three), Triad (five), Fantasy Flight (three), and Grenadier (one).

Gamemasters wanting to use some of those scenarios with the new rules presented in this book should use these rough notes as an aid to converting original *Call of Cthulhu* characters and monsters to the d20 System rules.

CHARACTERS

Call of Cthulhu characteristics convert from "Classic Cthulhu" to "Cthulhu d20" as follows:

STR	= Strength
CON	= Constitution
POW	= Wisdom
DEX	= Dexterity
INT	= Intelligence
APP	= Charisma

SIZ and EDU lose their value as game statistics, but they're still useful in determining details about the character.

With the GM's approval, a player may translate POW into Charisma rather than Wisdom (since POW and Charisma both represent strength of character). If so, APP should then be used only as a basis for the character's physical description, and a new Wisdom score would have to be generated for such a character.

SAN becomes Sanity, retaining its value and purpose.

DETERMINING LEVEL

The Gamemaster can choose one of two methods for determining character level.

SKILL CONVERSION

The following skills from "classic Cthulhu" do not correspond to skills in the d20 System: Credit Rating, Grapple, Handgun, Head Butt, Kick, Machine Gun, Martial Arts, Own Language, Rifle, Shotgun, Submachine Gun, Throw.

After eliminating those skills from the original character's list of skills, declare the d20 character's twelve highest skills as core skills.

For skills that do convert from "Classic Cthulhu" to "Cthulhu d20," make the following substitutions:

Accounting, Anthropology, Archaeology, Art, Astronomy, Biology, Chemistry, Geology, History, Law, Medicine,

Natural History, Occult, Pharmacy, Physics, Psychology = appropriate Knowledge skill

Bargain = Sense Motive
Climb = Climb
Computer Use = Computer Use
Conceal = Sleight of Hand
Craft = Craft
Cthulhu Mythos = Cthulhu Mythos
Disguise = Disguise
Dodge = Tumble
Drive Auto = Drive
Electrical Repair = Repair
Electronics = Craft (electronics) or Knowledge (electronics)
Fast Talk = Bluff
First Aid = Heal
Hide = Hide
Jump = Jump

The Skill Method: Take the highest rating the character has in a given skill. Divide this number by 10 and subtract 3. The result is the character's level.

The Attack Method: Take the character's highest rating in a combat skill (such as Handgun, Fist/Punch, Rifle, Shotgun, or Machine Gun), subtract the base skill rating (for instance, 25% for Handgun), and divide the result by 5. This is the character's base attack bonus; use Table 1-8 or Table 1-9 (page 10) to determine the character's starting level.

Use the newly determined level to derive the character's saving throw bonuses, hit points, skill points (but see Translating Skill Modifiers, below), and number of feats.

The skill method produces lower-level characters than the attack method does. Depending on the type of campaign he wants to run, the GM may direct players to use one method or the other. In either case, all the characters in a campaign (including NPCs) should be converted using the same method.

TRANSLATING SKILL MODIFIERS

As an alternative to purchasing skill ranks with skill points, it's possible to change classic Cthulhu skill ratings into d20 Cthulhu skill modifiers, although doing this is not recommended. The resulting character will not necessarily resemble one created with the rules given in this book. If you prefer this option, however, take the original character's skill rating and divide by 10 to get the number of ranks the d20 character has in the equivalent skill. Apply ability score modifiers as appropriate to determine the character's skill modifiers.

Library Use = Research
Listen = Listen
Locksmith = Open Lock
Mechanical Repair = Repair or Disable Device
Navigate = Intuit Direction
Operate Heavy Machine = Operate Heavy Machinery
Other Language = Speak Other Language
Persuade = Diplomacy or Intimidate
Photography = Craft (photography)
Pilot = Pilot
Psychoanalysis = Psychoanalysis
Ride = Ride
Sneak = Move Silently
Spot Hidden = Spot or Search
Swim = Swim
Track = Wilderness Lore

GODS AND MONSTERS

When converting monsters or deities from classic CoC rules into d20, do the same as you would for a character for determining ability scores and skill conversions, then proceed as follows.

