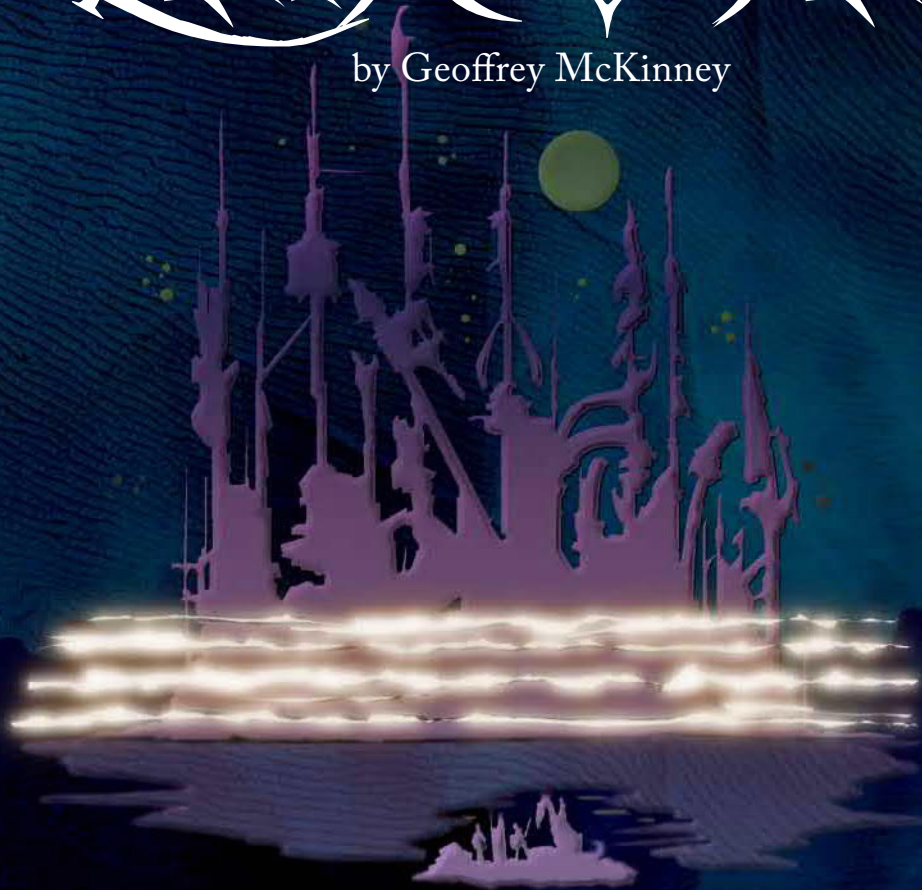


WEIRD SCIENCE-FANTASY HORROR SETTING

CARCOSA

by Geoffrey McKinney



PDF Edition



CARCOSA

By Geoffrey McKinney

Presented in one volume expanded edition consisting of a rough account of what transpires in the wildernesses around the lake Nali and mysterious Carcosa as well as the laws of play regarding events therein.

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Lamentations of the Flame Princess

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Along the shore the cloud waves break,
The twin suns sink behind the lake,
The shadows lengthen In Carcosa.

Strange is the night where black stars rise,
And strange moons circle through the skies,
But stranger still is Lost Carcosa

Songs that the Hyades shall sing,
Where flap the tatters of the King,
Must die unheard in Dim Carcosa

Song of my soul, my voice is dead,
Die thou, unsung, as tears unshed
Shall dry and die in Lost Carcosa

– Robert W. Chambers





Introduction

You hold in your hands a weird science-fantasy supplement for traditional fantasy role-playing games, containing both rules and a setting. You will not find within long-winded histories or encyclopedic descriptions of countries, forests, and rivers. Instead, the world of Carcosa is presented as a numbered hex map filled with 800 encounters and the rules to use them.

Carcosa is a planet 153 light years away from Earth, orbiting a star in the Hyades Cluster. This is definitely a non-traditional setting:

- ⌘ It does not include clerics or magic-users. (Specialists can be used or not without affecting the feel of the setting.) The standard spell-casting classes are replaced by Sorcerers, who use horrific rituals to summon Cthulhoid entities.
- ⌘ There are no Dwarfs, Elves, or Halflings. Instead there are 13 races of men with outré skin colors (Purple Men, Orange Men, Ulfire Men, etc.).
- ⌘ The oozing and alien monsters presented herein are unlike those found in typical fantasy role-playing games.
- ⌘ Carcosa has no magic items to speak of, though there are various high-tech weapons and other items made by the Space Aliens or by things yet more inhuman.
- ⌘ The psionics system in this book is short, simple, and easy to use.

Carcosa is not Tolkien, high fantasy, or mainstream fantasy. It is equal parts horror, science-fiction, and swords & sorcery. It is H. P. Lovecraft's *At the Mountains of Madness*, Robert E. Howard's "Worms of the Earth" and "A Witch Shall Be Born," Lin Carter's "Carcosa Story about Hali," and Michael Moorcock's "While the Gods Laugh."

There is no right or wrong way to use Carcosa. Please feel free to add to this book, or to delete or change anything within. There is nothing in this book (or anywhere else) that is "official" Carcosa. Following are only some of the possible ways to use this volume:

- ⌘ Use it as-is for a ready-made campaign.
- ⌘ The player characters in your regular campaign have been transported by a curse to a terrible location: Carcosa.
- ⌘ Use Carcosa as a change of pace or for one-shot games.
- ⌘ Cherry pick contents (whether monsters, the psionics system, the dice conventions, various encounters, the sorcerer character class, or etc.) to use in your regular campaign.
- ⌘ Simply read the book as inspiration for your own creations.

Above all, enjoy yourself.

Editor's Note: The Armor Class notations in this book assume unarmored AC 12 and ascending armor class. *Carcosa* assumes a gold piece standard for treasure and experience.



If the Referee elects to not use the following dice conventions, it is recommended that he give Sorcerers hit dice equal to Fighters, and that any passage in this book that refers to an unspecified die type be understood as referring to 8-sided dice.

Determining Type of Dice to Roll

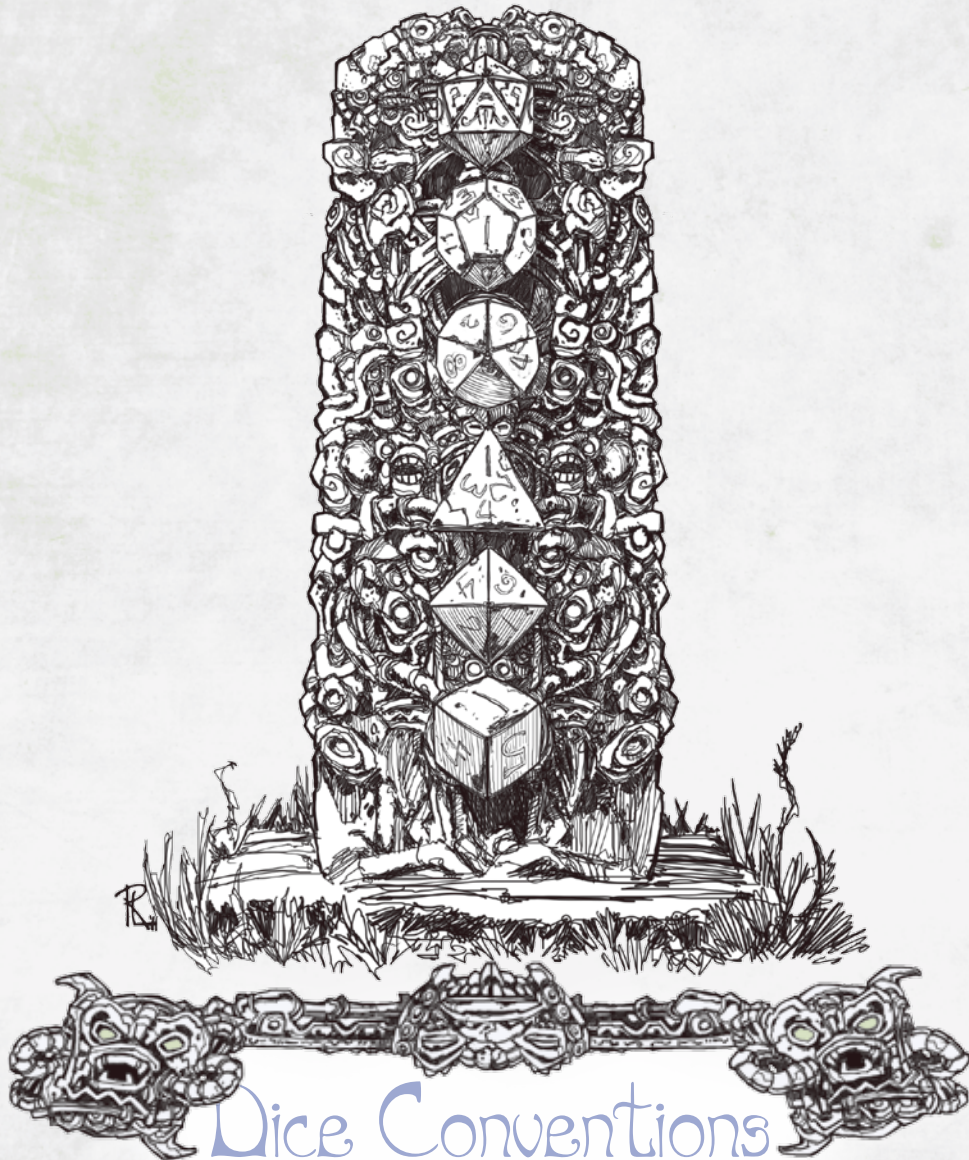
Often this book will instruct the Referee to roll dice, but will not specify what sort of dice to roll. The two most obvious examples are hit dice (whether for characters or for monsters) and dice to determine damage in combat. In such cases, the Referee should roll on the following table to determine which dice to use:

Roll	Type of Dice
1-4	4-sided
5-8	6-sided
9-12	8-sided
13-16	10-sided
17-20	12-sided

Rolling Hit Dice

At the beginning of each combat, each player/character rolls on the above table. He then rolls the indicated type of dice for his hit points. For example, Yogthag the 5th-level Sorcerer (who has 5 hit dice) is attacked. He rolls a "7" on the table, indicating that he rolls five 10-sided dice for his HD for that combat. He rolls them with the following results:

o (read as "10"), 8, 5, 3, 3





He leaves the dice lying on the table as rolled.

Characters with a constitution of 15 or higher receive a bonus on each HD, and those with a constitution of 8 or lower have a penalty on each HD (with a minimum score of 1 on any hit die). When such a character rolls his hit dice, he must manually adjust each of his hit dice. Suppose Yogthag the 5th-level Sorcerer has a constitution of 15. The player of Yogthag would manually adjust the HD to read as follows:

11, 9, 6, 4, 4

(To indicate that a 10-sided die reads "11," simply leave it reading "0" and place a 4-sided die on top of it. This method will work for all types of HD save for 4-sided dice. To indicate that a 4-sided die reads "5," simply leave it reading "4" and place a 6-sided die underneath it.)

Of course, a character with a constitution score of 8 or lower who rolls a 1 on a given hit die would leave that die unchanged.

Sometimes a creature has an addition to his hit dice, such as a Deep One with 1+1 hit dice. Such hit points can be represented by any marker desired, such as poker chips, with each chip representing 1 hit point.

Each player rolls as an individual to determine his HD type in any given combat. The players do not roll as a group. Thus they will typically have differing HD types from each other. Monsters of a given type are usually treated as a group. Unique monsters or special individuals are typically rolled for separately. For example, for a mixed group of six Diseased Guardians, four Deep Ones, and the Inky Crawler, the Referee would roll three times to determine HD types: once for the six Diseased Guardians, once for the four Deep Ones, and once for the Inky Crawler.



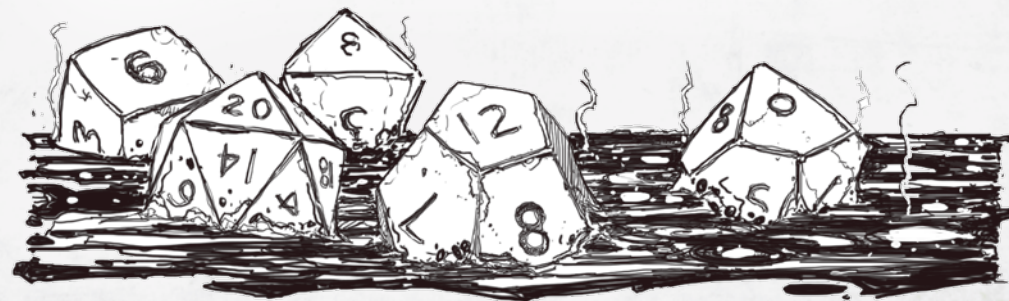
Weapon Damage

All mundane weapons (swords, arrows, axes, etc.) do one die of damage.

ROLLING DAMAGE

Each time that a character or a monster does 1 die of damage, a handful of six dice (one of each type: 4-, 6-, 8-, 10-, 12-, and 20-sided) is rolled. The 20-sided die is read and the chart above is consulted to determine which of the other rolled dice indicates the actual damage done. For example, suppose the 20-sided die reads "7," which indicates on the table that the damage die is 6-sided. The 6-sided die already rolled reads "5," which is the actual amount of damage done in the attack. The other four dice are ignored.

Each time that a monster or a character does 2 or more dice of damage with an attack, the Referee or the player rolls on the above chart to determine which sort of dice to roll for damage. For example, suppose a monster which does 3 dice of damage hits a character. The Referee rolls on the chart and gets a "19," indicating that the damage dice will be 12-sided for this attack. The Referee then rolls three 12-sided dice and totals them to find the actual damage done by the attack.





GETTING WOUNDED

As damage is done, dice are taken away or reduced in value, always starting with the highest die. Suppose that in the course of combat with a group of Deep Ones, Yogthag the 5th-level Sorcerer took a total of 24 points of damage. The Referee would have literally taken away Yogthag's hit dice that read:

11, 9

The Referee would also have turned the highest of Yogthag's three remaining HD from "6" to "2," thus leaving him with three hit dice that read:

2, 4, 4

Let us suppose that the wounded Yogthag decided to leave the dungeon in search of healing. On the way he is ambushed by a 3rd-level Fighter. Yogthag would roll on the Type of Dice Table, and let us say he rolls a "o," indicating that he gets to roll 12-sided dice for his hit dice this combat. Unfortunately, he has only three hit dice left. He trades his three 10-sided dice in for three 12-sided dice, and rolls them:

11, 5, 3

He would then manually adjust his dice for his constitution bonus:

12, 6, 4

Combat would then ensue.

HEALING WOUNDS

Each week of complete rest will restore two hit dice. Each day of complete rest will restore 1 hit point. Consider a monster with 8+2 hit dice. Suppose it lost all its hit dice and 1 of its hit points (being reduced therefore to a single hit point). It would take it 29 days of rest to be fully healed: Four weeks (28 days) to restore its 8 HD, and one more day to restore its additional hit point.



Comments

The above system of rolling hit dice and damage dice gives an overall average of 4.5 hit points per die. The system allows for greater uncertainty in the game. Cthulhu has 57 hit dice. Perhaps the players will be lucky and Cthulhu will get mere 4-sided hit dice when they attack. Or perhaps the lowly peasants will get lucky and have 12-sided hit dice when the greedy player characters attempt to rob them of their few copper pieces. In short, many hit dice do not necessarily mean many hit points, and few hit dice do not necessarily mean few hit points. Characters can be hopeful even against monsters with high numbers of hit dice, and at the same time cautious about attacking even those with only 1 hit die. Only after combat ensues will anyone (either players or Referee) know what sort of hit die everyone involved gets to roll for that combat.

The same idea holds for doing damage. From round to round one's weapon will be doing different ranges of damage. On some rounds, he will be reading the 4-sided die. On other rounds, he will be reading the 8-sided die. Etc. The pitchfork held by that lowly peasant could do as little as 1 point of damage in a given round, or as much as 12 points of damage.





Sorcerers

Two classes exist on the world of Carcosa: Fighters and Sorcerers.

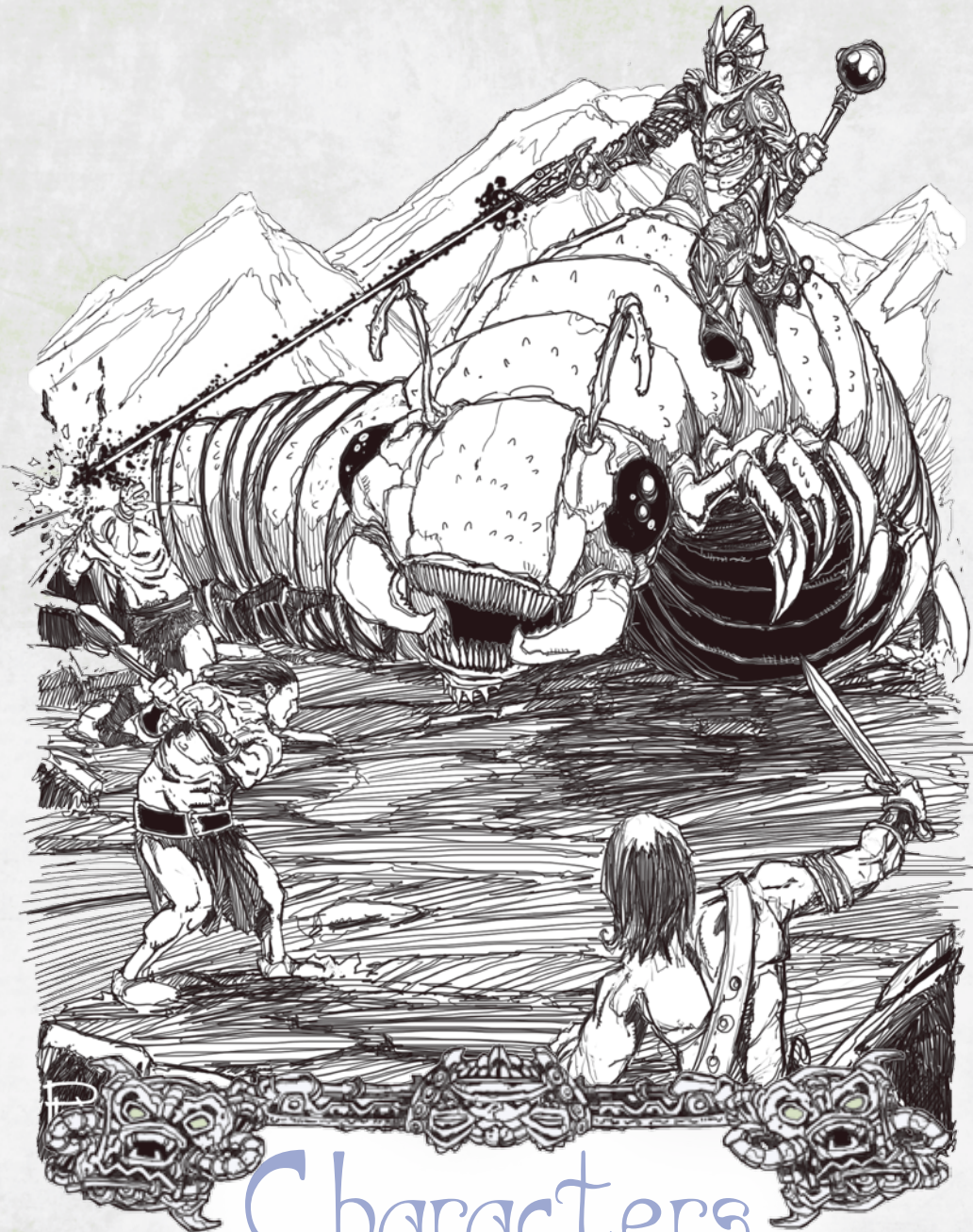
Those who delve into the arts of sorcery devised ages ago by the extinct Snake-Men are called Sorcerers. They can perform any sorcerous ritual they know as often as they desire.

Beginning 1st-level Sorcerers do not know any rituals. All rituals must be found during the course of play. Sorcerous rituals banish, conjure, invoke, bind, torment, or imprison entities such as the Old Ones and their spawn.

All rituals (except for rituals of banishment) require human sacrifice, and all except banishings require long ceremonies (typically at least an hour) to perform along with much paraphernalia. Sorcerers will travel hundreds of miles for a single component ("the purple fungus that swells only in the Cracks of Dslath," for example). Many rituals can be performed only in a specific place and/or time. Performing rituals is often dangerous for the Sorcerer.

Sorcerers may not perform sorcerous rituals if more than heavily encumbered. In combat Sorcerers have the same attack bonus as Fighters.

Characters



SORCERER EXPERIENCE TABLE

Level	Experience Points	Hit Dice
1	0	1
2	3,000	2
3	6,000	3
4	12,000	4
5	24,000	5
6	48,000	6
7	96,000	7
8	192,000	8
9	384,000	9
10	576,000	9+3
11	768,000	9+6
12	960,000	9+9
13	1,152,000	9+12
14	1,344,000	9+15
15	1,536,000	9+18
16+	+192,000	+3 hp

Rituals

- ⌘ **Banishing** rituals dispel entities so that they flee from the Sorcerer.
- ⌘ **Conjuring** rituals summon entities. Note that these rituals typically do not grant the Sorcerer any control over the conjured being, though sometimes it will arrive well-disposed towards the Sorcerer.

SORCERER SAVING THROWS

Level	Paralyze	Poison	Breath Weapon	Magical Device	Magic
1-3	13	12	15	13	14
4-5	12	10	13	11	14
6	11	10	13	11	12
7-9	10	8	9	9	12
10	8	6	7	7	10
11-12	8	6	7	7	8
13-15	6	4	5	5	8
16-18	5	4	4	4	6
19+	5	4	4	4	4

- ⌘ **Invoking** rituals contact mysterious entities, typically to obtain information from them so that the Sorcerer can obtain the knowledge necessary to perform other rituals.
- ⌘ **Binding** rituals force entities to obey the Sorcerer. Unless otherwise noted, the Referee rolls a die to determine how many days a ritual of binding is effective. The Sorcerer will know the result 50% of the time, and the other 50% of the time he will not know how many days the entity will be bound to him.
- ⌘ **Imprisoning** rituals keep entities confined to a certain space. This confinement can typically be ended only by a Sorcerer freeing it with a ritual of conjuration.
- ⌘ **Tormenting** rituals cause great pain to entities imprisoned by a sorcerous ritual.