Move: Multiply this number by 4 to determine speed.

Hit Points: Divide hit points by 5 to determine number of Hit Dice. The HD size (d6, d8, d10, etc.) is determined by creature type (see page 153).

Damage Bonus: Substitute the appropriate value from the following list for damage based on the creature's size. Don't forget to add its Strength modifier to the final result.

Bite/Bash Damage: Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

Claw/Tentacle Damage: Fine —, Diminutive 1, Tiny 1d2, Small 1d3, Medium-size 1d4, Large 1d6, Huge 1d8, Gargantuan 2d6, Colossal 2d8.

Weapon: Divide this number by 10 and add appropriate ability score modifier (usually Strength, sometimes Dexterity) to determine base attack bonus.

Armor: Give appropriate natural armor bonus (ranging from +1 to +10) based on the creature's skin, scales, and so on. Give damage reduction equal to 3-5 points per point of armor listed.

Sanity Loss: Remains the same under both sets of rules.

Determine other needed characteristics, such as creature type, size, and special abilities, as needed.

RECOMMENDED READING LIST

If you want to do further research into the Cthulhu Mythos, go straight to the source. The following list includes dozens of stories, anthologies, and novels to inspire your games.

MYTHOS STORIES

H. P. LOVECRAFT

The Dunwich Horror and Others (esp. "The Call of Cthulhu," "The Haunter of the Dark," "The Dunwich Horror," "The Whisperer in Darkness," "The Thing at the Doorstep," "Shadow over Innsmouth," "Pickman's Model," "The

Colour Out of Space," "The Rats in the Walls," "Cool Air," "The Terrible Old Man," and "The Shadow Out of Time")

Dagon & Other Macabre Tales (esp. "Herbert West, Re-animator," "The Temple," "The Hound," "The Festival," "Under the Pyramids," "The Horror at Red Hook," "The Cats of Ulthar," and "The Strange High House in the Mist")

At the Mountains of Madness (esp. "The Statement of Randolph Carter," "The Case of Charles Dexter Ward," "The Shunned House," "The Dreams in the Witch-House") and *The Dream-Quest of Unknown Kadath*

The Horror in the Museum and Other Revisions (esp. "The Curse of Yig," "The Loved Dead," and "The Diary of Alonzo Typer")

The Fungi from Yuggoth (sonnet cycle, ideal for use as excerpts of poems by Justin Geoffrey or Edward Pickman Derby); "Nyarlathotep" (prose poem)

The H. P. Lovecraft Dream Book (transcriptions of actual dreams Lovecraft had, some of which he later turned into stories)

Supernatural Horror in Literature (essentially Lovecraft's own recommended reading list of weird horror)

H. P. Lovecraft's Book of Horror It not only contains Lovecraft's treatise, "Supernatural Horror in Literature," but also contains twenty-one of the stories he mentions in that essay, by authors including Poe ("The Fall of the House of Usher"), Bierce ("The Damned Thing"), Chambers ("The Yellow Sign"), Smith ("The Double Shadow"), Hodgson ("The Hog"), Machen ("The Great God Pan"), and James ("Count Magnus")

The Dream Cycle of H.P. Lovecraft: Dreams of Terror and Death, *The Transition of H. P. Lovecraft: The Road to Madness*, *Tales of the Cthulhu Mythos*. These titles, available from Del Rey in both hardcover and trade paperback, are easier to find than the collections listed above, and contain most of the same stories.