Entities get a saving throw vs. any sort of ritual, except against rituals of conjuration. The higher the level of the Sorcerer, the more difficult an entity's saving throw: save at -1 for rituals performed by 6th-10th level Sorcerers, -2 for rituals performed



by 11th–15th level Sorcerers, and –3 for rituals performed by Sorcerers of 16th or higher level. An entity that is imprisoned cannot be released by a conjuration ritual unless it makes its saving throw; save at +1 if the conjuration is performed by a 6th–10th level Sorcerer, at +2 if the conjuration is performed by an 11th–15th level Sorcerer, and at +3 if the conjuration is performed by a Sorcerer of 16th or higher level.

The Referee must make the being’s saving throw in secret. If a ritual does not work, the Sorcerer does not know why:

- ⌘ The ritual might be defective and thus will never work.
- ⌘ The Sorcerer might have performed the ritual incorrectly.
- ⌘ The entity might have made its saving throw.

UNNATURAL AGING

The alien forces of the universe exact a price on Sorcerers. Performing a sorcerous ritual (other than rituals of banishing) requires the Sorcerer to save vs. magic or physically age one or more years. Roll on the table to determine the exact number of years aged.

Roll	Years Aged
1-9	1
10-14	2
15-17	3
18-19	4
20	5



The Races of Man

Thirteen races of men exist on the planet of Carcosa:

- | | |
|-----------|------------|
| Black Men | Orange Men |
| Blue Men | Purple Men |
| Bone Men | Red Men |
| Brown Men | Ulfire Men |
| Dolm Men | White Men |
| Green Men | Yellow Men |
| Jale Men | |

The planet of Carcosa has two additional primary colors: ulfire and jale. “The sense impressions caused in [an observer] by these two additional primary colors can only be vaguely hinted at by analogy. Just as blue is delicate and mysterious, yellow clear and unsubtle, and red sanguine and passionate, so he felt ulfire to be wild and painful, and jale dreamlike, feverish, and voluptuous.” (David Lindsay, *A Voyage to Arcturus*, chapter 6: “Joiwind”)

Dolm “stand[s] in the same relation to jale as green to red.” It is “a compound of ulfire and blue.” (David Lindsay, *A Voyage to Arcturus*, chapter 18: “Haunte”)





Skin color is pronounced and vivid. A Green Man's skin, for example, is as green as grass. Black Men have inky black skin. Bone Men are transparent, with only their bones opaque. White Men are white as bleach.

Black, Brown, and White Men have dark brown to black hair and eyes. Bone Men have transparent hair and eyes. The other nine races of Men have black hair and eyes, with tints in direct light of the same color as their skin.

The thirteen races tend to regard each other with suspicion, and the Bone Men are especially shunned by others.

None of the thirteen races can interbreed with the others.

Jale men are reputed to be the most adept at sorcery.



Alignment

Alignment on the planet of Carcosa is defined solely by one's stance towards the Great Old Ones. Nothing else is considered. All behaviors, including the most noble and altruistic as well as the most vile and despicable, are found amongst all three alignments. Similarity of alignments does not necessarily indicate friendship, and opposite alignments does not necessarily indicate enmity. For example, nothing is unusual in a lawful man and a chaotic man joining forces to defeat a lawful foe.

Law is the alignment of those who oppose the Great Old Ones. This opposition need not be (and is usually not) active. If, however, an Old One were to be released from imprisonment, those of lawful alignment would fight against it.

Neutrality is the alignment of those who neither oppose nor serve the Great Old Ones. If an Old One were to be released from its prison, those of neutral alignment would simply seek to avoid it.

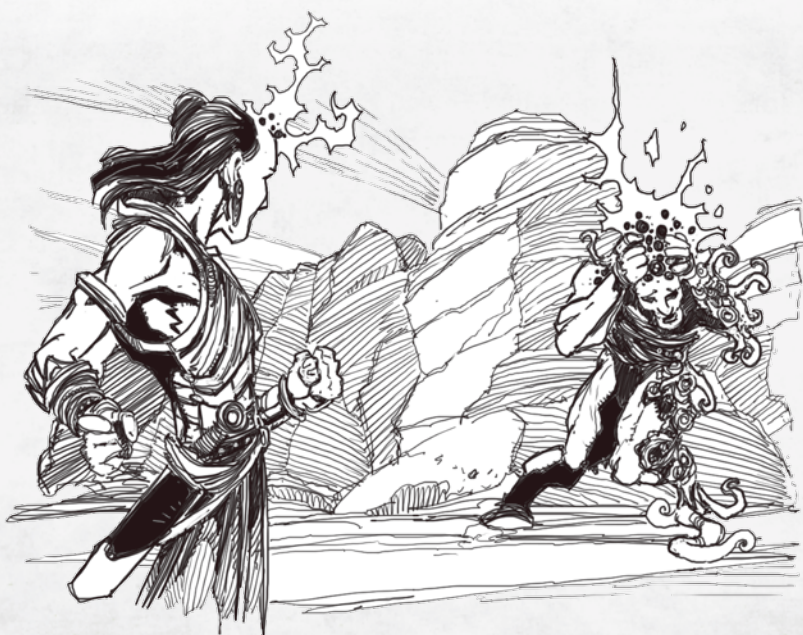
Chaos is the alignment of the Great Old Ones and their servants. If an Old One were to be released from its imprisonment, its servants would aid it.

Psionics

Every beginning 1st-level Fighter or Sorcerer with a high enough Intelligence, Wisdom, and/or Charisma gets to roll to see if he possesses mind powers known as psionics. Consult the following table:

Ability Score	% for Int	% for Wis	% for Cha
15	1%	0.5%	1.5%
16	2%	1%	3%
17	3%	1.5%	4.5%
18	4%	2%	6%

The table columns are cumulative. Thus a character with a score of 18 in all three abilities would have a 12% chance of being psionic.



Using Psionics

At the beginning of each day, a human with psionics rolls a 4-sided die to see how many of the eight psionic powers he has available to himself that day. After determining this number, the Referee will randomly determine which specific powers these are. Some days, for example, a man with psionics will be able to use ESP and telekinesis, other days he might be able to use only mind control, and so on.

The table shows how many times a man can use his psionic powers in a single day. As an example, suppose at the start of a given day an 8th-level character with psionics rolls a 3 on a 4-sided die, indicating that he can call upon three psionic

Level	Uses/day
1st-2nd	1
3rd-4th	2
5th-6th	3
7th-8th	4
9th +	5

powers that day. The Referee randomly determines that these three powers for that day are clairvoyance, mental blast, and telepathy. Since the character is 8th-level, he can use those three powers up to four times that day in any combination. He could use mental blast four times that day, thus exhausting his psionic powers. Or he could use clairvoyance twice, mental blast once, and telepathy once, and so on.



Explanation of Psionic Powers

CLAIRAUDIENCE

The user can hear through solid obstacles. A 2' thickness of solid stone blocks the spell, as does even the thinnest layer of lead. Range: 60' Duration: 2 hours

CLAIRVOYANCE

The user can see through solid obstacles. A 2' thickness of solid stone blocks the spell, as does even the thinnest layer of lead. Range: 60' Duration: 2 hours

ESP

The user can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone, and it is blocked by even a thin sheet of lead. Range: 60' Duration: 2 hours

MENTAL BLAST

This attack of pure mental energy causes 3 dice of damage. Creatures possessing psionic powers can save vs. magic to avoid the damage.

MIND CONTROL

The unfortunate victim of this ability falls under the user's influence (Range: 120'). This psionic power can work on any intelligent creature for as long as the user intensely concentrates (no fighting or even walking). A saving throw vs. magic negates the effect. Animals are immune, as are the Old Ones. Attempting to mind control one of the Old Ones will cause the user to fall unconscious for a number of hours (roll a single die to determine how many) unless he makes a saving throw vs. breath weapon.

PRECOGNITION

This allows the user to tell what will happen only to himself if he were to do something. No more than 1 minute into the future can be seen.

TELEKINESIS

The user can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level. Range: 120' Duration: 1 hour

TELEPATHY

Direct mind-to-mind communication with intelligent beings, transcending language. Telepathic contact with an Old One is foolish, and the Referee will probably require a saving throw to avoid madness and/or horror.



The desert lotus is found in many different colors, such as pallid blue, bone white, sickly green, nightmarish jale, and deep black. After undergoing a week-long alchemical process, they become powerful drugs when ingested or inhaled. Desert lotuses grow in shady areas of deserts, where they thrive in the light of the moon. They can also be found in some subterranean areas.

BLACK LOTUS POWDER

The deadliest poison known, it will instantly kill anyone who does not make a saving throw vs. poison at -6.

BLUE LOTUS POWDER

This causes a deep sleep and a state of stasis, in which the slumberer physically ages merely an hour for every year slept. The only way to awaken one under the sleep of the blue lotus is to place a single particle of black lotus powder on his tongue (which would typically be fatal for anyone else). This will awaken the sleeper 90% of the time, and kill him 10% of the time. Sleepers awakened after a long time often have strange personality traits, as blue lotus sleepers dream. Years of dreaming, unpunctuated by any contact with reality, can unhinge even the most stolid of minds.

GREEN LOTUS POWDER

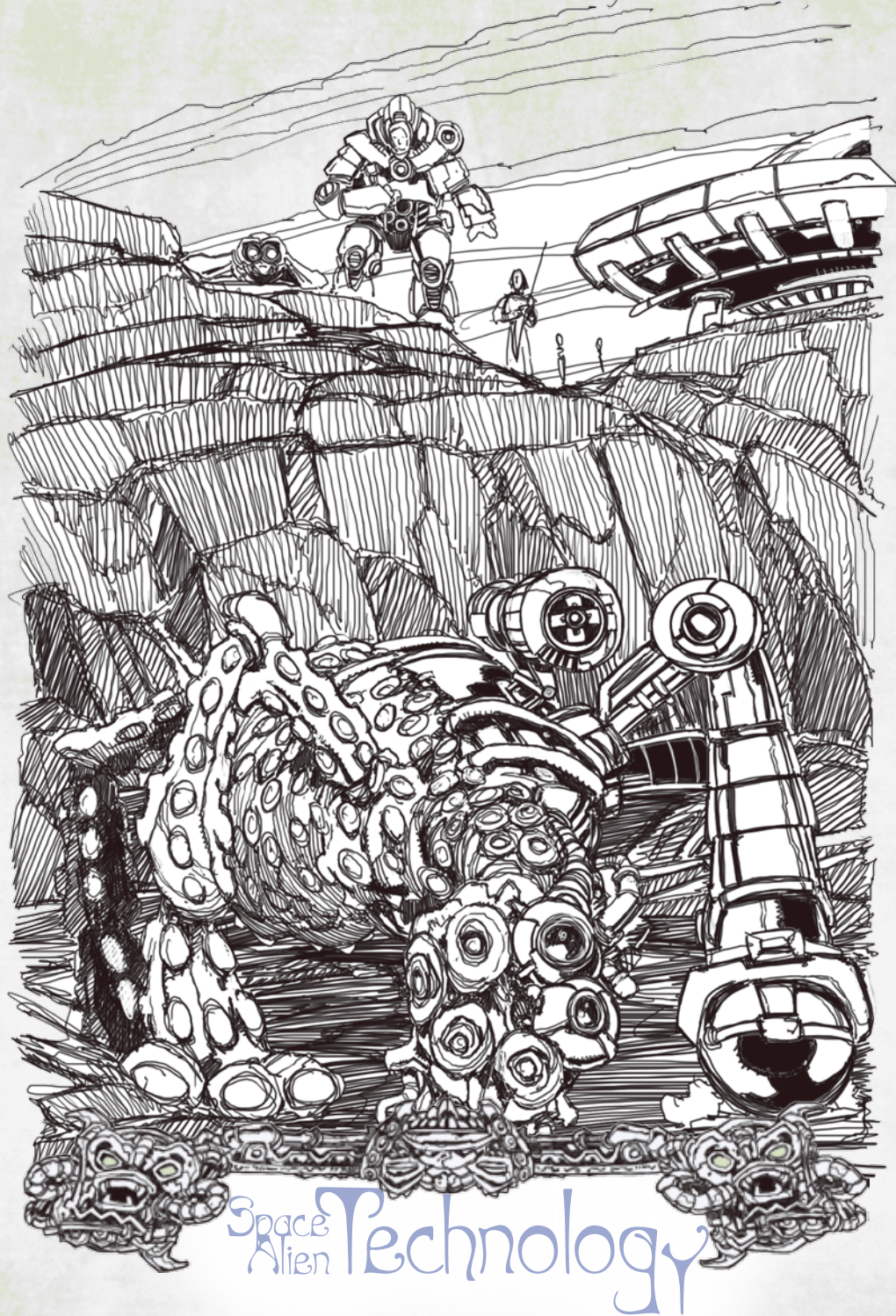
A victim of the green lotus powder falls into an unconscious trance for 9-12 hours, then awakens in a state of extreme weakness and sickness. He can do little other than speak sparingly, recline, and eat and drink. The green lotus sickness does not directly cause death, but the body becomes very thin and the mind prone to despair. Eventual suicide is common among victims of the green lotus.

JALE LOTUS POWDER

This induces beautiful though nightmarish hallucinations for 9-12 hours. Those who fail their saving throw vs. poison will afterwards be shrieking madmen (75% chance) or dead (25% chance).

WHITE LOTUS POWDER

A person who fails his saving throw vs. poison will become a mindless zombie, enslaved to the will of the first one to peremptorily issue commands to him. Such unfortunates lose all sorcerous and psionic abilities. Regardless of former level, they forever after attack and make saving throws as 1st-level Fighters, as well as being reduced to 1 hit die.



This section covers only the tip of the iceberg of Space Alien technology. The **Space Aliens** possess a highly advanced technology; all the sorts of things found in 1950s science fiction and in Silver Age comic books (particularly Kirby): robots, giant robots, flying saucers, rockets, intelligent computers, cyborgs, ray guns, powered suits, anti-gravity devices, teleporters, jet packs, orbital space stations, domed undersea cities, etc.

Because of the Space Aliens' physical similarity to humans, Space Alien technology is much more comprehensible to mankind than is the lost technology of the **Primordial Ones** or of the **Great Race**.

PROJECTILE WEAPONS

The Space Aliens construct thousands of types of weapons based on elemental, electromagnetic, or any of a number of other principles. The appendix beginning on [page 250](#) is provided for the Referee's convenience in determining the specifics of such weapons.

POWER CELLS

Fully-charged power cells for pistols have 100 charges, rifle cells have 50 charges, bazooka cells have 25 charges, and cells for cannons and tank guns have 15 charges.

GRENADES

Grenades can be thrown 100', and they have a blast radius of 30'. When they detonate they can release any type of weaponized electromagnetic radiation, element, or anything from Table 6 in the [Space Alien Armament tables](#). They can also release various types of smoke or gas (poison, choking, caustic, hallucinatory, obscuring, sleep, etc.).

GRENADE LAUNCHERS

These have a range of 250'.

BOMBS

With the same variety as grenades, bombs have a blast radius ranging from 50' to 1,500'.



MINI-MISSILES	These shoulder-launched weapons have as great a variety as do grenades. Range is up to 1 mile, and blast radius is 40'.
MISSILES	These weapons are constructed in all the types as are grenades. Their range can be as little as 1 mile to as great as 12,000 miles. Blast radius varies from 300' to 2,000'.
TELESCOPIC SIGHT	Gives a weapon a +3 to hit in lighted conditions only.
NIGHTVISION SIGHT	Gives a weapon a +3 to hit, even in lightless conditions.
REFLECTIVE ARMOR	Each suit of reflective armor prevents the wearer from taking any damage at all from 1-20 types of elemental weapons and 1-4 types of electromagnetic weapons. (If a given suit reflects lasers, it reflects 1-10 spectral colors.)
BATTLE ARMOR	These suits of attack armor come in an indefinite number of types. In addition to providing its wearer AC 19, a suit of battle armor will typically be equipped with 1-4 types of weapons (beam, ray, pulse, emitter, grenade launcher, and/or mini-missiles). In addition, each suit will be 20% to 50% likely to possess each of the following capabilities: • Anti-grav flight (speed 240') • +5/11 hit/damage bonus in melee • Can carry 900 pounds • Operational in a vacuum • Operational underwater • Force field of 20 to 50 hit points
SPACE SUIT	A space suit makes its wearer immune to the effects of a vacuum, heat, and cold (though heat and cold weapons will affect the wearer).
FORCE FIELDS	Small devices typically worn on belts, they generate a nearly-invisible (save for a slight flickering) force field surrounding the wearer at a distance of 1'. Typical force fields take from 10-100 hp damage before being destroyed. If the force field is destroyed, the projection device will have to be repaired before it will function again.



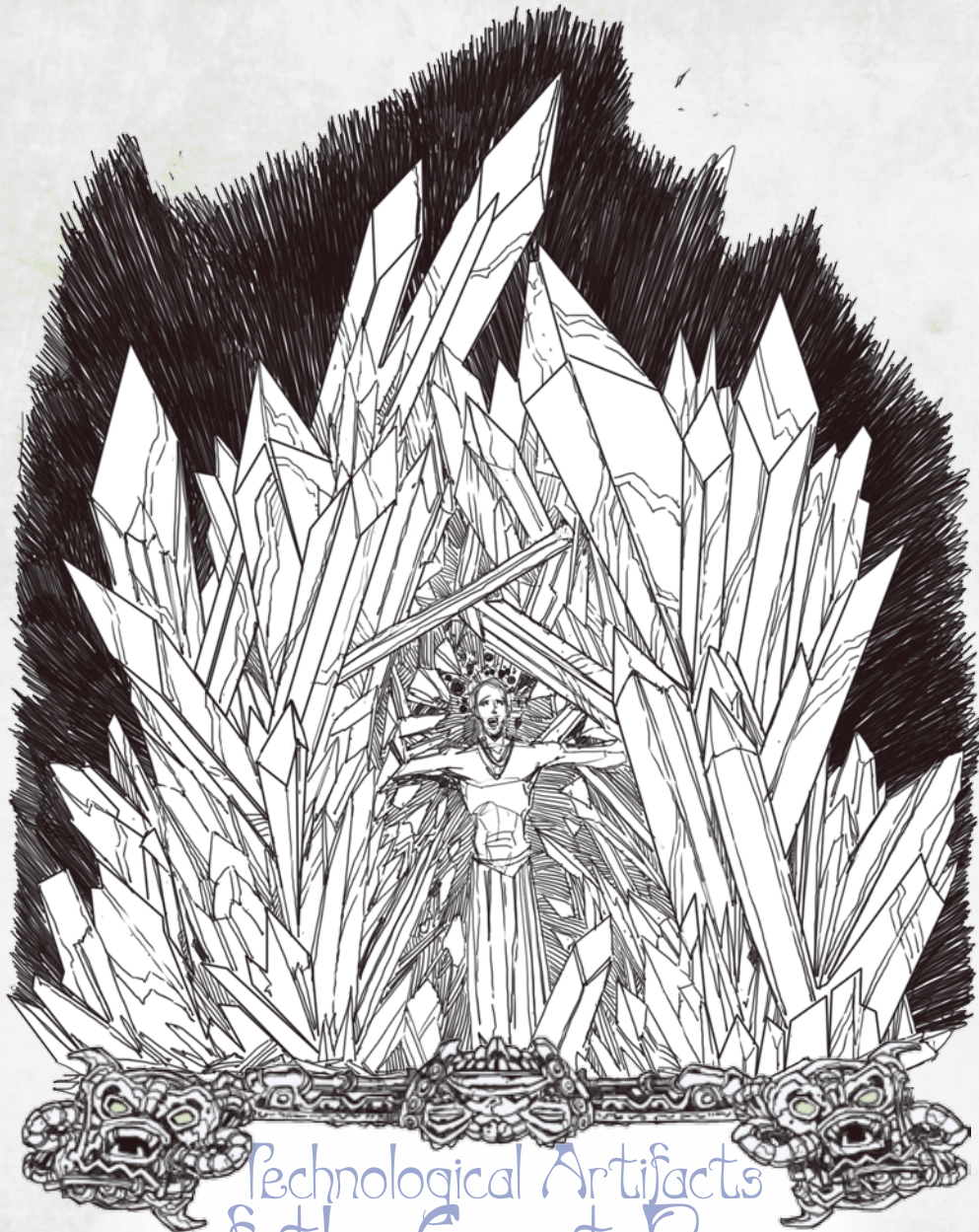
ABSORPTION FIELDS	As force fields, but they also have a special property regarding 2-12 select types of elemental and/or electromagnetic weapons. Strikes by such weapons actually replenish the field, on a one-to-one basis (i. e., if struck for 10 hp damage, the field gains 10 hp). The field can be strengthened up to twice its normal number of full hit points.
COMMUNICATORS	Small, hand-held devices that enable two-way communication with anyone else within 10,000 miles who also has a communicator.
HEALING DOSES	These come in several sorts. Some cure 1-3 HD per dose, while others are antidotes to poison.
NIGHT VISION GOGGLES	These allow the wearer to see in darkness.
ROBOTS	The Space Alien roboticists seem to disapprove of mass production. Most robots are unique. The random robot generator on page 258 is provided for the Referee as a starting point in creating robots. Characters can attempt to re-program robots, one attempt per character per robot. Roll on the following table: 1-8 No effect. 9 Robot goes haywire, attacking every living thing. 10 Robot now a servant of its re-programmer.
CYBERNETIC ORGANISMS (CYBORGS)	The Space Aliens are adept at modifying organisms with robotics, as well as at enhancing robots with biological material. While the majority of cyborgs are roughly 50% robotic and 50% biological, they vary widely nearly pure robots (e. g., a robot with a biological brain) to merely modified organisms (e. g., an animal with a violet laser ray implant) A simple way to determine the characteristics of a specific cyborg is to randomly generate a spawn of Shub-Niggurath (page 244) and then roll some robotic characteristics for it on the Random Robot Generator (page 258), or vice versa.



The remaining advanced technological items of the vanished civilization of the **Great Race** are so extraordinarily rare that many such items are unique. Unlike the high-tech of the Space Aliens which humans find relatively easy to grasp, the artifacts of the Great Race are nearly incomprehensibly inhuman. The lost technology of the Great Race is concerned primarily with space, time, and mind. A member of the Great Race can utilize one of their ancient artifacts about as easily as a human can use the high-tech of the Space Aliens. Humans, however, find it almost impossible to use these outré objects. Only humans with an intelligence of at least 17 can even possibly do so. After each month of continuous study, such a human has a 5% (non-cumulative) chance of understanding the item well enough to make some use of it. The artifacts given here represent only a small sampling.

CRYSTALLINE PSIONICS CHAMBER

This chaotic conglomeration of cloudy white, ulfire, and yellow natural crystals has a roughly cone-shaped chamber within (10' high and 10' diameter at the base). Any psionic creature that steps within the chamber will activate it, causing its body and especially its head to be pressed hard against the sharp crystals (1 die of damage). The crystals will glow with a soft, inner radiance and emit a low hum barely on the threshold of hearing. While in the chamber, the entity's psionic ability will be greatly increased. He will be able to use all eight psionic powers, and he will be able to use these powers ten times more often than he normally would. Further, the range of each is increased ten-fold, mental blast causes 10 dice of damage, saving throws vs. mind control are at -5, and precognition can be used to see 10 minutes into



Technological Artifacts
of the Great Race



the future. This is all so draining that when the user leaves the chamber he must save vs. magical device or permanently lose all his psionic abilities.

SCRYING GLASS OF THE OLD ONES



This is a jagged chunk of obsidian-like rock, roughly 18" square and 4" thick, weighing about 100 pounds. If one grasps it in his hands and gazes in its direction in utter darkness, the Scrying Glass of the Old Ones reveals its true nature. The stone becomes visible (only to the one touching it) as a deeper blackness than its surroundings, and dolum, ulfire, violet, and jale motes and swirls of light appear (with the impression of great depth) within the rock. If the holder of the rock does not look away, the lights within the rock will coalesce into visions of the domain of one of the Great Old Ones (such as R'lyeh, or Hastur's crypt beneath Lake Hali, or the vast caverns in which raves Azathoth, etc.). The observer at this point must make a saving throw vs. magic or be unable to look away from the images in the rock. After 30–60 minutes time, the appropriate Great Old One itself will be glimpsed, and it will be aware of its observer. The Old One will bend its will towards the holder of the Scrying Glass, and if the holder fails his save vs. magic at -5 he will become an ardent devotee

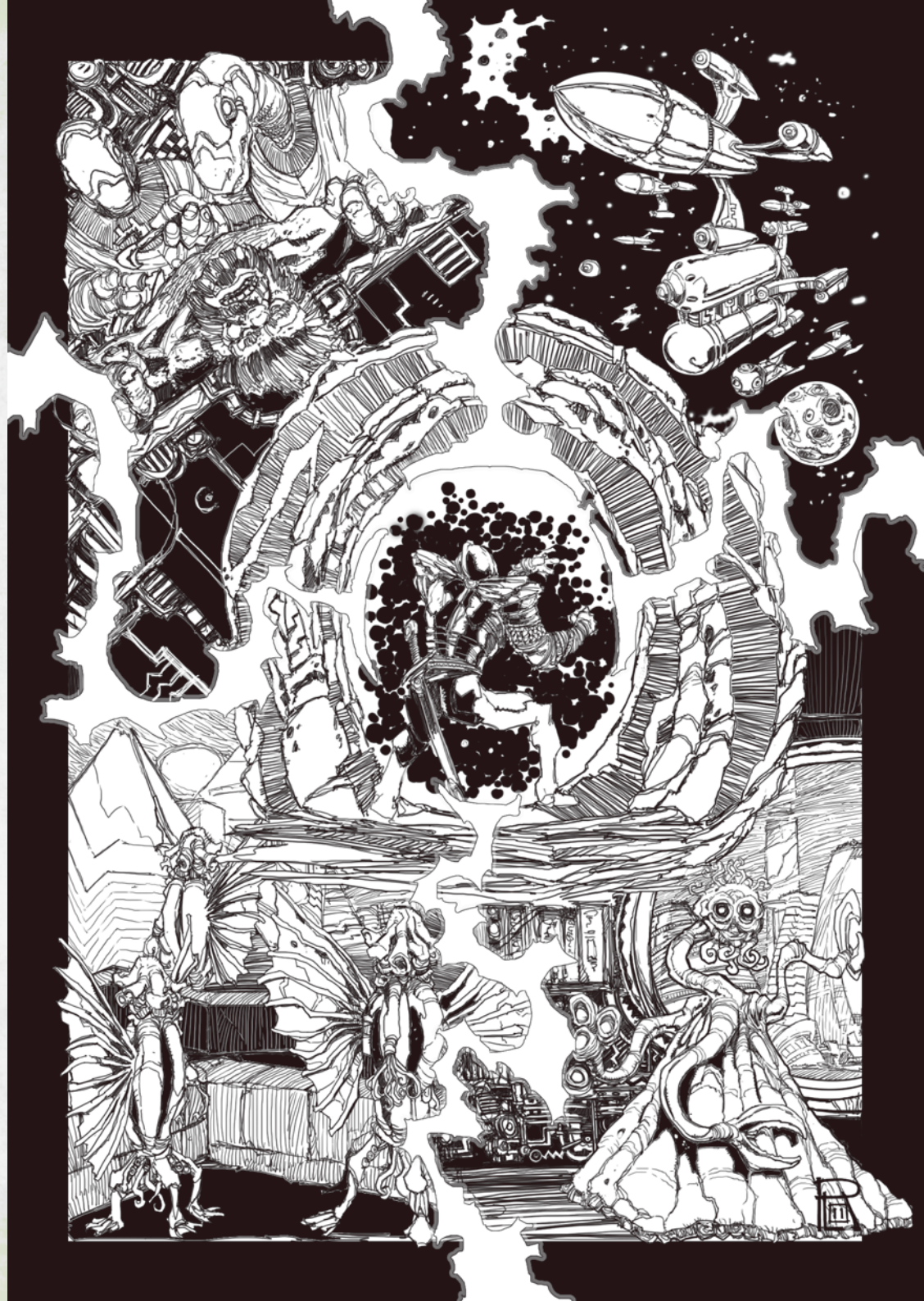
of that Old One. A successful save indicates that he has released the stone, thus ending the visions. Sometimes those fortunate enough to make their save come away from their viewings with fragments of knowledge of the arcane secrets of the glimpsed Old One and/or of its lair.

SPATIAL TRANSFERENCE VOID

Over 100 million years ago a meteor from the deepest gulfs of space fell upon the planet of Carcosa. From its unique, uncanny metal the Great Race fashioned a shapeless blot upon space. In appearance the Spatial Transference Void is a roughly 15' diameter blacker than black hole in existence itself, with indeterminate edges. Any man standing within 30' of it will feel impelled to cast himself into it (save vs. magic at +4). Touching the artifact will cause 1 die of damage because of its intense cold. There is no known way to destroy the Spatial Transference Void since it does not exist as such (instead being a hole in existence). The Great Race used it to instantaneously travel to any precise point in all of infinite space. The most understanding that a human can gain of it is the knowledge of how to use it to travel to any particular cosmic body (planet, moon, star, asteroid, quasar, etc.). Such travelers must be careful that they do not appear in an environment fatal to human life (such as a planet with a surface temperature of 50 kelvins). The one operating the artifact must save vs. magic, or one or more of the space travelers will find himself in deep space rather than at his destination. Travelers through the Spatial Transference Void can return to the presence of the artifact by intensely concentrating for five minutes.

TEMPORAL TRANSCENDENCE GULF

This bizarre conglomeration of forms, contours, and lineaments is over 10' in diameter and weighs several tons. Its primary compositional materials are preserved brain matter from psionic spawn of Shub-Niggurath as well as an unknown magnetic ore. Simply being within 40' of the artifact makes one feel lightheaded and displaced. Everything (including oneself) will seem relatively unreal and insubstantial, while the Temporal Transcendence Gulf will seem to dominate its surroundings. This is because the artifact was constructed to exist in all times, whereas virtually everything else has only momentary existence in time. Because of this, the Temporal Transcendence Gulf is practically indestructible. Only by destroying it at each moment of its existence within time's infinity can it be finally destroyed. Unsurprisingly, some degenerate worship it as a god. Its proper operation will enable those in the artifact's presence to travel to any point in time, whether in the future or in the past. The best that a human's fumbling efforts can do is to travel to approximate times, give or take a thousand years. Note that this time traveling is inherently dangerous. Perhaps the spot where the Temporal Transcendence Gulf is found was a pool of lava 400 million years ago, and the time travelers will suffer instant death by plunging therein. Further, each time a human operates the Temporal Transcendence Gulf, the operator must save vs. magic or one or more of the time travelers will find his existence scattered throughout many times. Such an unfortunate is forever lost.





Technological Artifacts of the Primordial Ones



The remaining advanced technological items of the vanished civilization of the **Primordial Ones** are so extraordinarily rare that many such items are unique. Unlike the high-tech of the Space Aliens which humans find relatively easy to grasp, the artifacts of the Primordial Ones are nearly incomprehensibly inhuman. The lost technology of the Primordial Ones is concerned primarily with the biological sciences. Many of their artifacts seem to be living things, or a hybrid of living and nonliving substances, or perhaps even a third category other than life or non-life. A Primordial One can utilize one of their race's ancient artifacts about as easily as a human can use the high-tech of the Space Aliens. Humans, however, find it almost impossible to use these outré objects. Only humans with an intelligence of at least 17 can even possibly do so. After each month of continuous study, such a human has a 5% (non-cumulative) chance of understanding the item well enough to make some use of it. The artifacts given here represent only a small sampling.

THE CARVEN RIM

Over 82 million years ago a comet bearing microorganisms crashed into the planet, creating a crater nearly 2 miles in diameter. Strange fumes have ever since risen from the crater. The Primordial Ones fashioned the crater's rim into an outré control center to manipulate the biological fumes perpetually shrouding the crater. Weird forms of gaseous life were thereby engineered by the Primordial Ones, but even these inhuman scientists had only sporadic success in controlling the things they created. A mere human foolish enough to dabble with the Carven Rim long enough to create a life form will be attacked by the alien and incomprehensible



thing to which he gave rise. Anyone within 50' of the gaseous entity has a 40% chance of himself dissolving into gas (no saving throw), a 20% chance of being poisoned (save at -1 to -4), a 20% chance of being stricken with 1-3 mutations, and a 20% chance of falling deathly ill. Any who become sick will remain incapacitated by sickness for a number of days (roll 1 die to determine exact number) and then must make a saving throw vs. poison. Success indicates recovery, failure indicates death.

ELDER SIGNS

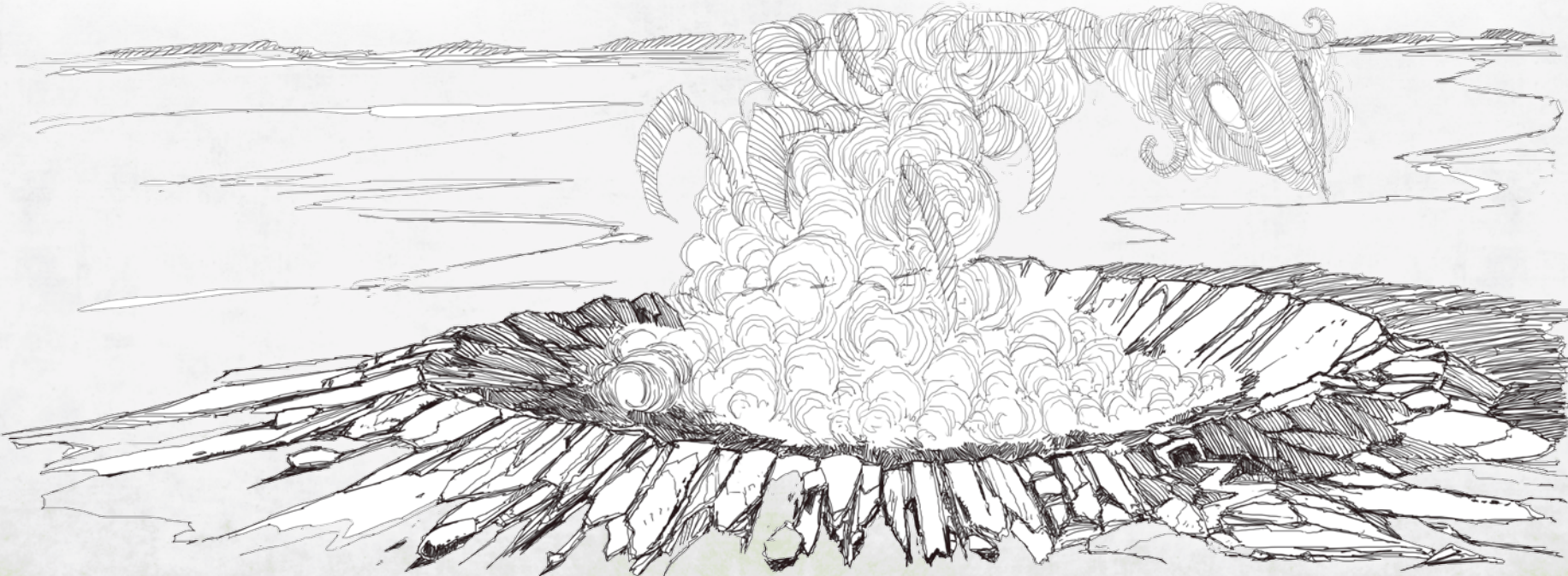
Very few of these small greenish stones have survived. Each is shaped like a thick coin, 4" in diameter and 1" thick, with a swastika-like symbol shallowly inscribed thereon. If strongly presented, they will drive off all Deep Ones (no saving throw). Elder Signs are almost impervious to being damaged, though persistent efforts to destroy them with advanced technological weaponry will succeed.



FECUND PROTOPLASMIC PIT

This vile pit full of quivering and bubbling dolm ooze is 50' in diameter. Entirely surrounding its 157' circumference is a low panel of some unknown metallic stone covered with biomechanical knobs, buttons, levers, etc. Primordial One scientists used this pit to create many and varied forms of life. A human with some understanding of the Fecund Protoplasmic Pit can once per day manipulate the controls to induce the artifact to produce a living thing:

- 1-44 immobile, organic goo
- 45-55 dolm ooze
- 56-66 dolm pudding
- 67-77 jale slime
- 78-88 ulfire jelly
- 89-94 a spawn of Shub-Niggurath that wanders away
- 95-97 a spawn that attacks
- 98-00 a spawn that will serve and obey its creator





LIVING MONOLITH

This abomination is a vast column (10' thick, over 100' high) of an amalgam of an untold number of types of organic material. All within 300' of it feel disoriented and fearful. The monolith seems to not be perpendicular to the floor, but it is the monolith that seems to be straight up-and-down, while everything else (the very ground beneath one's feet included) seems askew. All to hit rolls and saving throws are made at -2 within the Living Monolith's range of influence. Ichor randomly streams down the monolith's sides, and at times it seems to take breaths or to quiver, and it will occasionally scream. (Roll a die to determine how many turns between screams.) When it screams a saving throw vs. magical device must be made. Any who fail flee in fear. Those who penetrate the secret of the Living Monolith will be able to extract from its bulk flesh of any desired type. This flesh (when treated in the spawning pits of the Primordial Ones) can be grown into a fully-developed organism of the appropriate type. Such organisms will obey their creator. Further, the Living Monolith can be made to absorb the flesh of any organism within 300' of it (save vs. breath weapon to avoid).

MUTATION INDUCER

This spiked and bulky contraption is vaguely rifle-shaped. It fires (with a range of 2,000') a nearly invisible beam that causes its target to mutate (save vs. poison at -5). In the hands of a human this mutation will be random, but when operated by a Primordial One the mutation can be selected by the Primordial One. The Mutation Inducer has a limitless number of charges.



THE PRIMAL WHITE JELLY

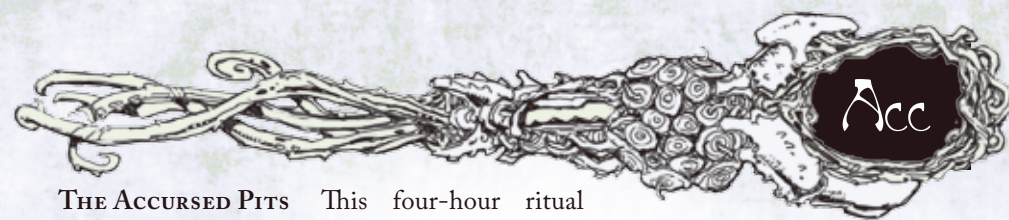
This is a substance very like a jellyfish in consistency, but pure white in color and slightly translucent and phosphorescent. For each hour that it is within 5' of a creature, it must save vs. poison or be inflicted with a random mutation. Those who discover the secret of the Primal White Jelly can grow from even a small piece of the jelly nearly any type of organism desired. This requires the facilities of one of the breeding pits of the Primordial Ones. Note that the generated organism will not be under the control of its creator.

PROTO-SHOGGOTH

This is the semi-transparent ooze that was originally a part of the Primal White Jelly but was halted by the Primordial Ones very early in its development into a **Shoggoth**. The Proto-Shoggoth is mindless, quiescent until a strong will comes to dominate it. A human who discovers the secret of commanding the Proto-Shoggoth will have a servant that is able to follow simple orders, and which can shape itself into the rough semblance of any living substance—animal, plant, fungus, etc. While the Proto-Shoggoth's mimicry cannot fool anyone, it is accurate enough that there is never any doubt as to what it is mimicking. In any event, the Proto-Shoggoth will typically have the natural abilities (excluding psionics and sorcery) of whatever it is mimicking (unless it is mimicking a Great Old One).



Sorcerous Rituals



THE ACCURSED PITS OF SIGHING

to imprison
**SHAMBLER OF THE
ENDLESS NIGHT**

This four-hour ritual will imprison the Shambler of the Endless Night in interdimensional pits. The Sorcerer must perform the ritual while standing within a boat 10' to 20' long and shaped like a miniature longship. The boat must be floating on the waters in a swamp and be made of the rare reddish wood that is as hard as iron found in **hex 0509**. From its stern must hang a lit lantern with a globe made of ruby (10,000 g.p. minimum value). At the ritual's end the Sorcerer must disembowel a Jale boy and slide his corpse into the waters.

ACCURSED SORCELLING OF THE POISONED ONE

to torment
FOUL PUTRESCENCE

This ritual can be completed in but an hour. Two Purple Men are the sacrifices, who must be scalded to death with lava. As the sacrifices writhe in pain, so does the Foul Putrescence (when imprisoned in the Pale Fungus Garden) as its body is similarly burned. At the ritual's end, the Foul Putrescence will be reduced to 8 HD and to subservience for 21-40 days.

THE ACCURSED SOUNDING OF THE VOID

invocation

This four-hour ritual attempts to contact the inhuman intelligences that brood in the deepest intergalactic gulfs. Two Ulfire youths (one male and one female, neither a virgin) are the required sacrifices. On a clear, moonless night, the Sorcerer must inflict upon the sacrifices the complex and intricate tortures devised by the Snake-Men using a set of implements made of black opal. (Such will have a value of at least 10,000 g.p.) The Sorcerer's piercing shouts, accompanied by the screams of the sacrifices, open the voids so the Sorcerer can hear the thoughts of the intergalactic minds. Note that the sacrifices need not be killed, and can be reused.

ADJURE THE FUNGOID ONE

to bind
FOUL PUTRESCENCE

This ritual takes seven hours to perform, and it can be performed only on nights of the full moon. The pale blue carnivorous fungus found in the forested part of **hex 1302** is required, as is an ounce of the venom of cobras. Thirteen Purple Men are the requisite sacrifices, who must be poisoned with the cobra venom. At the ritual's end, the Foul Putrescence will obey the Sorcerer until the new moon, becoming ever more recalcitrant as the moon wanes.

AFFLICTION OF THE BURIED GOD

to torment
SHAMBLER OF THE ENDLESS NIGHT

A Sorcerer may perform this ritual when the Shambler of the Endless Night is imprisoned within the Accursed Pits of Sighing. The sacrifice is a Green male in the prime of life. The Sorcerer must obtain an undead **mummy's** burial shroud and cut it into strips. With these the sacrifice is completely enwound and allowed to sink alive into the quicksand of a marsh. The Sorcerer chants for two hours and then sits silently and motionless for six more. During this time the Shambler will suffer oppressive torments, and will at the end of the ritual be bound to the Sorcerer.

THE APPROACH OF THE FARTHEST RIM invocation

This six-hour ritual can be performed only in the lost fane in **hex 2401**. Within the fane is a vast, ever-burning fire pit. On the night of the winter solstice, the Sorcerer must bring young Blue females as sacrifices. After the chanting is concluded, a sacrifice must be cast alive into the fire pit. With her death, the Sorcerer can ask a question of an extragalactic intelligence that dwells at the rim of the galaxy. With each additional sacrifice thrown into the pit, the Sorcerer may ask one more question. Questions after the first are perilous, however. The Sorcerer must save vs. breath weapon with each such question. Failure indicates that he has cast himself into the fiery pit. If prevented from doing so, he will with single-mindedness seek to cast himself into the pit at the first opportunity. This insanity will remain with the Sorcerer until he achieves his death in the pit.

BANISH THE NIGHTED ESSENCE

to banish
LURKER AMIDST THE OBSIDIAN RUINS

This two-minute ritual is effective only on clear days with the sun within two hours of noon. The Sorcerer casts a white diamond (of at least 10,000 g.p. value) at the Lurker amidst the Obsidian Ruins. On a successful to hit roll, both the diamond and the Lurker shatter into infinitesimal fragments. The Lurker then sullenly reassembles in its lair in the Obsidian Ruins.

BANISHMENT OF THE LIGHTLESS CHASM

to banish
SQUAMOUS WORM OF THE PIT

This fifteen-minute ritual requires the Sorcerer to slay a venomous snake with a sickle made of hammered metal taken from any of the Idols of the Eight Hundred Gods (in a subterranean adytum in **hex 2501**). The Squamous Worm will be violently pulled by invisible forces into the narrow Lightless Chasm far below the earth.

THE BLASPHEMOUS GLYPHS OF THE NIGHT OCEAN

to banish
FETOR OF THE DEPTHS

This ritual takes only five minutes to complete. The Sorcerer must travel to the subterranean Night Ocean in **hex 0507**, there to study the nightmarish glyphs carved upon the dark, wave-lapped pillars of basalt. After 2–5 hours of intense study, the Sorcerer will either comprehend the formula for banishing the Fetor of the Depths back to its lair, or the Sorcerer (if a save vs. magic is failed) will become a raving lunatic, doomed to lurk and starve in the Night Ocean.