CLARK ASHTON SMITH

Complete short stories (esp. "Genius Loci," "The Devotee of Evil," "The Double Shadow," "The Return of the Sorcerer," "The Tale of Satampra Zeiros," "The Door to Saturn," "The Vaults of Yoh-Vombis," "The Plutonian Drug," "The Empire of the Necromancers," "The Charnal God," "The Maze of Maal Dweb," "The Nemesis of the Unfinished," "The Holiness of Azedarac," "The Beast of Averoigne," "The En-

chantress of Sylaire," "The Mandrakes," "The Maker of Gargoyles," "The Colossus of Ylourgne," "The Disinterment of Venus," "The Enchantress of Averoigne," and "Morthylla") and *The Dead Will Cuckold You* (play)

The Book of Eibon

ROBERT E. HOWARD

Nameless Cults

FRANK BELKNAP LONG

"The Hounds of Tindalos" and "The Horror from the Hills"

ROBERT BLOCH

Mysteries of the Worm (esp. "The Shambler from the Stars" and "The Shadow from the Steeple" [the first and final stories in a triptych to which Lovecraft's "The Haunter of the Dark" is the centerpiece], "Fane of the Black Pharaoh," and "Notebook Found in a Desolated House")

RAMSEY CAMPBELL

Complete short stories (esp. "Cold Print," "The Insects of Shaggai," "The Faces at Pine Dunes," "The Franklyn Paragraphs," "The Plain of Sound," "The Moon-Lens," "The Room in the Castle," and "The Inhabitant of the Lake")

FRITZ LEIBER

"To Arkham and the Stars" and "Terror from the Depths"

HENRY KUTTNER

The Book of Iod (esp. "The Salem Horror," "Hydra," and "The Eater of Souls")

JOSEPH S. PULVER, SR.

Nightmare's Disciple

ROGER ZELAZNY

A Night in Lonesome October

JOHN TYNES

Rules of Engagement, "The Nullity of Choice," and "The Second Effort"

THOMAS LIGOTTI

Songs of a Dead Dreamer, "The Sect of the Idiot," "The Last Feast of Harlequin," and "The Dark Beauty of Unheard Horrors"

ROBERT PRICE

Scrolls of Thoth Unusual historical fiction featuring Simon Magus as the central character. Mythology and Roman history blend with the Hyborian and Cthulhu Mythos cycles.

LIN CARTER

The Xothic Legend Cycle

AUGUST DERLETH

The Trail of Cthulhu, "The Thing That Walked on Wind," "The Snow-Thing," "Beyond the Threshold," "The Shuttered Room," "The Sandwin Compact," and "The Lair of the Star-Spawn"

ANTHOLOGIES, ETC.

Alien Intelligence, Bob Kruger, ed. An anthology of short stories showing many different aspects of Delta Green (one of the settings featured in the Settings chapter of this book).

A Cthulhu Mythos Bibliography and Concordance, by Chris Jarocho-Ernst. A terrific resource that lists over 2,600 works by title and author with bibliographical data and a listing of which Mythos terms appear in which stories.

Cthulhu 2000, Jim Turner, ed. This collection of modern Mythos fiction includes stories by eighteen authors, including T.E.D. Klein ("Black Man with a Horn"), Poppy Z. Brite ("His Mouth Will Taste of Wormwood"), Michael Shea ("Fat Face"), Gahan Wilson ("H.P.L."), and Harlan Ellison ("On The Slab").

—*Encyclopedia Cthulhuiana*, by Daniel Harms

Tales of the Lovecraft Mythos, Robert Price, ed. This volume contains tales from Howard ("The Thing on the Roof," "The Fire of Asshurbanipal"), Bloch ("Fane of the Black Pharaoh"), Smith ("The Seven Geases"), Kuttner ("The Invaders," "Bells of Horror"), Derleth ("The Thing That Walked on the Wind," "Ithaqua"), and others.

NON-MYTHOS STORIES**M. R. JAMES**

Universally recognized as the greatest writer of ghost stories ever.