THE BLASPHEMOUS SACRIFICE

to bind
AMPHIBIOUS ONES

This ritual cannot be performed on its own, but only as an adjunct to the **SUMMON THE AMPHIBIOUS ONES** ritual. It adds an hour to the time required to complete the ritual (thus twelve hours total). The sacrifice is further subjected to an hour of unspeakable tortures before being slain. At the end of the rituals, the Sorcerer will have complete control over the horde of Amphibious Ones for 24 hours.

THE CALL OF THE GELATINOUS CAVERNS

invocation

This two-hour ritual can be performed only in a cavern that contains either a huge jale slime (50 or more hit dice) or a colony of dozens of them dripping from the ceiling. The sacrifice is a single Green Man, who must be tied down on his back and kept from being turned into jale slime until the two hours of chanting is finished. Then the slime must be allowed to drip onto him, turning him to jale slime. The Sorcerer must stay in the cavern until thirty hours later when he will fall into a delirium in which he will seem to himself to wander amongst the decayed Gelatinous Caverns at the planet's center, home to all manner of slime and ooze. There the Amoeboid Gods will speak with him.

CANTICLE OF THE
CRAWLING GODto invoke
CRAWLING GOD

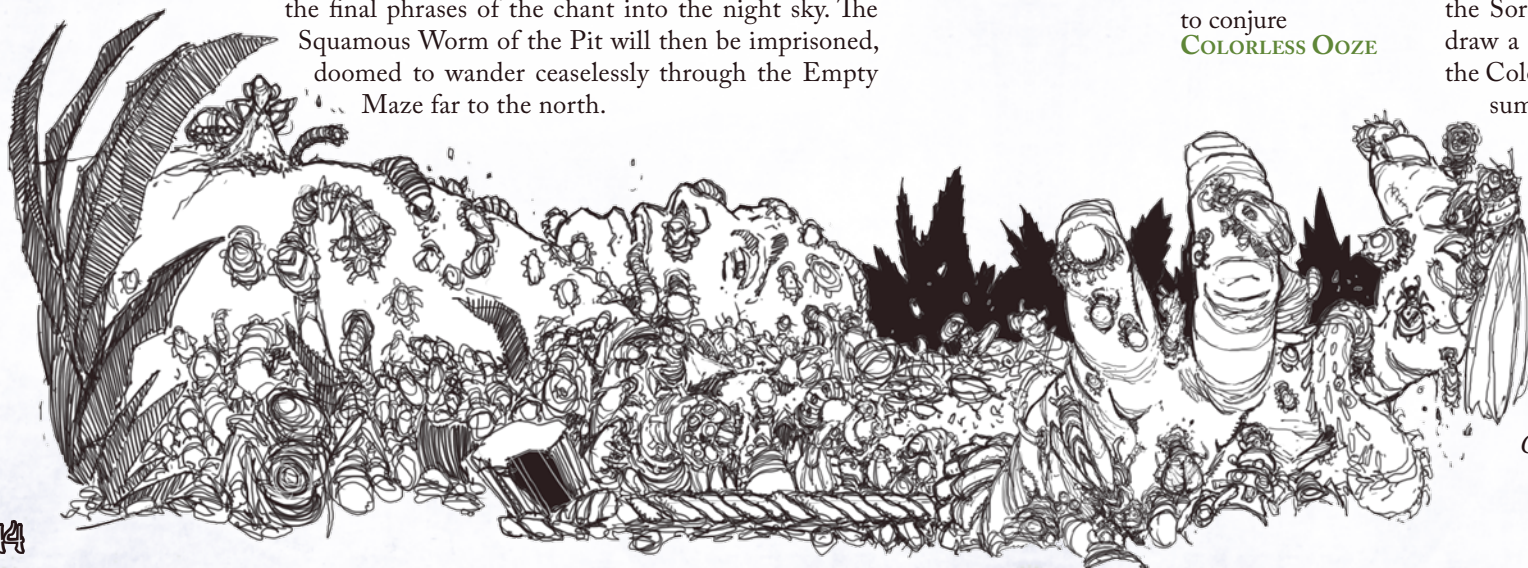
This chant takes three hours to completely intone. The sacrifice is a White warrior who must be bound on the earth deep in a jungle. The Sorcerer's cacophonous chanting agitates all the insects, arachnids, and myriapods within 600'. They inexorably converge upon the sacrifice and consume him. If the Sorcerer does not make his save vs. magic, the arthropods will consume him as well. Otherwise, the Sorcerer can hear the Crawling God's voice in the clicking and chittering of the arthropod swarms.

CAST INTO THE
ICY VACUUMto banish
GOD OF THE
PRIMAL VOID

This ritual takes 10 minutes to complete. At the end of the chant, the Sorcerer must throw at least a quart of lava on the God of the Primal Void, which will banish it to outer space. Note that finding a container that can hold lava without melting will be no easy task. Perhaps something could be found amongst the high technology of the *Space Aliens*, or in the inhuman technology of either the *Great Race* or of the *Primordial Ones*.

CHAINING OF THE
EMPTY MAZEto imprison
SQUAMOUS WORM
OF THE PIT

Once every 56 years in the night skies of the planet of Carcosa is a certain triple planetary conjunction. During this night this six-hour ritual can be performed. Sixty Blue Men must be shackled in iron chains and burned alive on a huge pyre. Amidst their screams the Sorcerer shouts the final phrases of the chant into the night sky. The Squamous Worm of the Pit will then be imprisoned, doomed to wander ceaselessly through the Empty Maze far to the north.

*Canticle of the Crawling God*CHAINING THE
FORMLESS ASPECTto imprison
COLORLESS OOZE

The Sorcerer must procure a pound of the powdered roots of the black poisonous root vegetables that grow in the hills in and by *hex 0104*. This he must put in an apertureless glass (or other colorless and transparent material) cylinder or orb of at least 113 and no more than 268 cubic feet of volume (such as a sphere 6' to 8' in diameter). Eight children of the Bone Men must be slain by the Sorcerer with a knife of white or colorless quartz, and their blood poured upon the black cylinder or orb at the end of the ritual's two-hour chant. The Colorless Ooze will then be imprisoned within the container.

THE CHAMBERED
VAULTS OF
WANDERINGto banish
SHAMBLER OF THE
ENDLESS NIGHT

To complete this five-minute ritual, the Sorcerer needs a pound of the ever-malleable gray clay found only in the area surrounding the Bottomless Lochs. From this he fashions a crude humanoid that grows to the size of the Shambler of the Endless Night, which then pummels the Shambler for several minutes until the Shambler melts into swamp muck, thus returning to wander the extradimensional vaults until summoned again.

CONJURATION OF
THE COLORLESS
OOZEto conjure
COLORLESS OOZE

This ritual takes five hours to complete. The Sorcerer must have at least half a gallon of water from the lake in *hex 1716* and sixteen Bone Men as sacrifices. It is imperative that the Sorcerer dip his left index finger into the water and draw a protective circle on the stone ground. Otherwise, the Colorless Ooze will certainly attack the Sorcerer when summoned. As the ritual is completed, the Sorcerer must pour the water upon the sixteen sacrifices bound just outside of the protective circle. Then the Colorless Ooze will consume the sacrifices.

CONJURATION OF THE FOUL PUTRESCENCE

to conjure
FOUL PUTRESCENCE

This ritual takes two hours to perform. It requires six specific types of fungus found only in the damp, moldy caverns near the river in **hex 1410**. In addition, before the ritual is performed the Sorcerer must himself poison six Purple Men and allow their bodies to putrefy till they are in a most vile state. When the Foul Putrescence appears it will consume the bodies. Let the Sorcerer beware: If one of the six types of fungus is incorrect, the Foul Putrescence will attack the Sorcerer. (If more than one is incorrect, the ritual simply will not work.)

CONJURATION OF THE INKY CRAWLER

to conjure
INKY CRAWLER

This ritual takes two hours to complete. It requires regurgitated giant tadpoles from **hex 1213**, a fertile Green human mother, a stone dagger, an urn made from the blue granite in **hex 1705**, and a quart-sized portion of a dead dolm pudding. The ritual can be performed only in subterranean chambers or at night. The Sorcerer must draw a 6' protective circle with the regurgitated tadpoles. To complete the summoning he must slay the human sacrifice with the stone dagger and pour from the urn the dolm pudding upon her. The Inky Crawler will then thrust itself up from the depths. If the Sorcerer steps outside the circle or if the circle is broken, the Inky Crawler will consume the Sorcerer and return from whence it came.

CONJURE THE SQUAMOUS WORM OF THE PIT

to conjure
**SQUAMOUS WORM
OF THE PIT**

This eight-hour ritual can be performed only on nights of the new moon during the winter. The Sorcerer must have the swollen worms from a slain **Unquiet Worm** as well as seven of the small rustless iron plates pried from the pillar standing lone in the Icy Waste in **hex 2311**. Four Dolm males are the required sacrifice, to be slain by an iron dagger immersed in melted ice from the Icy Waste. At the ritual's completion, the Squamous Worm will burst up from the Pit. All within 50' must make a saving throw vs. paralyze or take a die of damage from getting hit by the large chunks of earth thrown by the Squamous Worm's ascent.

CONSIGN TO THE LIGHTLESS LAKE

to imprison
INKY CRAWLER

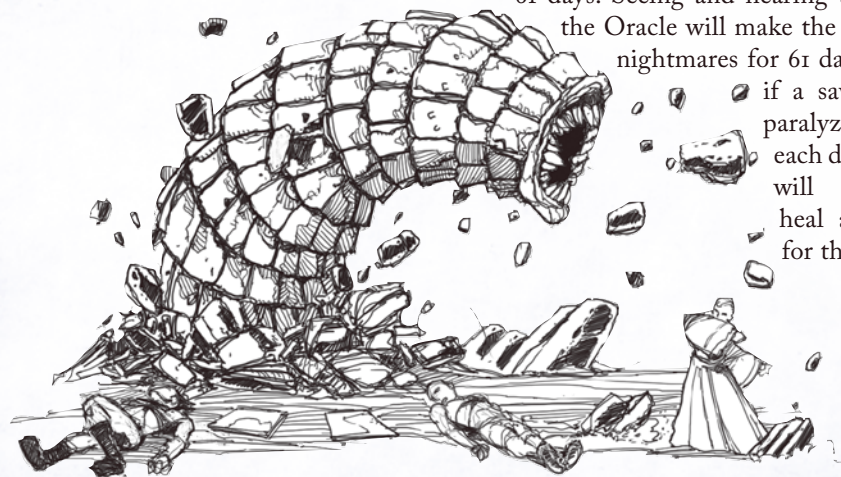
This ritual takes nine hours to complete. The Sorcerer must inhale the burning fumes of the pale green incense that focuses the mind with singular clarity upon a sole chosen task, and must crush and burn the violet incense that grants sexual stamina. (Both of these incenses are found only in the desert in and around **hex 2205**.) Then he must rape a Jale female virgin, at the completion of which he must plunge into her heart a curved dagger of obsidian. This will imprison the Inky Crawler in the Lightless Lake, an isolated cavern filled with water in the bowels of the earth.

THE CURSE OF THE HEAVING MASS

to torment
**FETOR OF
THE DEPTHS**

While the Fetor of the Depths is imprisoned in the Geometries of the Pit (cf. **FORMULA OF THE GEOMETRIES OF THE PIT**), the Sorcerer can perform this ritual. It must be performed in the lair of the Fetor of the Depths in **hex 0416**. The Sorcerer must bind a sacrifice (of any sort) within the cave so that it devolves into an Oracle of the Fetor of the Depths (cf. the ritual called **THE FETOR OF THE DEPTHS**). Then the Sorcerer must enter the cave and chant the curse for one hour. He must afterwards spend half an hour slicing the Oracle with a razor-sharp steel knife, causing it to heave and mewl horribly. This accomplished, the Fetor of the Depths will be bound to the Sorcerer for

61 days. Seeing and hearing the torment of the Oracle will make the Sorcerer suffer nightmares for 61 days. As a result, if a saving throw vs. paralyze is not made each day, the Sorcerer will not naturally heal any hit points for that day.



Squamous Worm of the Pit

THE CURSE OF THE VIOLET MIST

to torment
VIOLET MIST

This ritual can be performed only in the desert area of **hex 2116** where stand a few stones (the last remnants of a vast tower) rounded smooth by the winds and the sands. The Sorcerer must obtain the weird copperish metal of the Snake-Men that, when melted, is merely warm to the touch. He must bind the sacrifice (a Purple female virgin of no more than 13 years and no less than 9) to one of the stones and cover her naked body with the melted metal. Over the next 2–3 days the Sorcerer intermittently chants and performs cryptic signs while the desert sun claims the sacrifice. With her torments, the Violet Mist in its prison of the Angled Labyrinth is also tormented. When the sacrifice finally dies, the Violet Mist is cowed to the Sorcerer's will.

THE DEPTHESS RITE

invocation

With this ritual the Sorcerer attempts to contact the vile subterranean gods at the planet's core. The Sorcerer must sire an infant upon a female 22 years old. Before the infant's first birthday, the Sorcerer must take the infant to the bottomless underground pit in **hex 1308**. There the Sorcerer chants for an hour over the infant, and rubs the infant's body with the costly perfumes that originate in the desert in and around **hex 2205**. Then he drops the infant into the pit. For the next 1 to 3 days, the Sorcerer will be lost in waking dreams, and then he will be mentally contacted by the subterrene gods.

DESCENT OF THE SIX THOUSAND STEPS

to banish
SLIME GOD

The Sorcerer must obtain one of the Thirty-Three Sunstones crafted eons ago by the Snake-Men. He boldly thrusts it towards the Slime God and shouts the four-minute formula. This sends the Slime God fleeing down through the pores in the ground to mysterious regions far below the earth.

THE DESICCATING SLIME OF THE SILENT HALLS

to conjure
DESICCATING SLIME OF THE SILENT HALLS

This ritual takes four hours to complete. It requires at least a pound of sand from the desert centered upon **hex 2214**, twelve earrings wrought of the ultra-telluric iron found in the crater in **hex 2401**, and six human sacrifices (of any type). Only when the sun burns brightly in the sky, and only when the Sorcerer stands upon the desert sands, can this ritual be performed. The blood of the naked and earringed sacrifices must be spilled upon the hot sands, and from this the Desiccating Slime will arise from its Silent Halls.

DIRGE OF THE OUTER DARK

to torment
SUCKERED ABOMINATION

This five-hour ritual attempts to torment the Suckered Abomination while it is imprisoned within the Tomb of the Writhing One (cf. the ritual of the same name). The ritual can be performed only in the lightless fane found in **hex 1406**. The Sorcerer must be garbed in a black cowl made of the fibers of a plant that has not grown for ages. The tiny black seeds of the plant can be found in some of the ruined dwellings or tombs of long-dead Snake-Men Sorcerers (such as in the tomb found in **hex 0811**). Eighteen human sacrifices (of whatever sort) must be slain by the Sorcerer with a blackened dagger or knife. At the end of the ritual, the Suckered Abomination will be bound.

DISPEL THE WATERY DEATH

to banish
WATERY DEATH

This ritual takes ten minutes to complete. It requires a copper brazier, any mammal for the sacrifice, and a handful of powdered lead from the Thaggasoth Peaks. The Sorcerer must burn the sacrifice alive in the brazier, and then cast the powdered lead into the body of water that the Watery Death inhabits. The Watery Death will then vanish.

**DISPELLING OF THE
PRIMORDIAL FLOW**

to banish
**LURKER OF THE
PUTRESCENT PITS**

This ritual takes two minutes to complete.

The Sorcerer must have a razor of pure iridium. (Note that since iridium's brittleness makes it difficult to work, mankind does not have the technology to create an iridium razor. The Sorcerer will have to acquire one made by the Snake-Men or by the **Space Aliens**.) At the ritual's end, the Lurker of the Putrescent Pits will retreat back into those far subterranean pits.

**THE ECSTATIC RITES
OF THE SUBTERRENE
BLASTS**

invocation

These rites make possible the contacting of a primal and feral subterranean god. The Sorcerer must obtain a Dolm virgin female of 14 years as the sacrifice. He must also acquire the erotic drugs and learning scribed by the Snake-Men in their forbidden tomes. Lastly, the Sorcerer must find twelve assistants (all of them male Sorcerers of lower level than himself) and instruct them in the ways of the ritual. In an underground cavern the Sorcerer, his assistants, and the sacrifice inhale the drugs and begin the rite. The Sorcerer and his assistants practice the debased sexual acts prescribed by the Snake-Men upon the sacrifice, which will lead to her death in 21–26 hours. During this time the Sorcerer can receive revelations from this feral god.

**ELDRITCH CHANTS
OF TRANSMUTATION**

to torment
WATERY DEATH

When the Watery Death is imprisoned within the **GEOMETRIES OF THE LABYRINTHINE SPACES** (q. v.), the Sorcerer may attempt to force it to his will with this ritual. While intoning the hour-long chant, an Ulfire Man must be boiled alive in a cauldron of water. Afterwards the Sorcerer mingles the sacrifice's blood with the boiling water and spits forth the concluding syllables of the curse. This causes the Watery Death to be partially transmuted into steam, causing it untold agony. The Watery Death will be 35% (plus 5% per level of the Sorcerer) likely thereafter to perform a task set it by the Sorcerer. If the Watery Death is conjured within four hours of this torment, it will arrive with only 3 hit dice.

**THE ENCRUSTED
GLYPHS OF THE
DEEP**

to banish
**LEPROUS DWELLER
BELOW**

In **hex 0108** beneath
100' of water is a sunken temple.

Engraved upon an altar therein are large, blocky glyphs heavily encrusted. If cleaned and meditated upon for an hour, the Sorcerer will learn the secret of banishing the Leprous Dweller Below. The ritual itself requires five minutes to perform as well as the sacrifice of any non-human mammal.

**ENSHACKLEMENT OF
THE ROTTED CHAIN**

to imprison
**LEPROUS DWELLER
BELOW**

This ritual takes twelve hours to complete. It can be performed only on a summer's day in a tomb of undead **mummies** in the Radioactive Desert. At least one mummy in the tomb must be slain and crushed into powder. Two Yellow Men in the advanced stages of a fatal disease must be burned alive and the mummy powder sprinkled over their burning pyres. After the ritual's completion and as the rim of the sun disappears behind the horizon, the Leprous Dweller Below will be imprisoned in a primordial city in the Radioactive Desert (off the map), bound to a block with an unbreakable, rotted chain.

**ENTOMBMENT IN
THE PYLONED HALL**

to imprison
**IT OF THE
FALLEN PYLONS**

This fifteen-hour ritual can be performed only in the swampy areas in the southern region of the Carcosa campaign map, in the vicinity of ruins of the Snake-Men. A stone coffin of the Snake-Men is required, as well as a Bone Man as sacrifice. The sacrifice is placed within the coffin, which is then sunk into the bog. The completion of the ritual must occur during a starless night. If the ritual succeeds, It of the Fallen Pylons will be imprisoned in the Pyloned Hall of the Snake-Men far below the surface.

**THE ENTOMBMENT
OF THE FEARFUL
MONOLITH**

to imprison
**DESICCATING SLIME
OF THE SILENT HALLS**

This imprisonment ritual takes an hour to complete. Heavy slabs of the gray slate quarried from **hex 0607** must be kept damp by assistants throughout the ritual. The blood of two freshly-slain Blue males is poured from a gray granite cup upon the slate slabs at the ritual's conclusion, at which time the Desiccating Slime of the Silent Halls is cast within the Fearful Monolith (which is submerged in a lake to the north of the Carcosa map found in this book).

**EVOCATION OF THE
DEEP GIBBERING
MADNESS**

to invoke
**DEEP GIBBERING
MADNESS**

This ritual can be performed only in a wooden human structure of at least 1200 square feet, in which madness and murder have dwelt. (One such building, used in the past for this very rite, is in [hex 1304](#).) The Sorcerer must acquire thirteen human sacrifices (of any sort), bring them to the structure, and slowly drive them mad with the unspeakable mental tortures devised for this purpose by the depraved Snake-Men. After the sacrifices have received 6 to 11 months of this treatment, the Sorcerer can contact the Deep Gibbering Madness, which will speak to the Sorcerer through the ravings of the mad. Note that the Sorcerer can, after the initial 6–11 month timespan, continue the torment and thus be able to evoke the god on a monthly basis.

**EVOCATION OF THE
NAMELESS SEA**

invocation

This four-hour ritual can be performed only on the banks of a subterranean river that flows into the Nameless Sea. (All underground rivers in the area covered by the Carcosa Campaign Map #1 eventually flow into the Nameless Sea.) Females of any race are acceptable sacrifices. At the end of the ritual, the sacrifice must be bound and have at least 6,000 g.p. worth of gems placed into her mouth (which must then be sewed or otherwise sealed shut to prevent the gems from falling out). Each such sacrifice cast into the river will afford the Sorcerer one question of the vile and slimy things that slither and swim through the Nameless Sea. The questions can be asked after 1–4 days, and the Sorcerer must remain by an underground river during that entire time.

**THE EXOTERIC
CONSUMING**

to torment
INKY CRAWLER

This ritual takes four and a half hours to complete. The Sorcerer must gather the razor-sharp shells of the 1' poisonous clams sometimes found in the autumn 20' to 80' from the seashore. One such shell is then placed upon the bound body of each of the sacrifices: one female virgin of each of the following races: Red, Orange, Yellow, Green, Blue, Purple, Jale, Dolm, and Ulfire. The naked sacrifices have to be bound and gagged in silk of the same color as their skin. Once every thirty minutes during the ritual, the Sorcerer slices the throat of one of the sacrifices with the shell placed upon her. As each one is slain, the Inky Crawler in its prison in the Lightless Lake has a bite taken out of it by an invisible force (each bite causing 1 die of damage). After the last sacrifice, the Sorcerer may make his demands of the Inky Crawler.