Complete ghost stories (esp. "Casting the Runes," "The Tractate Middoth," "The Mezzotint," "A View from a Hill," "A Neighbor's Landmark," "Mr. Humphries and His Inheritance," "Oh, Whistle and I'll Come to You, My Lad," "The Stalls of Barchester Cathedral," "Count Magnus," "The Treasure of Abbot Thomas," "Martin's Close," "A Warning to the Curious," "Canon Alberic's Scrap-book," "Count Magnus," and "Rats")

R. W. CHAMBERS

The King in Yellow (esp. "The Yellow Sign" and "The Repairer of Reputations")

AMBROSE BIERCE

Ghost and Horror Stories (esp. "The Damned Thing," "Strange Disappearances," "The Suitable Surroundings," "The Moonlit Road," "Haita the Shepherd," and "An Inhabitant of Carcassonne")

EDGAR ALLAN POE

"The Facts in the Case of M. Valdemar," "The System of Dr. Tarr & Professor Fether," "A Tale of the Ragged Mountains," "Ligeia," *The Narrative of A. Gordon Pym* (referenced in Lovecraft's *At the Mountains of Madness*), "Silence," "William Wilson," "Never Bet the Devil Your Head: A Tale with a Moral," "The Fall of the House of Usher," and the unfinished "The Lighthouse"

ALGERNON BLACKWOOD

"The Willows," "The Wendigo," "Ancient Lights," and "Entrance & Exit"

John Silence

ARTHUR MACHEN

The Three Imposters (esp. "The Novel of the White Powder" and "The Novel of the Black Seal")

"The White People," "The Inmost Light," "The Shining Pyramid," and "The Great God Pan"

WM. HOPE HODGSON

Carnacki the Ghost-Finder (esp. "The Whistling Room")

Deep Waters (esp. "The Derelict" and "The Voice in the Night")

The Ghost Pirates, *The House on the Borderlands*, *The Night Land*, and *The Boats of the Glen Carrig*

LORD DUNSANY

The Gods of Pegana (esp. "The Deeds of Mung," "A Shop in Go-by Street," and "Alhireth-Hotep the Prophet")

Time and the Gods (esp. "The King That Was Not")

The Sword of Welleran (esp. "The Highwayman," "The Ghosts," and "The Fortress Unvanquishable, Save for Sacnoth")

A Dreamer's Tales (esp. "Where the Tides Ebb and Flow," "Bethmora," "The Hashish Man," "Poor Old Bill," and "The Field")

The Book of Wonder (esp. "The Hoard of the Gibbelins," "How Nuth Would Have Practised His Art Upon the Gnoles," and "Chu-bu and Sheemish")

The Last Book of Wonder (esp. "The City on Mallington Moor," "The Bureau d'Echange de Maux," and "A Narrow Escape")

Fifty-One Tales (esp. "Taking Up

Piccadilly," "The Sphinx in Thebes [Massachusetts]," "The Trouble in Leafy Green Street," and "Lobster Salad")

Tales of Three Hemispheres (esp. "How the Office of Postman Fell Vacant in Otford-under-the-Wold" and "The Sack of Emeralds"); also "The Return"

A Night at an Inn (play).

W. B. YEATS

"Rosa Alchemica," "The Tables of the Law," and "The Adoration of the Magi"

ROBERT ARTHUR

"Footsteps Invisible," "Mr. Dexter's Dragon," and "Do You Believe in Ghosts?"

HENRY JAMES

"The Jolly Corner"

A. (ABRAHAM) MERRITT

Dwellers in the Mirage and *The Moon Pool*

MODERN HORROR STORIES**JOHN BELLAIRES**

The Face in the Frost, *The House with a Clock in its Walls*, "The Spell of the Sorcerer's Skull," "The Doom of the Haunted Opera"†, "The Spectre from the Magician's Museum"†, and "The Beast Under the Wizard's Bridge"† [†: with Brad Strickland]

JONATHAN CARROLL

The Land of Laughs

SHIRLEY JACKSON

The Haunting of Hill House (the ultimate haunted house novel)

STEPHEN KING

Salem's Lot (The model of how a horror classic, in this case, *Dracula*, can be updated to the modern day without losing any of its impact.)