**THE FETOR OF
THE DEPTHS**

to conjure
**FETOR OF
THE DEPTHS**

This ritual takes but an hour to complete. It can be performed only within the lair of the Fetor of the Depths in the subterranean pit in [hex 0416](#). The Sorcerer must bind a human sacrifice (any will do) to the deep red stone near to the pit. Fumes from the pit threaten the mental balance of any within the cave. After each 30 minutes spent in the cave, a saving throw must be rolled. Failure indicates that the person's mind has become that of a slaving animal, which will not leave the cave. The bound sacrifice over the course of a day will gradually turn into a stinking, shapeless lump of human flesh covered with patches of hair. From its one remaining orifice it will mowl hideously in a partly-human, partly animal fashion. Many Sorcerers believe that these mewlings contain vast secrets, and thus the thing is called the Oracle of the Fetor of the Depths. Approximately 24 hours after the ritual is completed, the Fetor of the Depths will hop near to the cave entrance.

THE FINAL CRIMSON SACRIFICE

to bind
DESICCATING SLIME
OF THE SILENT HALLS

This ritual takes two hours to complete. The Sorcerer must be clad only in garments of deepest crimson, or be naked and covered with the blood of a Red Man slain in the desert. A plain and rude flint knife is the only other material required, to cut the heart from a living Red warrior (or from a loved one of the Sorcerer, which makes the Desiccating Slime of the Silent Halls save vs this binding ritual at -4). As the Sorcerer crushes the heart within his right fist, he makes his demands upon the Desiccating Slime.

FORBIDDEN KNOWLEDGE OF THE SUBTERRENES

invocation

In deep caverns below hex 0301 is a shrine of 60 demigods of the depths. Their statues are set in two rows of thirty. Within this 32,000-year old temple, the Sorcerer can perform the three-hour ritual to invoke these demigods' secret wisdom. He must shackle a fair White virgin female upon the altar, burn costly incense (at least 8,000 g.p. worth) in the censers, and plunge into the sacrifice's heart a dagger or knife that has already slain at least twelve other sacrifices in sorcerous rituals. Following this the Sorcerer must sleep within the fane, and the demigods will speak to him in dreams.

FORMULA OF THE GEOMETRIES OF THE PIT

to imprison
FETOR OF
THE DEPTHS

This six-hour ritual can be performed only when the winter or summer sun is in a clear sky, and only on a beach or in a sandy desert. Sixty-one human sacrifices (of any sort) are required, and the throat of each must be slit with a flint knife that is at least 100 years old and has never been used to shed human blood. Let the Sorcerer beware, for many sources of this ritual indicate that only sixty sacrifices are required. Upon slaying the sixtieth sacrifice, the Sorcerer will realize that he must have a sixty-first sacrifice. He has six minutes to sacrifice another human, or be himself consigned to the awful place he thought to imprison the Fetor of the Depths: The Geometries of the Pit. Far underneath the earth is a vast labyrinth of radiant, radioactive rock. While the radiations are unpleasant to the Fetor of the Depths, they are fatal to men.

GEOMETRIES OF THE LABYRINTHINE SPACES

to imprison
WATERY DEATH

With fifty pounds of the intricate and clear quartz crystals taken from the underground watery grotto in hex 0701, the Sorcerer must spend an hour softly chanting and arranging the crystals into a tortuous maze. The required pattern will appear in his mind's eye as he inhales the stale odors of the burning noxious gray flowers found only along the shores of alpine tarns. A Dolm pregnant woman must then be strangled and her body cast into the water wherein is the Watery Death. With that the Watery Death will be consigned to wander a prison of complex, web-like fractures within a layer of quartz miles below the surface.

THE GLYPHS OF THE EBON LAKE

to banish
INKY CRAWLER

This ritual takes 15 minutes to complete. The Inky Crawler is banished to untold depths beneath the earth when, at the conclusion of the chanting, the Sorcerer smashes with an iron hammer a chunk of talc taken from the northernmost of the Damned Isles in hex 0308. The only way to learn this ritual is for the Sorcerer to find the indecipherable glyphs chiseled from a lone pylon rising from the inky blackness of the Ebon Lake found deep underground in hex 0614. There the Sorcerer must fast and meditate alone upon the glyphs for nine days, illumined only by the phosphorescent purplish fungus found elsewhere in the extensive subterranean caverns.

THE GOD OF THE PRIMAL VOID

to conjure
GOD OF THE
PRIMAL VOID

This ritual takes two hours to finish, and it can be performed only in lightless subterranean regions. The Sorcerer must have some way of seeing in pitch blackness, such as ingesting the green phosphorescent beetles found in the caverns beneath the Thaggasoth Peaks. He must also have as a sacrifice a virginal Black male of at least 20 years of age who was born during a night of the new moon. When the God of the Primal Void manifests itself, it freezes the still-living sacrifice to death.

THE HANGING AZURE MADNESS invocation

North of the Bottomless Lochs (a little off the map) in the forest is a unique deciduous tree, pure azure in color, and obscenely bloated and twisted. This ritual requires a Sorcerer to sacrifice himself by having an iron stake driven through his left forearm high into the trunk of the tree, and to hang therefrom (eating and drinking nothing save the azure sap that oozes from the tree where the spike pierced it) for three days. This ordeal causes one die of damage, and the Sorcerer's constitution score will determine if he survives. After the three days, the Sorcerer (if alive) will gibber in madness as his mind makes contact with a filthy and pestilential pterosaurian demon of the poisonous upper atmosphere. Afterwards the Sorcerer can do nothing but rest for two full days.

Con	Chance of survival
13+	100%
12	90%
11	80%
10	70%
9	60%
8	50%
7	40%
6	30%
5	20%
4	10%
3	1%

THE HAUNTER OF THE PHOSPHOR- ESCENT VAULT to conjure VIOLET MIST

This one-hour ritual can be performed only when a rainbow is in the sky. (Alternately, it can also be performed near the poles with the Aurora Borealis or the Aurora Australis visible.) Nine young female virgins (one each of the following races: Purple, Blue, Green, Yellow, Orange, Red, Ulfire, Jale, and Dolm) must be drowned in clear water as sacrifices. This will conjure the dreaded Violet Mist. The Sorcerer must then yield to it as gifts one each of the following nine gemstones (each with a minimum value of 1,000 gp): purple amethyst, blue sapphire, green emerald, yellow diamond, orange topaz, red ruby, ulfire clinohumite, jale andalusite, and dolm beryl. Failure to do so will result in the Violet Mist attacking the Sorcerer.

ICY WRACK OF THE VOID

to torment
GOD OF THE
PRIMAL VOID

This ritual takes two hours to complete, and it can be performed only at night in the Icy Waste. The Sorcerer must acquire seven Black females of age seven or less. These he must expose, naked, to the elements during the ritual. If any remain alive at the end of the two hours, he must plunge into their hearts a blade of obsidian quarried during a moonless winter's night. With the ritual finished, the God of the Primal Void, imprisoned within its pocket dimension (cf. **THE MAD CHIMING OF THE VACUUM**), will be wracked with pangs of cold found not even in the depths of space. The God of the Primal Void will thereafter be bound to the Sorcerer's will for nine days.

IMPEDIMENT OF THE IRIDESCENT FUME

to banish
VIOLET MIST

This ritual of banishment can be performed in only two minutes. The Sorcerer must have a mixture of crushed gemstones of a total value of at least 15,000 g.p. These must then be burned in one of the gemstone lamps (small lanterns that burn only gemstones) of the lost Snake-Men. The gemstone lamp, in conjunction with the ritual's chant and gestures, will produce fumes intolerable to the Violet Mist, sending it howling back to its lair in the Phosphorescent Vault.

IMPRISONMENT OF THE ANGLED LABYRINTH

to imprison
VIOLET MIST

This twelve-hour ritual can be performed only in one of two artificial subterranean labyrinths built by the Snake-Men (found in hexes 0215 and 1416). Six Orange and six Purple female virgins must be slain as sacrifices. Only one of the priceless gemstone knives of the Snake-Men can be used to slay the sacrifices. As the last one dies, the Violet Mist will be imprisoned in the extradimensional Angled Labyrinth.

THE INELUCTABLE NAME

to bind
SLIME GOD

Eight feet under the muck in the westernmost of the Bottomless Lochs is a tablet broken in two, engraved with the eldritch sigils of the extinct Snake-Men. After three months of continuous study, the Sorcerer will know the secret and unspeakable name of the Slime God, as well as the method for binding it. Thirteen non-virgin Brown Men must be sacrificed with a corroded and diseased dagger during the six-hour ritual, at the end of which the Slime God will be bound to the Sorcerer's will for 24 hours.



he

THE INELUCTABLE PALLID COMMAND- MENT

to bind
**SUCKERED
ABOMINATION**

THE INNER HIEROGLYPHS OF DISSOLUTION

to torment
**IT OF THE
FALLEN PYLONS**

INVOCATION OF THE MAROON DWELLING

invocation

This ritual is found only in a prehistoric tome preserved in a buried ruin of the Snake-Men in **hex 1415**. Six weeks of study is required to comprehend the magical formulae. The required sacrifice is a Yellow male of keen intelligence and great learning. At the culmination of the twelve-hour ritual, the Sorcerer slits the sacrifice's throat and speaks the word of command. This will bind the Suckered Abomination to the Sorcerer's will.

This seven-hour ritual can be performed only directly after the ritual of **THE OUTER HIEROGLYPHS OF AFFLICTION**. The Sorcerer must first collect and piece together the small Hieroglyphed Pyramid (pieces hidden in hexes **0413**, **1815**, and **2407**). The assembled Pyramid must be scrutinized for one month. Thereafter the Sorcerer can obtain two Red Men (one male, one female) and at least a pint of molten metal. As the molten metal is poured down the throat of the second sacrifice, fiery hieroglyphs appear inside It of the Fallen Pylons. Its saving throw is at **-2**. This ritual leaves It of the Fallen Pylons with only **2 HD**.

In the heart of a distant maroon-colored star resides a malevolent entity. A Sorcerer can attempt to contact it with this ten-hour ritual. It can be performed only on the shores of the ocean, and the ritual must be completed as the sun is setting into the sea. Three Red Men and three Brown Men are the required sacrifices. They must be bound within a wooden shack, and several handfuls of the maroon dust of the Snake-Men must be cast upon their naked bodies. Near the ritual's end, the Sorcerer sets fire to the shack with a torch. As the fires burn maroon, the setting sun glows ruddily, and the sacrifices are consumed, the Sorcerer can peer through the flames and into the desired entity's star.



IT OF THE FALLEN PYLONS

to conjure
**IT OF THE
FALLEN PYLONS**

THE LEPROUS DWELLER BELOW

to conjure
**LEPROUS DWELLER
BELOW**

LIQUESCENT ASPECT OF THE WEIRD GOD

to invoke
WEIRD GOD

Only in the topmost chamber of the buried tower of the lost Snake-Men in **hex 1515** can this three-hour ritual be performed. Therein is a nighted mirror of polished obsidian. Utterly featureless and void, the mirror must be gazed into by the Sorcerer during the chanting. If he fails a saving throw vs. magic at **-4**, his mind is sucked away from his body to wander the endless gulfs between galaxies, which leaves the Sorcerer's body a living vegetable. Eight Red Men must be sacrificed by casting them into the mirror. A protective circle of black flame must surround the Sorcerer, with the mirror outside the circle. At the ritual's end, It of the Fallen Pylons emanates through the mirror to stand outside the circle.

This six-hour ritual requires the Sorcerer to breath deeply of the burning fumes of the pale yellow hallucinogenic incense found only in the desert in and around **hex 2205**. The sacrifice is a leper of the Yellow Men. The Sorcerer must rend the sacrifice with his bare hands and consume his flesh. The effects of the yellow incense will allow the Sorcerer a prodigious appetite. (Note that performing this ritual has a **5%** chance of infecting the conjuror with leprosy.) At the end of the ritualistic feast, the Leprous Dweller Below will push its way up through the ground before the Sorcerer. If the Sorcerer performs obeisance before it, the Leprous Dweller Below will be well-disposed to its summoner.

This one-hour ritual can be performed only in the Weird God's fane in **hex 0602**. As the Sorcerer spits forth the twisted and nearly unpronounceable syllables of the chant, he is immune to the idol's effects of catatonia (cf. the entry for the Weird God in the monster chapter). At the ritual's end, the idol will become liquescent and envelop the Sorcerer, who temporarily becomes a part of the Weird God's liquescent aspect. As such, the Sorcerer must devour one of his companions (not a captive slave) in the fane. The Sorcerer may then ask questions of the Weird God. Afterwards, the Sorcerer will be restored to his own mind and body. Note that none of the grimoires of the Snake-Men mentions that the price to be paid for this ritual is one of the Sorcerer's own companions.

**LITANY OF THE
ENDLESS ASCENT**

to conjure
WATERY DEATH

This ritual takes two hours to perform. It requires six black pearls of a minimum value of 100 g.p. each, the hand of a **Deep One**, and two Blue infants. The litany can be accomplished only in the presence of a body of water at least 20' in diameter and 4' deep. At its completion, the pearls, hand, and the two infants must be cast into the water. The Watery Death then finishes seeping up from its deep subterranean waters to the place of summoning where it claims everything the Sorcerer cast into the waters.

**LITANY OF THE
LIGHTLESS SEA**

to banish
COLORLESS OOZE

This ritual takes but five minutes to perform. The Sorcerer must have the powdered roots of the black poisonous root vegetables that grow in the hills in and by **hex 0104**. Upon the completion of the ritual, the Sorcerer blows the dark powder from a tube. The powder will rush upon the Colorless Ooze, thus rendering it visible for several moments. While it is visible, the Sorcerer can sternly command it to sink through the earth down to where it was spawned in the Lightless Sea.

**THE LURKER AMIDST
THE OBSIDIAN RUINS**

to conjure
**LURKER AMIDST THE
OBSIDIAN RUINS**

Only on clear nights of the new moon can the Lurker be summoned by this four-hour ritual. The Sorcerer must bind four Black adult males to four pure obsidian columns at least 8' high and 2' in diameter. He is required to slit the throats of two with a knife of obsidian. When the Lurker materializes from the four columns, it touches each sacrifice to turn him into obsidian. The Lurker will be 30% likely to attempt to turn the conjuror into obsidian also.

**THE LURKER OF THE
PUTRESCENT PITS**

to conjure
**LURKER OF THE
PUTRESCENT PITS**

This two-hour ritual can be performed only on the rim of a pit at least 200' deep. Three human sacrifices (of whatever sort) must be cast to their deaths into the pit. At the end of the ritual, the Lurker will ooze up from the pit. The Sorcerer must be standing within a ring of salt, or the Lurker will attack him. Unfortunately, most grimoires fail to mention this detail.

**THE MAD CHIMING
OF THE VACUUM**

to imprison
**GOD OF THE
PRIMAL VOID**

This ritual takes ten hours to complete. The Sorcerer must acquire one of the bizarre metals created by the **Great Race**, and from it forge a set of hand-held chimes. As he performs the complex chant, he occasionally strikes the chimes. This drives the sacrifices (nine Black males) ever more insane until at the ritual's finish they scream forth their lives as the God of the Primal Void is imprisoned in an empty interspatial pocket dimension.

**THE MAD DOMINATION
OF THE VOID**

to bind
**GOD OF THE
PRIMAL VOID**

This ritual takes six hours to finish. The Sorcerer must have a technological light source of the **Great Race** as well as six Black Men as sacrifices, who must be cast alive into a great pyre. As their dying screams fall into silence, the God of the Primal Void will be bound to the Sorcerer's will for six days.

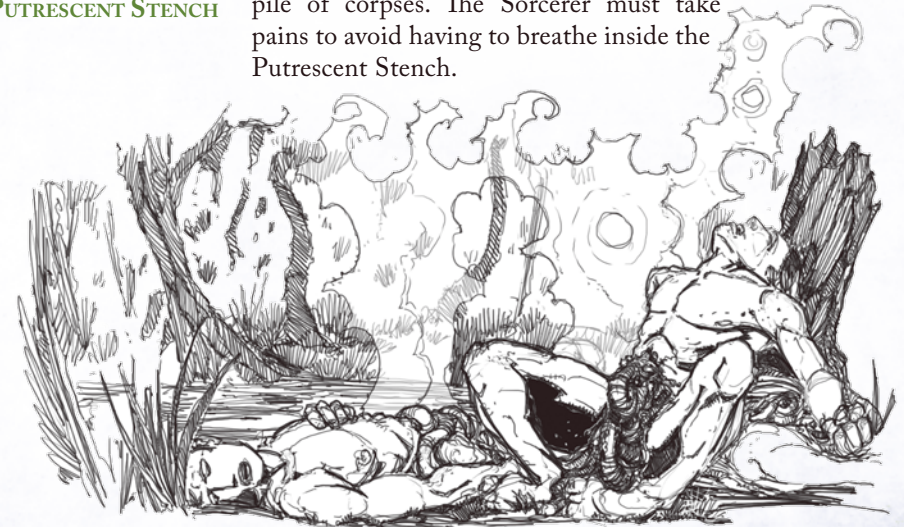
**THE MAD
ENSORCELLED
INSCRIPTIONS**
invocation

On a sheer cliff wall in **hex 1804** is a shallow cave, the walls of which are inscribed with sanity-bending swirls and whorls. The Sorcerer must spend two days daubing the freshly-spilled blood of Green females within the inscriptions. Depending on how careful he is with the blood, it will take the blood of 1–3 Green females to complete the task. At the end of this rite the Sorcerer must save vs. magical device or become a zealous guardian of this cave, residing within and allowing no one else entrance. If his save is successful, his mind wanders for nine hours along the inscriptions on the walls, in communion with bizarre gods.

**MANIFESTATION OF
THE PUTRESCENT
STENCH**

to conjure
PUTRESCENT STENCH

This three-hour ritual can be performed only in swamps on hot days. It requires at least five White Men sacrifices, disemboweled by the Sorcerer. At the end of the ritual, the Putrescent Stench will arrive, centered upon the heaped pile of corpses. The Sorcerer must take pains to avoid having to breathe inside the Putrescent Stench.



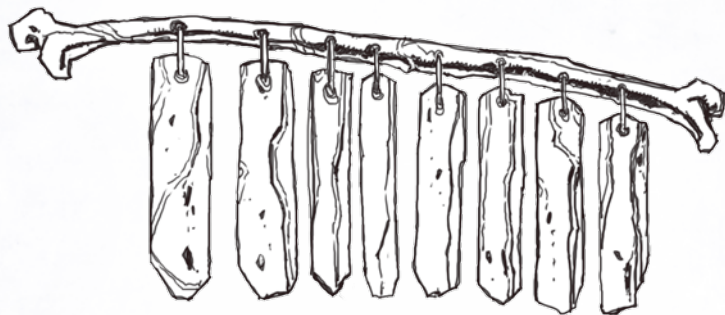
Manifestation of the Putrescent Stench

THE MANY- OCTACLED BINDING to bind DISEASED GUARDIANS

This ritual can be performed only in conjunction with the **SUMMON DISEASED GUARDIANS** ritual. It adds two hours to the performance time (thus a total of five hours). The Sorcerer must have at least 3 (and, ideally, 108) of the Snake-Men's curious translucent and variously colored lenses called octacles. These are arranged in complex patterns, suspended from wires over and around the sacrifices. For every three octacles the Sorcerer has, one of his summoned Diseased Guardians will be bound to his will. Thus if the Sorcerer had 39 octacles and summoned 18 Diseased Guardians, thirteen of the monsters would be bound to his will. The other five would be 50% likely to attack the Sorcerer.

MEASURELESS CHIMES OF THE UTTERMOST RIM to banish PUTRESCENT STENCH

This five-minute ritual requires eight musical chimes made of meteoric metal. The Sorcerer must strike the weird notes (said to echo the unhuman melodies of ultragalactic space) upon the chimes to drive the Putrescent Stench off of the planet.



THE NINETY-SIX CHANTS OF THE LEPROUS ONE to bind LEPROUS DWELLER BELOW

This ritual takes a little over three hours to complete. Thirteen Yellow (non-virgin) females of at least 60 years old are the required sacrifices. The Sorcerer must slay each by smothering her with a bag made from the leathery bark of a particular mutant tree in the Mutated Forest. Also required is a chain at least 12' long and at least 1,000 years old. Upon the ritual's completion the Leprous Dweller Below will be bound to the Sorcerer's will for seven days.

THE NINTH TRACING OF THE MEASURELESS VOID invocation

This five-hour ritual can be performed only in the buried ruins of the sanctum of a Snake-Man Sorcerer in **hex 1116**. Within this old domicile is an 8' diameter floating disk of utter blackness (a gateway to intergalactic space). This ritual is unusual in that during it the Sorcerer is completely silent while he traces arcane patterns in the air with his fingertips. The Sorcerer must have nine Orange Men as sacrifices. If the Sorcerer is an Orange Man, he must wear a black hooded robe or he will himself be taken into the void. Throughout the ritual an irresistible force will occasionally pull a sacrifice into the disk. After the last sacrifice is taken, the Sorcerer will be able to peer into the disk and see and communicate with the weird entities beyond the galaxy.

OBSTRUCTION OF THE SUCKERED ABOMINATION to banish SUCKERED ABOMINATION

In an exposed outcropping of rock in **hex 1103** is a layer of white crystal. A handful of it must be powdered fine for use in this one-minute ritual which can succeed only when the sun is visible in the sky. The Sorcerer must get close enough to the Suckered Abomination to throw the powdered crystal upon it, which will drive it back to its unknown lair.

THE OOZING COLUMN to torment LURKER AMIDST THE OBSIDIAN RUINS

This four-hour ritual can be performed only in **hex 2515** near the Pillar of Awful Aspect (cf. **the ritual of the same name**). The Sorcerer must transport there two blocks of the black stone found only in the hills of **hex 2002**, each one weighing at least a ton. There he must crush to a pulp between the blocks four beautiful Black women of childbearing age. As each one is slain, a colorless ichor will run down the pillar from its top, evidence of the unbearable suffering of the Lurker amidst the Obsidian Ruins imprisoned within the pillar. At the ritual's end, the Lurker will be bound to the Sorcerer's will for the next 99 nights.

**THE OUTER
HIEROGLYPHS OF
AFFLICTION**

to torment
**It of the
Fallen Pylons**

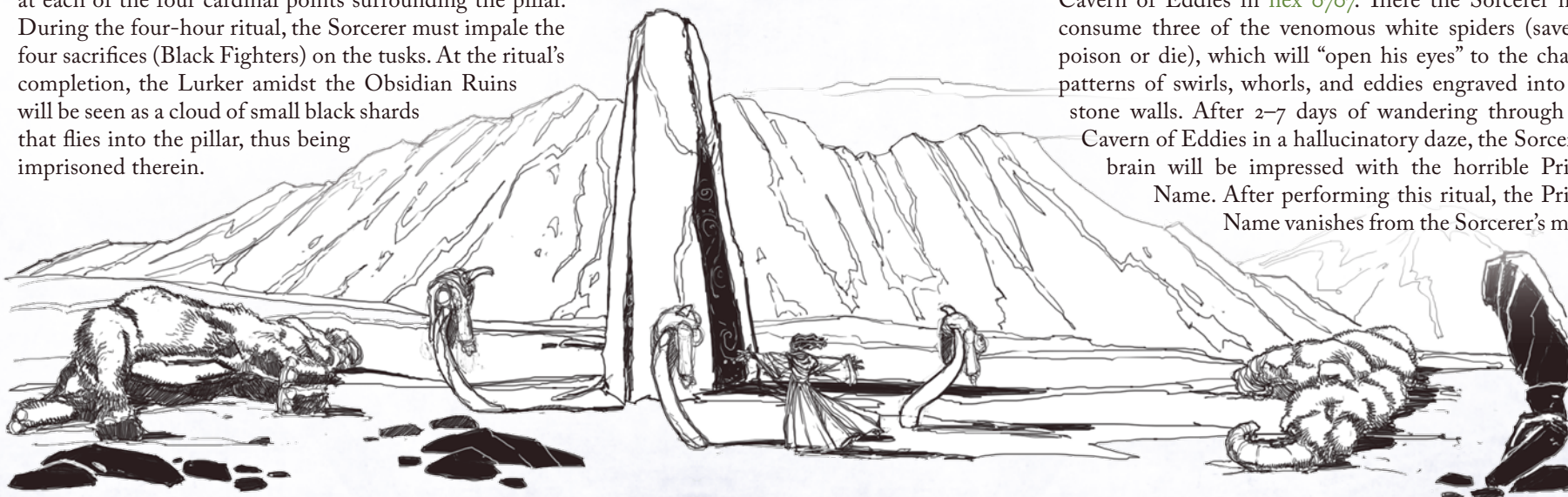
This five-hour ritual is to be used to torment It of the Fallen Pylons when it is imprisoned in the Pylon Hall (cf. **ENTOMBMENT IN THE PYLONED HALL**). The Sorcerer must study for one month the hieroglyphs of the Snake-Men engraved upon the sunken stone in **hex 0913**. Then he must obtain the venom of six different species of black cobra, as well as five Red Men sacrifices. Each Red Man must be slain with an iron dagger dipped in the venom of one of the cobras. Finally, the Sorcerer must scratch his breast with the dagger dipped in the venom of the sixth cobra (save vs. poison or die). This ritual causes painful, burning hieroglyphs to appear on the body of It of the Fallen Pylons (causing 6 dice of damage). If it makes its saving throw against this ritual, the Sorcerer can consider employing the **THE INNER HIEROGLYPHS OF DISSOLUTION**.

**THE PILLAR OF
AWFUL ASPECT**

to imprison
**LURKER AMIDST THE
OBSIDIAN RUINS**

In **hex 2515** is a stained and rustless pillar of an unknown metal. It is impervious to all forms of destruction, including nuclear explosions. (The Great Old Ones may be able to damage the pillar at the Referee's discretion.) The Sorcerer must help slay two large woolly mammoths and carve the four tusks with the Snake-Men hieroglyphs that power this ritual. The Sorcerer, with the summer's sun high in the clear sky, must fix a tusk into the ground at each of the four cardinal points surrounding the pillar. During the four-hour ritual, the Sorcerer must impale the four sacrifices (Black Fighters) on the tusks. At the ritual's completion, the Lurker amidst the Obsidian Ruins will be seen as a cloud of small black shards that flies into the pillar, thus being imprisoned therein.

*The Pillar of
Awful Aspect*



**THE PRIMAL
FORMULA OF
THE DWELLER**

to bind
**LURKER AMIDST THE
OBSIDIAN RUINS**

Buried in **hex 1807** is an ornate suit of black plate armor that confers an AC of 19 on its wearer. More importantly, it is covered with indestructible dark maroon sigils of the vanished Snake-Men. With 2–4 months of study, a Sorcerer will discover the secret formula to bind the Lurker amidst the Obsidian Ruins. The Sorcerer must find or dig a large pit with walls and floor of coal. The sacrifices—101 Dolm children—must then be bound and flung into the pit. The two-hour ritual requires the Sorcerer to don the above-mentioned armor and climb into the pit and slay each sacrifice with an obsidian axe. Afterwards he fires the pit. As the fiery holocaust ascends into the night sky, the Lurker will be bound to the Sorcerer's will for the next 66 nights. Note that anyone wearing this armor of sigiled black plate will be hated and feared by all Dolm Men.

**THE PRIMAL NAME
OF THE WORM**

to bind
**SQUAMOUS WORM
OF THE PIT**

This one-hour ritual requires the Sorcerer to stand in cold, waist-deep water and to there drown a Jale male baby. He must rend the corpse with his own hands and spill the blood upon a stone taken from the phosphorescent cave in **hex 0607**. Then he spits forth the Primal Name of the Squamous Worm, which will then allow him to bind it. The Primal Name can be discovered only in the nether Cavern of Eddies in **hex 0707**. There the Sorcerer must consume three of the venomous white spiders (save vs. poison or die), which will “open his eyes” to the chaotic patterns of swirls, whorls, and eddies engraved into the stone walls. After 2–7 days of wandering through the Cavern of Eddies in a hallucinatory daze, the Sorcerer's brain will be impressed with the horrible Primal Name. After performing this ritual, the Primal Name vanishes from the Sorcerer's mind.

RITUAL OF THE PALE FUNGUS GARDENto imprison
FOUL PUTRESCENCE

This three hour ritual can be learned in only one way: The Sorcerer must descend into the nethermost pits of the caverns in **hex 1410**, there to immerse himself in the semi-liquescient molds and fungi. There the inhalation of the spores will throw his mind into weird realms of a bizarre, fungoid beauty. After 2–4 days of this, and assuming the Sorcerer survives (save vs. poison each day), he will know how to imprison the Foul Putrescence. Infallibly selecting the correct molds and fungi from the caves, he must then acquire a Jale female virgin between the ages of 10 and 12. The ritual can be performed only in the caverns, where the Sorcerer must deflower the virgin amidst the liquescient molds, such that his ecstasy is mingled with her suffocation. With the sacrifice's death, the Foul Putrescence will be imprisoned in those weird, fungoid realms.

SACRIFICE OF THE PENDENT FUNGUSto bind
FETOR OF THE DEPTHS

This seven-hour ritual can be performed only in the vile cave found in the swamps of **hex 1513**. This cave is covered with mold several feet thick. Suspended from the ceiling is a carnivorous fungus, quiescent until human blood is spilled in the cave. Seven Orange Men must have their abdomens slit, one by one, as the Pendent Fungus oozes down to devour them one at a time. Each time it comes to devour a sacrifice, there is a 5% chance that it will devour the Sorcerer instead (no to hit roll necessary). Treat as getting swallowed by a dolm worm. After the last sacrifice is consumed, the Fetor of the Depths will be bound to the Sorcerer.

THE SECRET NAME OF THE DEVOURERto bind
COLORLESS OOZE

High in a clear tarn in **hex 1903** is a weed-encrusted white marble pyramid 12' high, submerged under 20' of water. Spending a total of 8–32 hours studying the runes engraved upon the pyramid will reveal to the Sorcerer the secret name of the Colorless Ooze. Armed with this name, the Sorcerer can attempt to bind it. He must chain four Bone Men to the pyramid, one to each side. Then from the shore the Sorcerer performs the hour-long chant, at the end of which the secret name has power to bind the Colorless Ooze to the Sorcerer's will.

THE SECRET RUNE OF THE DRIPPING ONEto bind
SHAMBLER OF THE ENDLESS NIGHT

In the desert area of **hex 2405** is an empty crypt of cold gray stone far under the surface. A horribly intricate rune covers the ceiling. If a Sorcerer lies on his back and meditates upon the rune for 24 hours, he has to make a saving throw or go mad. If he is successful, he will know the secret of binding the Shambler of the Endless Night. Thirty-four Ulfire males of varying ages are the required sacrifices. They must be placed in a large circle and have fires built atop each of their bodies as the Sorcerer stands within the circle and chants, holding aloft a shackle made of pure black diamond. The entire ritual takes two hours. As the last sacrifice dies, the Shambler will be bound to the Sorcerer's will.

SERPENTINE WHISPERS OF THE BLUE-LITTEN PILLARSto bind
IT OF THE FALLEN PYLONS

This six-hour ritual can be performed only at night in the midst of one of four circles of blue menhirs erected by the Snake-Men (found in hexes **0314**, **1011**, **1116**, and **1714**). Six Orange Men must be crushed between stone slabs during the ritual. In addition, another Sorcerer (whether an apprentice or a colleague) must similarly slay six more Orange Men at the same time in another one of the four circles of blue menhirs. As the gore from the Orange Men is smeared upon the menhirs, the stones will faintly glow if the ritual is successful in binding It of the Fallen Pylons.

THE SHAMBLER OF THE ENDLESS NIGHTto conjure
SHAMBLER OF THE ENDLESS NIGHT

This five-hour ritual can be performed only in a swamp at night under the full moon. Wearing a robe of the flayed skin of a Red Man, the Sorcerer must sacrifice four Ulfire males by feeding them alive to crocodilians. The Sorcerer must stand within a protective circle of the glowing red sulfur powder found only in the Mutated Forest. Four 7' tall wrought iron stands holding censers atop them must smolder with a radioactive yellow incense from the Radioactive Desert. Finally, the Sorcerer must hold in his hands the fresh brain of a **Deep One**. At the ritual's conclusion, the Shambler will appear out of the muck of the swamp.

THE SIXTEEN FORBIDDEN TORTURES

to torment
**SQUAMOUS WORM
OF THE PIT**

This four-hour ritual requires the Sorcerer to cast out of copper sixteen various and assorted hand-held devices such as clappers, tongs, a rod, a bell, cymbals, a triangular chime, etc. The iron must come from the Thaggasoth Peaks. Additionally, sixteen Dolm female virgins must be slain with intricate and terrible tortures. After each virgin is slain, the Sorcerer sounds one of the copper instruments. This causes the Squamous Worm imprisoned in the Empty Maze to twist violently in pain. At the end of the ritual, the Squamous Worm of the Pit is reduced to 3 HD and to servility.

THE SIXTH UNDULATION OF THE TENTACLED ONE

to invoke
TENTACLED ONE

One of dozens of rituals that invoke the terrible wisdom of the Tentacled One, this rite takes two hours to complete. The Sorcerer must read the inhuman runes carved upon the walls of a vast subterranean pool under the mountains in **hex 0908**. The waters are cold and black, and the runes must be studied for 18 hours. The required sacrifice is one of the Sorcerer's friends (a fellow player character of the Sorcerer will do), who must be drowned in the waters of the pool. At the ritual's end, the Sorcerer's mind will seem to swim in dark waters, and will feel the Tentacled One's voice deep within.

STENCH OF THE LIQUESCENT AMOEBEA

to banish
**IT OF THE
FALLEN PYLONS**

This ritual takes but two minutes to complete. The Sorcerer must have one of the nine small clouded glass bottles made by the Snake-Men for the banishing of It of the Fallen Pylons. Most of these bottles are hidden within buried ruins in the swampy, southern part of the Carcosa map included in this booklet. The ritual causes It of the Fallen Pylons to be assailed by the unendurable stench of the Liquescent Amoeba, which causes It of the Fallen Pylons to flee back into the outer voids.

SUMMATION OF THE TWELVE TINCTURES to torment **COLORLESS OOZE**

This ritual must be performed in the presence of the Colorless Ooze while it is in its sorcerous prison (cf. **CHAINING THE FORMLESS ASPECT**). It requires twelve Bone Men for sacrifice as well as the twelve tinctures:

Aquamarine chips (at least 2,000 g.p. worth)

Cyan crushed stone from the mountains
in and around **hex 1804**

Indigo blood of a deep forest adder

Emerald chips (at least 5,000 g.p. worth)

Malachite moss from beneath the sea

Burnt ulfire petals of a flower of the Radioactive Desert

Mauve powder of a subterranean toadstool

Jale incense from the desert in and around **hex 2205**

Magenta blood of a mutant **dinosaur**

Carmine berries that grow only in the jungle
in and around **hex 1205**

Saffron incense from the desert
in and around **hex 2205**

Dolm blossoms from mobile flowers
of the Mutated Forest

Each sacrifice must be anointed upon the forehead with one of the twelve tinctures, and then swiftly slain. At the conclusion of the six-hour chant the twelve colors will have been inflicted upon the Colorless Ooze, leaving it with only 4 HD and cowed, willing to do the bidding of the Sorcerer for the next twelve days.

SUMMON THE AMPHIBIOUS ONES
to conjure
AMPHIBIOUS ONES

This eleven-hour ritual can be completed only on a fog-shrouded night. The Sorcerer must obtain the root of potency found only in ruined apothecaries of the Snake-Men. The sacrifice is a virgin White girl eleven years old with long hair. The Sorcerer, after partaking of the root, must engage in sexual congress with the sacrifice eleven times, afterwards strangling her with her own hair. As her life leaves her body, 10–100 of the Amphibious Ones will coalesce out of the mists.

SUMMON DISEASED GUARDIANS
to conjure
DISEASED GUARDIANS

This ritual takes three hours to complete and can be performed only underground. Fourteen youths (seven males and seven females) of the White and/or the Yellow Men between the ages of 12 and 18 are the required sacrifices. At the end of the ritual 6–36 Diseased Guardians burst up from the earth and cannibalize the sacrifices. If not bound by **THE MANY-OCTACLED BINDING** (cf.), the Diseased Guardians will 50% of the time slay their summoner before loping off to wreak havoc.



Amphibious Ones



SUNDERING OF THE PRIMAL GLOB
to torment
DESICCATING SLIME OF THE SILENT HALLS

Only if the Desiccating Slime of the Silent Halls is imprisoned within the Fearful Monolith can this ritual be performed. The Sorcerer must have a cleaver, axe, sickle, or scythe that has been at one time plunged into the underground pool in **hex 0202**. Thirteen sacrifices (of any sort) must be bound with iron cord. After an hour and a half of chanting while drugged by the yellow lotus root, the Sorcerer will find that he can make his demands of the Desiccating Slime. Then the Sorcerer decapitates a sacrifice, which weakens the Desiccating Slime by one HD. If the Desiccating Slime makes its saving throw, the Sorcerer must decapitate more sacrifices (weakening the Slime further), until the saving throw is failed or no sacrifices remain. When its saving throw is failed, the Sorcerer can free the Desiccating Slime from the Fearful Monolith and bring it directly into his presence, where he can order it to perform a single task of no more than one month's duration. Any sacrifices still living will be consumed by the Desiccating Slime.

THE SUNLESS WATERY BLIGHT
to imprison
SLIME GOD

This ritual takes eight hours to complete. At least a gallon of water from the ocean must be taken to the Icy Waste and there frozen and later melted. With this water the Sorcerer can perform the ritual on a night with a new moon during the winter. Four old Brown women must be strangled with a rusty iron cord after they drink all of the prepared water. With the last sacrifice's death, the Slime God will be imprisoned in the subterranean Sunless Watery Blight.

SUSURATION OF THE PURPLE CAVERN
to bind
VIOLET MIST

This seven-hour ritual can be performed only in crystalline caves which have naturally-occurring amethysts amongst the crystals. The Sorcerer must sacrifice nineteen Purple virgin females with a jagged knife of rainbow quartz. As the sacrifices die, their screams remain as a haunting susuration that seduces and deludes the Violet Mist into willing bondage to the Sorcerer. The susuration accompanies the Sorcerer for 2–4 days, after which time the Violet Mist is no longer bound and will probably attack the Sorcerer.

THE TENTACLED DESICCATING ONE

to conjure
**SUCKERED
ABOMINATION**

This eight-hour ritual can be completed only within a temple dedicated to the Suckered Abomination. A minimum of 63 human sacrifices (of any sort) is required. At the end of the ritual, the temple's idol will in fact turn into the Suckered Abomination, which will then proceed to consume all the sacrifices. Afterwards it will be inclined to listen to the Sorcerer's requests.

THE THIRTEENTH DISCIPLINE OF ENTRAPMENT

to bind
WATERY DEATH

When the Watery Death is within a body of water no farther than 100' away from the Sorcerer, he can perform this discipline to bind the Watery Death to his will. The ritual takes thirty minutes to perform. The Sorcerer must slay with an ornate knife (carved from flint quarried beneath water at least 10' deep) two Ulfire infants and fling the corpse of one into the water and hold the other one over the water, and then pronounce his demands. The Watery Death will then be bound to the Sorcerer's will until the next new moon.

TOMB OF THE WRITHING ONE

to imprison
**SUCKERED
ABOMINATION**

This six-hour ritual can be accomplished only at the edge of a certain large pit in **hex 0701**. No fewer than 43 human sacrifices (of any sort) are required. The Sorcerer must cast the sacrifices one by one into the pit, which is magically transformed during the ritual into a hellish, suffocating tomb that crushes those within. At the ritual's end, the Suckered Abomination will be imprisoned within a lightless extradimensional tomb. For every ten sacrifices in addition to the minimum 43, the Suckered Abomination's saving throw has a penalty of -1.

TORMENT OF THE UNDYING WORM

to torment
**LEPROUS DWELLER
BELOW**

This ritual takes only an hour to finish. The Sorcerer must acquire two stone blocks from the buried and ruined city of the Snake-Men in **hex 1213**. Between these blocks he must crush the head of a pre-adolescent Ulfire child. If the sacrifice is male, the Leprous Dweller Below's saving throw is made at -1. Upon the death of the sacrifice, the imprisoned Leprous Dweller Below (cf. the **ENSHACKLEMENT OF THE ROTTED CHAIN**) will be tormented with an immortal tomb worm, which writhes through the Leprous Dweller Below's body, feeding. After two days of this, the Leprous Dweller Below will serve the Sorcerer until the next full moon, at which time it gets a saving throw every day to be released from the Sorcerer's service.

TRANSMUTATION OF THE SLIME GOD

to torment
SLIME GOD

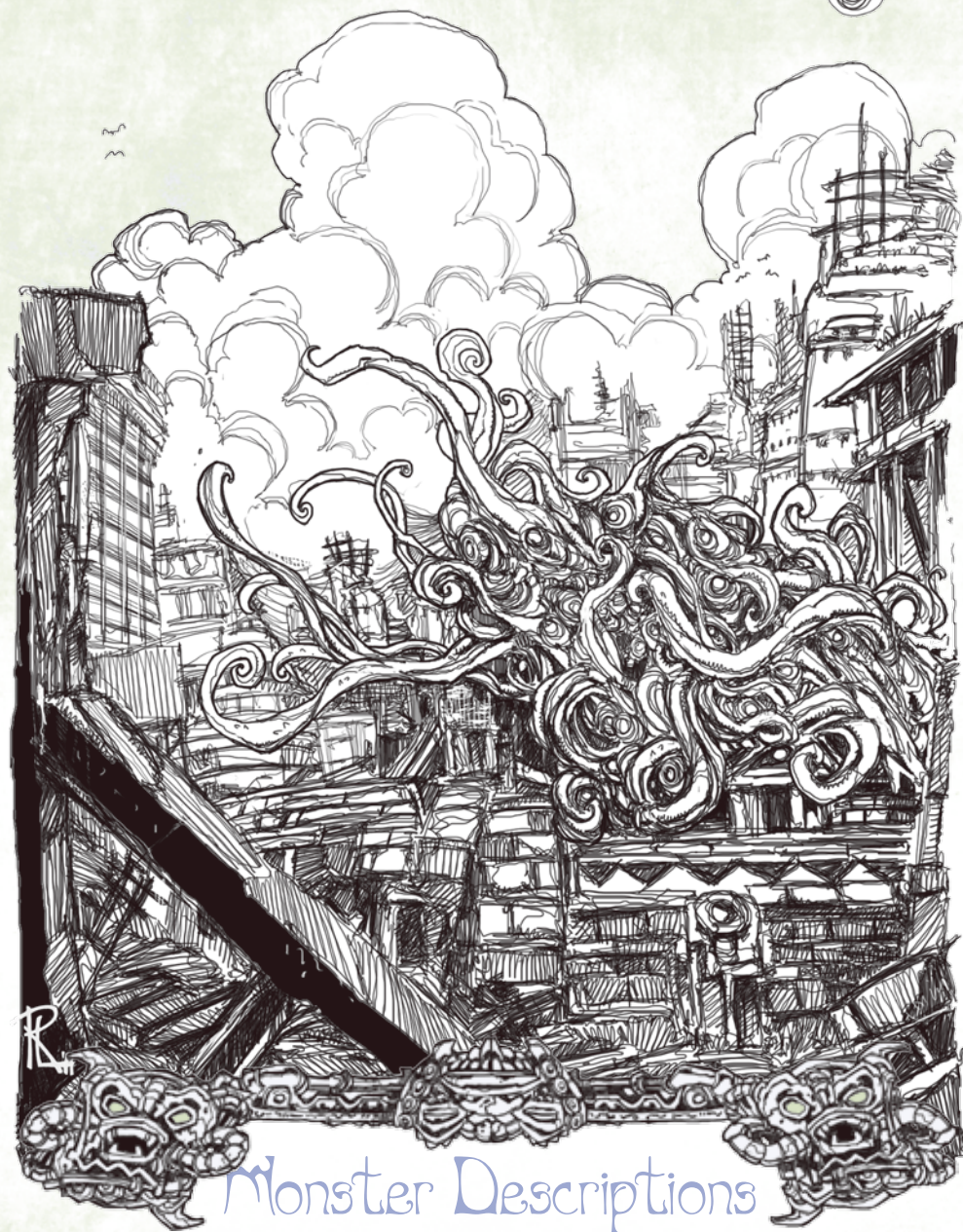
When the Slime God is imprisoned within the Sunless Watery Blight, the Sorcerer can attempt to torment it with this ritual. It can be performed only on the easternmost of the Damned Isles that are in **hex 0207**. The Sorcerer must have at least a fist-sized glob of a **Shoggoth** slain within the last thirty days, as well as thirty-six warriors of the Brown Men as sacrifices. One by one the Sorcerer must carve the heart out of a living sacrifice with an ornate ceremonial knife, ingest a bite out of the heart, and throw the corpse over the cliff into the ocean below. The ceremony takes ten hours to complete, during which time the imprisoned Slime God is subjected to excruciatingly painful transformations. At the end of the ritual, the Slime God will be bound to the Sorcerer's will for 72 hours.