JORGE LUIS BORGES

"The Book of Sand," "The Zahir," "The Circular Ruins," "The House of Asterion," "The Aleph," and "Tlon, Uqbar, Orbis Tertius"

BRIAN LUMLEY

The Burrowers Beneath and "Cement Surroundings"

SAMPLE CHARACTERS

MARIE

Defense Option, 1st level
Profession: Journalist

Ability	Modifier
Str 8	-1
Dex 15	+2
Con 10	+0
Int 14	+2
Wis 12	+1
Cha 13	+1

Initiative: +6; Hit Points: 6;
-1 melee attack; +2 ranged attack;
60 Sanity

Skills

Bluff	+5
Computer Use	+6
Craft (photography)	+6
Craft (writing)	+6
Diplomacy	+3
Gather Information	+5
Hide	+6
Innuendo	+3
Knowledge (occult)	+6
Research	+6
Sense Motive	+3
Spot	+3

Saving Throws

Fortitude +0
Reflex +2
Will +2

Feats

Weapon Proficiency (pistol)
Improved Initiative

Equipment:

Camera, palm pilot, cell phone

Weapons: .38 revolver (+2 attack,
1d10 damage); Knife (-5 attack, 1d4
damage)

CLAIRE

Offense Option, 1st level
Profession: Athlete

Ability	Modifier
Str 15	+2
Dex 13	+1
Con 14	+2
Int 10	+0
Wis 12	+1
Cha 8	-1

Initiative: +1; Hit Points: 8;
+3 melee attack; -3 ranged attack;
60 Sanity

Skills

Balance	+5
Climb	+6
Heal	+3
Intimidate	+2
Jump	+6
Listen	+3
Move Silently	+2
Performance (acting)	+2
Search	+0
Spot	+3
Swim	+2
Tumble	+5

Saving Throws

Fortitude +4
Reflex +1
Will +1

Feats

Martial Artist
Run (base speed 40 ft.)

Equipment:

Flashlight, running shoes, cell phone

Weapon: Unarmed strike (+3 attack,
1d3+2 damage)

SAM

Offense Option, 1st level
Profession: Customs agent (police)

Ability	Modifier
Str 14	+2
Dex 13	+1
Con 15	+2
Int 8	-1
Wis 12	+1
Cha 10	-1

Initiative: +1; Hit Points: 11;
+3 melee attack; +2 ranged attack;
60 Sanity

Skills

Climb	+4
Drive	+3
Gather Information	+2
Hide	+1
Intimidate	+2
Listen	+5
Move Silently	+5
Open Lock	+3
Research	-1
Search	+3
Sense Motive	+3
Spot	+5

Saving throws

Fortitude +4
Reflex +1
Will +1

Feats

Weapon Proficiency (melee)
Toughness

Equipment:

Government identification, cell phone, shovel
(in trunk of car)

Weapons: Glock 9mm (-2 attack,
1d10 damage); anything he can improvise (e.g. shovel: +3 melee,
1d6+2 damage)

KRISTOF

Defense Option, 1st level
Profession: Asst. history professor

Ability	Modifier
Str 10	+0
Dex 8	-1
Con 12	+1
Int 15	+2
Wis 14	+2
Cha 13	+1

Initiative: -1; Hit Points: 7;
+0 melee attack; -1 ranged attack;
70 Sanity

Skills

Concentration (Con)	+3
Diplomacy (Cha)	+3
Gather Information (Cha)	+5
Spot	+4
Knowledge (archaeology) (Int)	+6
Knowledge (history) (Int)	+6
Knowledge (occult) (Int)	+6
Research (Int)	+9
Search (Int)	+6
Speak Other Language (Int)	+6
—Egyptian	+5
—Classical Greek	+4
Heal	+3
Wilderness Lore	+6

Saving Throws

Fortitude +1
Reflex +1
Will +4

Feats

Skill Emphasis (Research)
Weapon Proficiency (shotgun)

Equipment:

Notebook, laptop computer, cell modem, cell phone

Weapon: Shotgun (-1 attack,

3d6/2d6/1d6 damage)

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