WEIRD ASCENT OF THE DISEASED SLIME

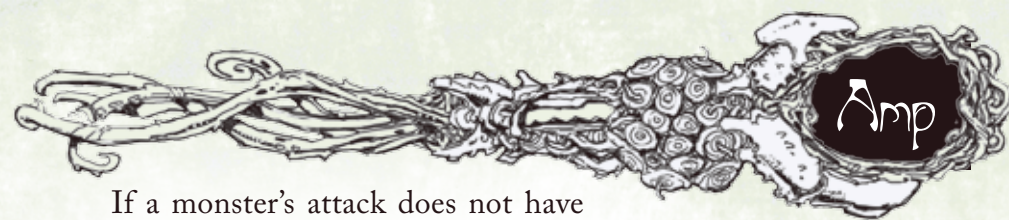
to conjure
SLIME GOD

For eighteen hours the Sorcerer must stand by the diseased pit in **hex 2511** while uttering the eldritch chants. At the beginning of the ritual a bound Dolm woman (not a virgin) must be cast into the pit, where the mutating viruses twist her body into inhuman contortions. After the eighteen hours, the woman must be retrieved and thrown upon the ground. The Slime God will ooze up through the earth and envelop the sacrifice's body.





Monster Descriptions



If a monster's attack does not have damage dice listed, it does 1 die of damage.

AMPHIBIOUS ONES

to conjure

**SUMMON THE
AMPHIBIOUS ONES**

to bind

**THE BLASPHEMOUS
SACRIFICE**

No. Appearing: 10-100

Armor Class: 13

Hit Dice: 1

Move: 180'

Alignment: Neutral

These gelatinous monsters appear as misshapen, pale, semi-translucent green frogs. In daylight they attack and save at -1, while in rain or mist they attack and save at +1. When slain they burst with a sickening squelching sound.

AZATHOTH

No. Appearing: Unique

Armor Class: 19

Hit Dice: 60

Move: Nil

Alignment: Chaotic

Psionics: None, but completely immune

In the vast caverns at the planet's center is Azathoth, "the mad faceless god, howl[ing] blindly in the darkness to the piping of two amorphous idiot flute-players" (H. P. Lovecraft, *The Rats in the Walls*). This mindless Old One is a shapeless mass over 1,000' in diameter. Anyone entering its caverns will go irretrievably mad (save vs. magic at -5). If attacked, it attacks with numberless pseudopods, doing 18 dice damage. The cultists of Azathoth are all insane.



B'YAKHEE

No. Appearing: 1–3

Armor Class: 12

Hit Dice: 4

Move: 90' [land], 240' [air]

Alignment: Chaotic

Psionics: 2–4 powers up to four times per day

These creatures are one of the six main spawn of Shub-Niggurath, and they are servants of Hastur. Standing over 18' tall, they are black-furred, bat-like creatures with clawed humanoid legs. They can teleport anywhere in the universe, even when carrying people. B'yakhee are intelligent and telepathic. They will obey any cultist of Hastur or anyone carrying one of the rare Elder Signs. Sorcerers who are devoted to Hastur are taught by their god a ritual that conjures 1–3 B'yakhee.

COLORLESS OOZE

to conjure
CONJURATION OF THE
COLORLESS OOZE

to banish
LITANY OF THE
LIGHTLESS SEA

to bind
THE SECRET NAME
OF THE DEVOURER

to imprison
CHAINING THE
FORMLESS ASPECT

to torment
SUMMATION OF THE
TWELVE TINCTURES

No. Appearing: Unique

Armor Class: 15

Hit Dice: 15

Move: 60'

Alignment: Chaotic

This is a large, invisible **dolm pudding**. It makes no noise and has no odor. It always surprises and attacks by enveloping its victim (automatic damage each round once a successful attack is made), thus rendering him invisible, silent, and odorless as well.



CRAWLING GOD

to invoke
CANTICLE OF THE
CRAWLING GOD

No. Appearing: Unique

Armor Class: 19

Hit Dice: 30

Move: 180'

Alignment: Chaotic

This chitinous myriapod is of unknown length. Its extraordinarily long, 1' diameter body is always twisted through labyrinthine tunnels barely wide enough to hold it. In those places where a relatively small segment of its body is exposed within a larger tunnel or within a cavern, it is subject to attack. The Crawling God itself attacks with its venomous, spiked legs (1 die damage, plus save vs. poison or die).

CTHUGAH

No. Appearing: Unique

Armor Class: 15

Hit Dice: 55

Move: 90'

Alignment: Chaotic

Psionics: All powers up to ten times per day

One of the Old Ones, Cthugah is a giant amoeba (over 200' in diameter) wreathed in flame. It attacks with tentacles of flame, doing 8 dice of damage per round. Cthugah also radiates intense heat that does 4 dice of damage per round to everyone within 300'. It is immune to all attacks involving fire or heat. **Lasers** can harm it, but nuclear blasts do not. It can summon 2–20 of Cthugah's flame creatures per day. It resides in a vast active volcano.

CTHUGAH'S FLAME CREATURES

No. Appearing: 1–3

Armor Class: 14

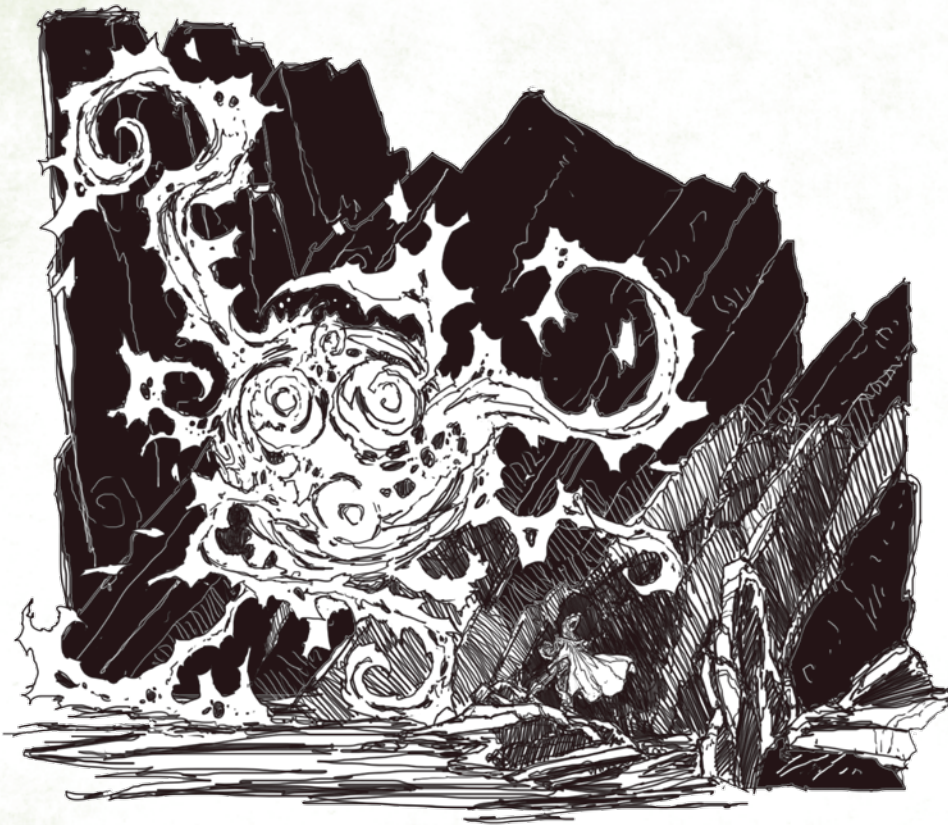
Hit Dice: 12

Move: 60'

Alignment: Chaotic

Psionics: 1–4 powers up to three times per day

These appear as 50' diameter versions of **Cthugah**. Their tentacles do 2 dice of damage. The heat they radiate also does 2 dice of damage to everyone within 50'.



Cthugah's Flame Creature



CTHULHU

No. Appearing: Unique

Armor Class: 13

Hit Dice: 57

Move: 150' [land], 360' [water]

Alignment: Chaotic

Psionics: All powers up to ten times per day.

At least 100' tall, no known living man has seen Cthulhu. Its representations typically are of

"A monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind. This thing, which seemed instinct with a fearsome and unnatural malignancy, was of a somewhat bloated corpulence, and squatted evilly on a rectangular block or pedestal covered with undecipherable characters. The

tips of the wings touched the back edge of the block, the seat occupied the centre, whilst the long, curved claws of the doubled-up, crouching hind legs gripped the front edge and extended a quarter of the way clown toward the bottom of the pedestal. The cephalopod head was bent forward, so that the ends of the facial feelers brushed the backs of huge fore paws which clasped the croucher's elevated knees."

(H. P. Lovecraft, *The Call of Cthulhu*, section II)

The very sight of Cthulhu is so horrible that those who fail their saving throw vs. paralyze die of fright. It does 25 dice of damage per round. Cthulhu regenerates 2 HD per round. It can summon 1–100 **Deep Ones**, which are its primary servants. Some particularly debased chaotic humans also worship this Old One.

Cthulhu is imprisoned in R'lyeh, a sunken stone city of non-Euclidean geometry: "Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn." ("In his house at R'lyeh dead Cthulhu waits dreaming.")

**DEEP GIBBERING
MADNESS**

to invoke
**EVOCATION OF THE
DEEP GIBBERING
MADNESS**

No. Appearing: Unique

Armor Class: 15

Hit Dice: 16

Move: 90'

Alignment: Chaotic

Miles below the sunlit surface is a noisome pit of utter blackness. Within gibbers and raves the Deep Gibbering Madness. This ever-churning, ever-mutating, protean horror causes madness in those who look upon it (save vs. magic to avoid). A second saving throw is also required vs. magic to avoid fleeing and shrieking in fear. Its attacks vary from round to round, as it is a shapeless mass of eyes, mouths, and appendages that swell and are absorbed by the moment. Each round it does 2-5 dice of damage.

DEEP ONES

No. Appearing: 1-100

Armor Class: 16

Hit Dice: 1+1

Move: 90' [land], 240' [water]

Alignment: Chaotic

Deep Ones are one of the six main spawn of Shub-Niggurath. They are immortal fish-men (6' tall) covered with light green scales, sporting fins on their heads and on the backs of their forearms and lower legs. They can function equally well on either land or in the water. All Deep Ones have infravision and a strength score of 18. They have cities on the ocean floor, from ocean shelves near the shore to the deepest trenches. Some Deep Ones estranged from their ocean-dwelling kin live in watery and damp cave complexes deep beneath the earth. The Deep Ones worship the Old Ones in general and Cthulhu in particular. They spread these vile cults among men, tempting them with treasures gathered from the floor of the sea. The Deep Ones will even interbreed with human females, producing infants of human appearance who gradually and completely transform into Deep Ones after the age of 20.

**DESICCATING SLIME
OF THE SILENT
HALLS**

to conjure
**THE DESICCATING
SLIME OF THE SILENT
HALLS**

to bind
**THE FINAL CRIMSON
SACRIFICE**

to imprison
**THE ENTOMBMENT
OF THE FEARFUL
MONOLITH**

to torment
**SUNDERING OF THE
PRIMAL GLOB**

No. Appearing: Unique

Armor Class: 14

Hit Dice: 13

Move: 120'

Alignment: Chaotic

This 10' diameter monster is mucus-like and of a sickly tan color. It attacks by enveloping its victim and sucking all the moisture out of it, causing 2 dice of damage per round. For every die of damage it causes, it regenerates one HD. Its domicile of the Silent Halls is an utterly lightless and soundless labyrinth of halls carved from the black rock miles below the planet's surface.

DINOSAURS

No. Appearing: Variable

Armor Class: 14 to 16

Hit Dice: 1 to 20

Move: Variable

Alignment: Neutral

These animals are not uncommon in the world of Carcosa, though they are not of the sort one would find in a textbook on dinosaurs. Rather, imagine mundane dinosaurs mutated by mysterious forces for tens of millions of years. Dinosaurs on the planet of Carcosa tend to have one or more unusual characteristics such as: being feathered, brightly colored, misshapen, poisonous, phosphorescent, covered in spikes, able to breathe radiation, able to shoot energy from their eyes, etc. All dinosaurs, even the plant-eaters, tend to be aggressive. Dinosaurs typically do 2 to 4 dice of damage.

**DISEASED
GUARDIANS**

to conjure
**SUMMON DISEASED
GUARDIANS**

to bind
**THE MANY-
OCTACLED BINDING**

No. Appearing: 6–36

Armor Class: 12

Hit Dice: 1-1

Move: 90'

Alignment: Chaotic

In appearance feral and filthy White Men, Diseased Guardians are typically summoned by Sorcerers to guard treasures since (being ageless) they can guard a treasure literally forever. They attack with teeth and claws. In addition to causing 1 die of damage, a successful attack requires its victim to make a saving throw vs. poison. Failing the save indicates that the victim has been infected with a rotting disease that will prove fatal in 31 to 50 months. Failing three such saving throws in a 24-hour period will transform the victim into a Diseased Guardian, bound to the Sorcerer who conjured the Diseased Guardians which transformed him.

DOLM OOZES

No. Appearing: 1

Armor Class: 12

Hit Dice: 2 to 4

Move: 10'

Alignment: Neutral

Also found in other colors (such as gray), dolm ooze can be difficult to see since it looks like wet stone. They can seep through even the smallest of cracks. Its corrosive touch harms flesh (2 dice damage) and corrodes metal (but leaves both wood and stone unharmed). Normal weapons will harm dolm ooze, but metal ones will be destroyed after a single successful attack. Dolm ooze is impervious to fire, cold, and all Space Alien weaponry other than lightning bolts.

DOLM PUDDINGS

No. Appearing: 1

Armor Class: 12

Hit Dice: 9 to 11

Move: 60'

Alignment: Neutral

Also found in other colors (such as black), these hideous globs can creep along walls and ceilings as easily as on floors. They can squeeze through openings as small as 1". Their acidic touch harms all organic matter (3 dice damage) and metal (which will corrode away in one turn), though stone is unaffected. Dolm puddings are immune to cold and to normal weapons, and in fact a chop by a weapon will divide it into smaller dolm puddings. Further, a normal weapon will be destroyed when it is used to strike a dolm pudding. **Space Alien weaponry** (other than lightning bolts, which divide a dolm pudding into smaller ones) will harm them.

DOLM WORMS

No. Appearing: 1–3

Armor Class: 14

Hit Dice: 14 to 16

Move: 60'

Alignment: Neutral

Also found in other colors (such as purple), dolm worms dwell in caverns deep beneath the earth. They sometimes come to the surface to feed. They can reach a length of up to 100', and typically have a diameter of 8'. On a successful bite (3 dice damage) with its gaping, toothed maw, a dolm worm will swallow its victim whole 50% of the time. Such a victim will suffer 2 dice of damage per round. Those swallowed can still attack the dolm worm. These monsters also have a poisonous sting in their tails that does 1 die of damage and will kill anyone who fails a saving throw vs. poison.

Fet

FETOR OF THE DEPTHS

to conjure
**THE FETOR OF
THE DEPTHS**

to banish
**THE BLASPHEMOUS
GLYPHS OF THE
NIGHT OCEAN**

to bind
**SACRIFICE OF THE
PENDENT FUNGUS**

to imprison
**FORMULA OF THE GEO-
METRIES OF THE PIT**

to torment
**THE CURSE OF THE
HEAVING MASS**

No. Appearing: Unique

Armor Class: 15

Hit Dice: 20

Move: 90'

Alignment: Chaotic

This god is a 500-pound misshapen toad, covered in warts, knobs, and all manner of protuberances. General color is puke green. This sleepy-eyed, large-mouthed toad does 2 dice of damage. Its offensive reek causes all those within 100' to make a saving throw vs. breath weapon each round or be unable to do anything that round other than cough and wretch. The Fetor of the Depths dwells at the bottom of a deep pit found in the back of a cave in **hex 0416**.

FOUL PUTRESCENCE

to conjure
**CONJURATION OF THE
FOUL PUTRESCENCE**

to bind
**ADJURE THE
FUNGOID ONE**

to imprison
**RITUAL OF THE PALE
FUNGUS GARDEN**

to torment
**ACCURSED
SORCELLING OF THE
POISONED ONE**

No. Appearing: Unique

Armor Class: 12

Hit Dice: 16

Move: 30'

Alignment: Chaotic

A lumpy mass of grayish-yellow mold, the Foul Putrescence has such a powerful reek that all to hit rolls and saving throws are at -4 within 50' of it. It attacks by touching exposed skin, which causes no damage but requires the victim to save vs. poison at -4 or die.

Gia

GIANT JUNGLE ANTS

No. Appearing: 1-1,000

Armor Class: 15

Hit Dice: 1

Move: 150'

Alignment: Neutral

Found only in hot jungles, these 2' long insects can be of any shade of red. They live in colonies of up to tens of thousands of ants in low mounds that extend far below the surface. Aggressive and voracious, giant jungle ants will attack unless they are otherwise engaged in an important task. They have a painful sting that causes 2 dice of damage (save vs. poison for half damage).

**GOD OF THE
PRIMAL VOID**

to conjure
**THE GOD OF THE
PRIMAL VOID**

to banish
**CAST INTO THE
ICY VACUUM**

to bind
**THE MAD
DOMINATION OF THE
VOID**

to imprison
**THE MAD CHIMING
OF THE VACUUM**

to torment
**ICY WRACK OF
THE VOID**

No. Appearing: Unique

Armor Class: 12

Hit Dice: 12

Move: 120'

Alignment: Chaotic

This god is an immaterial entity that can manifest itself only in darkness. When it is present the only forms of attack that affect it are light-based. Torches do 1 die damage, and electromagnetic weapons do full damage. The touch of the God of the Primal Void is that of the icy cold of space. Anyone touched must save vs. paralyze or die.

GREAT RACE

No. Appearing: 1–12

Armor Class: 15

Hit Dice: 7

Move: 120'

Alignment: Neutral

Psionics: 5–8 powers up to eight times per day

The Great Race are

“enormous, iridescent cones, about ten feet high and ten feet wide at the base, and made up of some ridgy, scaly, semi-elastic matter. From their apexes projected four flexible, cylindrical members, each a foot thick, and of a ridgy substance like that of the cones themselves. These members were sometimes contracted almost to nothing, and sometimes extended to any distance up to about ten feet. Terminating two of them were enormous claws or nippers. At the end of a third were four red,

trumpetlike appendages. The fourth terminated in an irregular yellowish globe some two feet in diameter and having three great dark eyes ranged along its central circumference. Surmounting this head were four slender grey stalks bearing flower-like appendages, whilst from its nether side dangled eight greenish antennae or tentacles. The great base of the central cone was fringed with a rubbery, grey substance which moved the whole entity through expansion and contraction.”

(H. P. Lovecraft, *The Shadow out of Time*, section IV)

The Great Race is one of the six main spawn of Shub-Niggurath. For hundreds of millions of years their highly advanced scientific and psionic civilization existed on the planet of Carcosa before their civilization was finally destroyed. The Great Race is less inimical to humanity than are the other main spawn of Shub-Niggurath, being motivated primarily by a disinterested acquisition of knowledge.



GREEN OOZE POOL

Lairs in hex
1310

No. Appearing: Unique

Armor Class: 12

Hit Dice: 15

Move: Nil

Alignment: Chaotic

This telepathic pool is 50' in diameter and 5' deep, rippling and undulating. It is very warm and smells sickly sweet. While the Green Ooze Pool can lash with pseudopods (causing 1 die damage) formed from its slimy bulk, it prefers to snatch victims with its pseudopods. Though snatching a victim causes him no damage, the victim is pulled into the pool where he must make a saving throw vs. magic at -4 or become the pool's willing slave. The pool must be destroyed to break the spell.

HASTUR THE
UNSPEAKABLELairs in hex
1507

No. Appearing: Unique

Armor Class: 15

Hit Dice: 57

Move: 240'

Alignment: Chaotic

Psionics: All powers up to ten times per day

One of the Great Old Ones, Hastur lies imprisoned in a crypt submerged beneath the black waters of Lake Hali, whereon is the island upon which is built the alien city of Carcosa. Hastur is 600' tall, has a humanoid body covered with suckers and small writhing tentacles, and has a reptilian head. Any creature seeing Hastur must make a saving throw vs. magic or flee in fear. Whenever the name “Hastur” is spoken, 25% of the time 1–3 B'yakhee will appear and attack the one who pronounced the forbidden name. In combat Hastur does 20 dice of damage, it regenerates 1 HD per round, and it can summon 5–20 B'yakhee.

Ink

INKY CRAWLER

to conjure
CONJURATION OF THE
INKY CRAWLER

to banish
THE GLYPHS OF
THE EBON LAKE

to imprison
CONSIGN TO THE
LIGHTLESS LAKE

to torment
THE EXOTERIC
CONSUMING

No. Appearing: Unique

Armor Class: 16

Hit Dice: 15

Move: 240'

Alignment: Chaotic

It appears as a quickly writhing and darting irregular column of glossy black ooze over 15' tall. It continually grows and retracts sinuous tentacles and feelers out of its mass. The Inky Crawler twice each round lashes out with blinding speed at its opponents, attempting to ensnare them in its tentacles and draw them into its acidic mass. Being grabbed by a tentacle causes no damage, but its acidic body causes 3 dice of damage per round.

I'THAQUA

No. Appearing: Unique

Armor Class: 19

Hit Dice: 55

Move: 360' [air]

Alignment: Chaotic

Psionics: 2-4 powers up to four times per day

One of the less powerful of the Old Ones, I'thaqua appears as a huge cloud of blinding snow with two glowing red eyes. It does 8 dice of damage in combat, and it can control the weather (typically causing howling blizzards). Everyone within 100' of I'thaqua takes 3 dice of damage each round from the intense cold it emanates. It dwells in the Icy Wastes where the natives worship it with human sacrifices. These sacrifices are taken alive by I'thaqua to an unknown destination. Sometimes their frozen bodies are found years later.

It

IT OF THE FALLEN PYLONS

to conjure
IT OF THE
FALLEN PYLONS

to banish
STENCH OF THE
LIQUESCENT AMOEBA

to bind
SERPENTINE
WHISPERS OF THE
BLUE-LITTEN PILLARS

to imprison
ENTOMBMENT IN THE
PYLONED HALL

to torment
THE OUTER
HIEROGLYPHS OF
AFFLICTION

to torment
THE INNER
HIEROGLYPHS OF
DISSOLUTION

No. Appearing: Unique

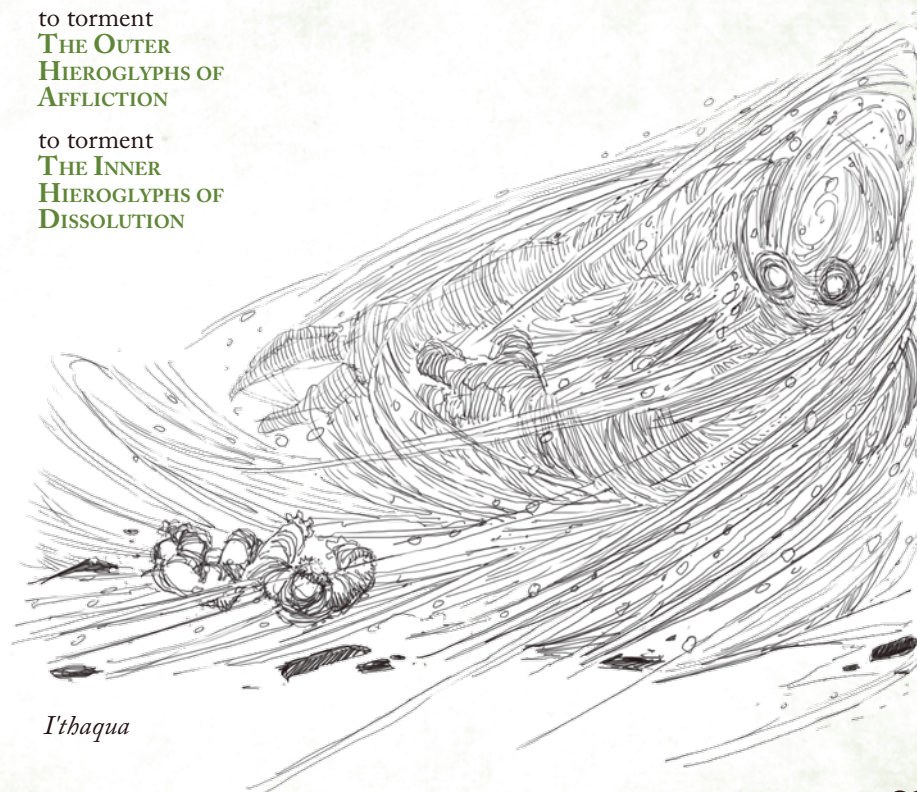
Armor Class: 19

Hit Dice: 20

Move: 120'

Alignment: Chaotic

This god is a vaguely humanoid hulk, about 20' tall and partially scaled. No one has ever clearly seen it since palpable darkness emanates from its body. It does 3 dice of damage in combat, plus everyone within 30' of it takes 1 die of damage each round from the crushing feel of oppression that accompanies it.



I'thaqua

JALE SLIMES

No. Appearing: 1

Armor Class: 12

Hit Dice: 2 and up

Move: Nil

Alignment: Neutral

Also found in other colors (such as green), jale slime typically adheres to ceilings or high walls. It will drip upon anything below it that moves, its caustic touch eating away flesh (3 dice damage). Anything reduced to 0 hit points turns into jale slime. Plants and inanimate objects will turn into jale slime in 3 rounds (though stone is unaffected). The only way to remove jale slime from something before it turns into jale slime is to freeze it or burn it with fire or with electromagnetic weaponry. Any other method of destroying it is ineffective. The victim takes half the damage from such attacks, and the jale slime takes half the damage.

LAKE MONSTERS

No. Appearing: 1–4

Armor Class: 12

Hit Dice: 1 to 12

Move: 60' [land], 240' [water]

Alignment: Neutral

These great beasts can be found in both salt and fresh waters, though they are most commonly found in the Bottomless Lochs. They are essentially giant specimens of the Tullimonstrum gregarium (*Tully Monster*). In shape they are wormish with flat tails, a humped body, two anterior parapodia, and a long, slender neck. Typically blackish-gray in color, they range from 1' to 70' in length, and they can extend themselves up to 150% of their normal length and contract themselves down to 66% of their

normal length. Lake monsters spend most of their time squirming through the muck on lake bottoms, feeding upon any organic matter therein. At times (more often on rainy and/or foggy days) they will swim through the waters and even be visible above the surface of the water. Very rarely (and only on cool, damp nights) they will lumber about along the shore. Though they are usually not aggressive, they can be provoked by loud noises. They attack with a bite that causes 1 to 3 dice of damage, depending upon the lake monster's size. If slain on land, a lake monster's body will completely evaporate in sunlight in a matter of hours. (For more information on these beasts, see F. W. Holiday's *The Great Orm of Loch Ness* and *The Dragon & the Disc*.)

LEPROUS DWELLER
BELOW

to conjure

THE LEPROUS
DWELLER BELOW

to banish

THE ENCRUSTED
GLYPHS OF THE DEEP

to bind

THE NINETY-SIX
CHANTS OF THE
LEPROUS ONE

to imprison

ENSHACKLEMENT OF
THE ROTTED CHAIN

to torment

TORMENT OF THE
UNDYING WORM

No. Appearing: Unique

Armor Class: 14

Hit Dice: 9

Move: 90'

Alignment: Chaotic

This shambling hulk appears as a 10' tall headless giant with leprous skin hanging off of it. It does 2 dice of damage in combat. Every time the Leprous Dweller Below is hit in melee a cloud of dust is released from its body, and all those in melee with it must save vs. poison or be afflicted with a horrible wasting disease. Each day after a man is infected, he must make another saving throw. If he fails it, he loses a point of constitution. When reduced to 2 points of constitution, he can no longer engage in combat. When reduced to 1 point, he can do nothing but lie down. When reduced to 0 points, he is dead.

Lur

LURKER AMIDST THE OBSIDIAN RUINS

to conjure
**THE LURKER AMIDST
THE OBSIDIAN RUINS**

to banish
**BANISH THE NIGHTED
ESSENCE**

to bind
**THE PRIMAL
FORMULA OF
THE DWELLER**

to imprison
**THE PILLAR OF
AWFUL ASPECT**

to torment
**THE OOZING
COLUMN**

No. Appearing: Unique

Armor Class: 18

Hit Dice: 15

Move: 120'

Alignment: Chaotic

Appearing as an ever-shifting pile of sharp shards of obsidian, the Lurker's one form of attack is turning opponents into obsidian statues by touching them (save vs. paralyze to avoid, -2 on the dice at night). Its treasure consists solely of black gems.

LURKER OF THE PUTRESCENT PITS

to conjure
**THE LURKER OF THE
PUTRESCENT PITS**

to banish
**DISPELLING OF THE
PRIMORDIAL FLOW**

No. Appearing: Unique

Armor Class: 12

Hit Dice: 12

Move: 120'

Alignment: Chaotic

This large ooze is colorless and nearly invisible (surprises on 1-5). It is immune to all forms of attack except for slashing and piercing weapons. The Lurker dissolves living matter, doing 3 dice of damage. It can ooze through cracks as small as 1/4".

Mig

Mi-Go

No. Appearing: 3-12

Armor Class: 13

Hit Dice: 2

Move: 90' [land], 240' [air]

Alignment: Chaotic

Psionics: 1-4 powers up to two times per day

One of the six main **spawn of Shub-Niggurath**, Mi-Go are "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." (H. P. Lovecraft, *The Whisperer in Darkness*, section I) They are closer to being fungoid creatures than animals. Mi-Go can actually fly through outer space, being immune to the effects of cold, radiation, and vacuum. They do not need light in order to see. Their intelligence is somewhat less than man's.

MUMMIES

No. Appearing: 1-12

Armor Class: 12

Hit Dice: 1+1 and up

Move: 120'

Alignment: Chaotic

Mummies are sorcerous devotees of **Nyarlathept** entombed beneath the ground in various places, most notably beneath the vast Radioactive Desert. Their appearance is similar to that of the unwrapped Boris Karloff in the 1932 film, *The Mummy*: slender humans with extremely wrinkled and dry skin. They typically dress

in rotting hierophantic robes. The mummies of the world of Carcosa are not mindless, shambling things wrapped in bandages! Rather, they are dead Sorcerers (of any level) whose services to Nyarlathotep have earned them the state of being undead. They retain all their knowledge and abilities (including psionics) that they had when alive. Fire-based attacks cause +1 per die of damage against them, though all other physical attacks cause -1 per die of damage against them. Though most of their tombs are in the Radioactive Desert, mummies have traveled far across the planet.

MUMMY BRAINS

No. Appearing: 1

Armor Class: 12

Hit Dice: 8+2 and up

Move: Nil

Alignment: Chaotic

Psionics: 3-7 powers up to six times per day

As millennia pass, the dry bodies of **mummies** gradually crumble to dust. Usually the living brains of mummies rot away upon the dissolution of a mummy's body. But a few of the brains of mummies who are of 8th or higher level and have an 18 intelligence score continue to think and exist. They appear simply as immobile but obviously alive human brains. Their long meditations and esoteric studies of the unimaginable nature of reality allow them to perform any sorcerous rituals they know, even without their bodies or any sacrifices or any of the material paraphernalia so typically required in sorcery. Mummy brains must only concentrate for the duration of time required for the ritual in order to perform it. Normal weapons (including Space Alien weaponry), poison, fire, and cold have no effect on mummy brains. These most feared of the undead are, fortunately, vanishingly rare.



NYARLATHOTEP

No. Appearing: Unique

Armor Class: 15

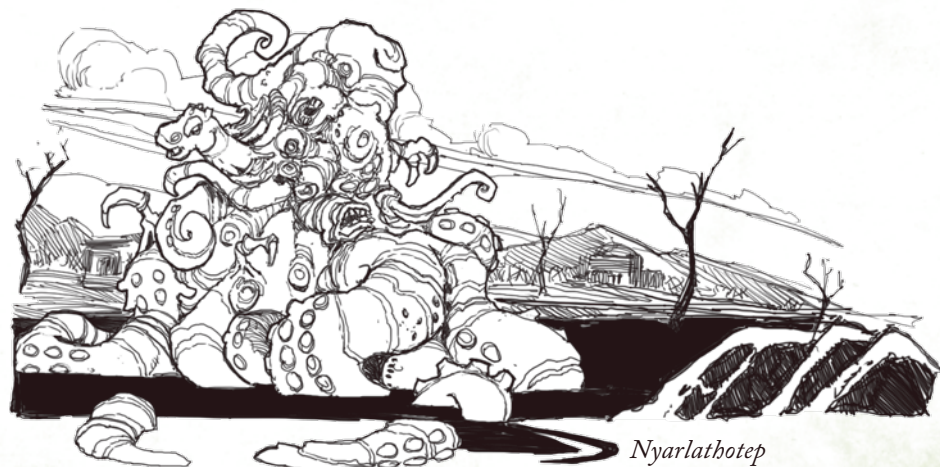
Hit Dice: 56

Move: 90'

Alignment: Chaotic

Psionics: 1-4 powers up to three times per day

One of the lesser Old Ones, Nyarlathotep is known as "the Crawling Chaos." Uncounted millennia ago, the viscid bulk of Nyarlathotep washed down the river into the lake in **hex 1716**. A pale, quivering glob roughly 5' in diameter, Nyarlathotep continually grows and reabsorbs mouths, eyes, tentacles, and feelers. Those with 2 HD or less are automatically stunned with detestation, such that they become mindless slaves of Nyarlathotep. All others must save vs. magic at -4 or be charmed. Charmed chaotics will intelligently serve and worship Nyarlathotep, while those of other alignments will behave in a purely destructive manner (insanity, murder, suicide, war, etc.). No animals will harm Nyarlathotep, and it can assemble an army of 100 animals and/or mindless humans within an hour. In combat Nyarlathotep does 4 dice of damage, and the 4 dice are added to Nyarlathotep's HD.



Nyarlathotep

PRIMORDIAL ONES

No. Appearing: 1–10

Armor Class: 16

Hit Dice: 9

Move: 120' [land], 180' [air]

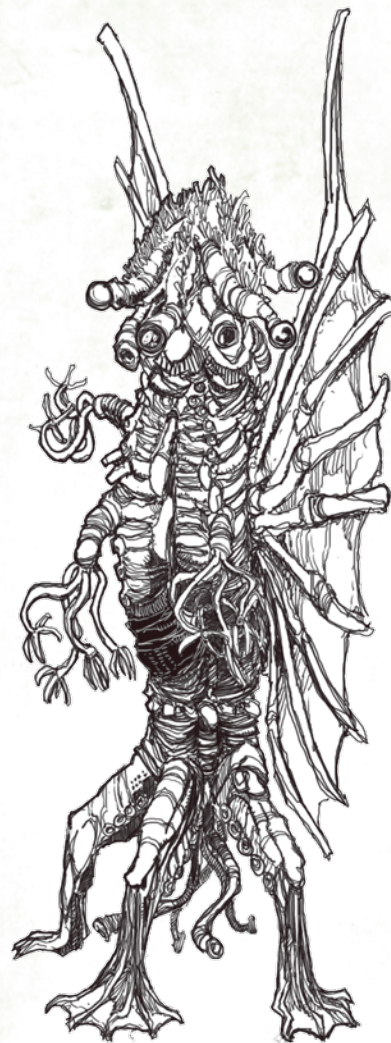
Alignment: Chaotic

Psionics: 2–5 powers up to five times per day

These creatures

“are eight feet long all over. Six-foot, five-ridged barrel torso three and five-tenths feet central diameter, one foot end diameters. Dark gray, flexible, and infinitely tough. Seven-foot membranous wings of same color, found folded, spread out of furrows between ridges. Wing framework tubular or glandular, of lighter gray, with orifices at wing tips. Spread wings have serrated edge. Around equator, one at central apex of each of the five vertical, stave-like ridges are five systems of light gray flexible arms or tentacles found tightly folded to torso but expansible to maximum length of over three feet. Like arms of primitive crinoid. Single stalks three inches diameter branch after six inches into five sub-stalks, each of which branches after eight inches into small, tapering tentacles or tendrils, giving each stalk a total of twenty-five tentacles.

“At top of torso blunt, bulbous neck of lighter gray, with gill-like suggestions, holds yellowish five-pointed starfish-shaped apparent head covered with three-inch wiry cilia of various prismatic colors. Head thick and puffy, about two feet point to point, with three-inch flexible yellowish tubes projecting from each point. Slit in exact center of top probably breathing aperture. At end of each tube is spherical expansion where yellowish membrane rolls back on handling to reveal glassy, red-irised globe, evidently an eye. Five slightly longer reddish tubes start from inner angles of starfish-shaped head and end in saclike swellings of same color which, upon pressure, open to bell-shaped orifices two inches maximum diameter and lined with sharp, white tooth-like projections – probably mouths. All these tubes, cilia, and points of starfish head, found folded tightly down; tubes and points clinging to bulbous neck and torso. Flexibility surprising despite vast toughness.



Primordial One

“At bottom of torso, rough but dissimilarly functioning counterparts of head arrangements exist. Bulbous light-gray pseudoneck, without gill suggestions, holds greenish five-pointed starfish arrangement. Tough, muscular arms four feet long and tapering from seven inches diameter at base to about two and five-tenths at point. To each point is attached small end of a greenish five-veined membranous triangle eight inches long and six wide at farther end. This is the paddle, fin, or pseudofoot which has made prints in rocks from a thousand million to fifty or sixty million years ago. From inner angles of starfish arrangements project two-foot reddish tubes tapering from three inches diameter at base to one at tip. Orifices at tips. All these parts infinitely tough and leathery, but extremely flexible. Four-foot arms with paddles undoubtedly used for locomotion of some sort, marine or otherwise. When moved, display suggestions of exaggerated muscularity. As found, all these projections tightly fold over pseudoneck and end of torso, corresponding to projections at other end.”

(H. P. Lovecraft, *At the Mountains of Madness*, section II)

The Primordial Ones are one of the six main spawn of Shub-Niggurath. For over one billion years they had a scientifically advanced civilization on the planet of Carcosa, which was finally destroyed by the Shoggoths. While the Primordial Ones prefer to attack with high-tech weapons, they can also attack with their tentacles. They hate and seek to eradicate all intelligent life other than their own race.

Put

PUTRESCENT STENCH

to conjure
MANIFESTATION OF THE PUTRESCENT STENCH
 to banish
MEASURELESS CHIMES OF THE UTTERMOST RIM

No. Appearing: Unique

Armor Class: See below

Hit Dice: 12

Move: 240'

Alignment: Chaotic

This monster is an invisible odor covering a 100' diameter circle. Those within it can do nothing but gag and attempt to escape or dispel the stench. Every ten minutes within the Putrescent Stench requires a saving throw vs. poison. Failure means death. The only known form of attack that will injure the monster is the detonating of a special phosphorus compound made by the **Snake-Men** (and replicable by the **Space Aliens**). Each pound detonated within it does 2 dice of damage.

SHAMBLER OF THE ENDLESS NIGHT

to conjure
THE SHAMBLER OF THE ENDLESS NIGHT

to banish
THE CHAMBERED VAULTS OF WANDERING

to bind
THE SECRET RUNE OF THE DRIPPING ONE

to imprison
THE ACCURSED PITS OF SIGHING

to torment
AFFLICTION OF THE BURIED GOD

No. Appearing: Unique

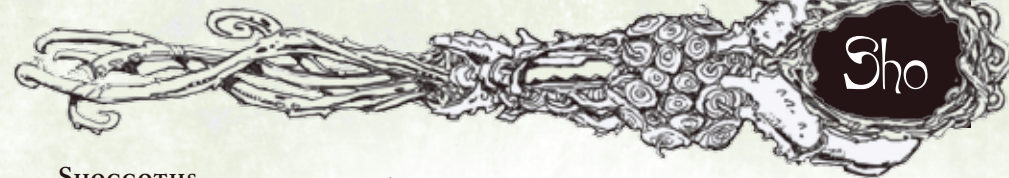
Armor Class: 12

Hit Dice: 16

Move: 90'

Alignment: Chaotic

The Shambler is an 8' tall deformed humanoid made of swamp muck and weeds. It can exist only in marshy areas. It moves silently and thus surprises on a roll of 1-4. Its touch is corrosive to flesh, doing 2 dice of damage. A being touched by the Shambler will have a slimy residue left on him that will automatically do 2 dice of damage for the next 3-6 rounds. The residue can only be burned off (1 die of damage). Normal weapons do no damage to the Shambler, simply passing through its body. Fire will hurt it. **Lasers** are highly recommended.



Sho

SHOGGOTH

No. Appearing: 1-3

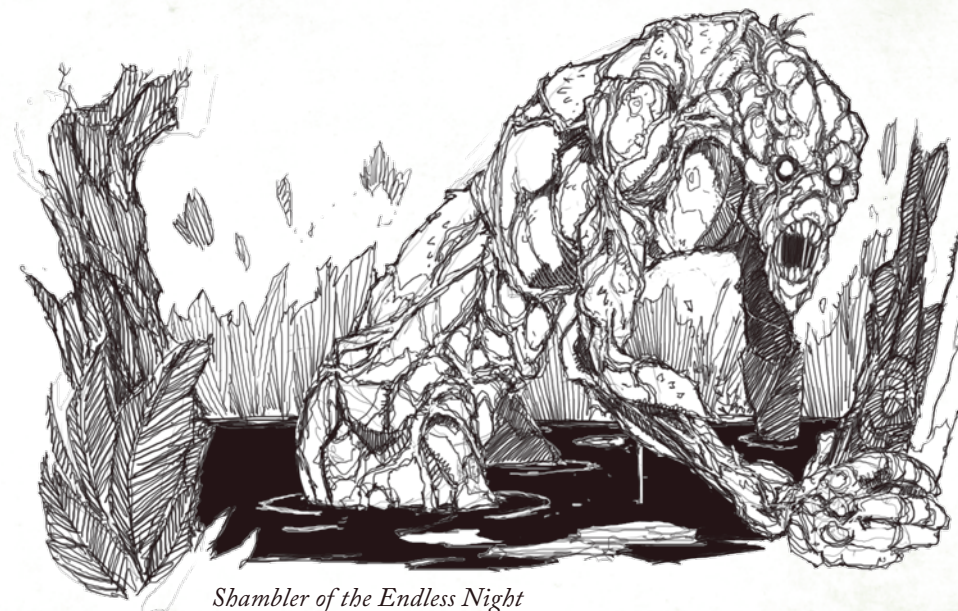
Armor Class: 15

Hit Dice: 18

Move: 90'

Alignment: Chaotic

These 15' diameter amoebae are almost transparent. They can form nearly any shape from their bodies, whether tentacles, legs, feelers, mouths, eyes, weapons, or whatever. Shoggoths are one of the six main **spawn of Shub-Niggurath**. For hundreds of millions of years the **Primordial Ones** enslaved them, until finally the Shoggoths rebelled and destroyed the civilization of the Primordial Ones. Few in number, the remaining Shoggoths tend to lurk in the crumbled remains of the former cities of the Primordial Ones. They sometimes aid the servants of **Cthulhu** or of other Old Ones. Their intelligence is somewhat less than man's.



Shambler of the Endless Night

SHUB-NIGGURATH

resides in hex

04 02

No. Appearing: Unique

Armor Class: 15

Hit Dice: 59

Move: Nil

Alignment: Chaotic

Psionics: All powers up to ten times per day

Perhaps the greatest of the Old Ones, Shub-Niggurath dwells in the vast cave system beneath Mount Voormith'adreth. It is a pool of vile protoplasm, 200' in diameter, constantly churning and heaving. Mouths, eyes, tentacles, feelers, limbs, and all manner of growths continually form and deform in Shub-Niggurath's bulk. Anyone seeing it must save vs. magic or flee in terror. Every minute 10-100 of the spawn of Shub-Niggurath are created out of itself, half of which are momentarily devoured by Shub-Niggurath. The others ooze, flap, lurch, or otherwise leave Shub-Niggurath's cavern and find their way all over the planet of Carcosa. As this has been occurring for billions of years, Shub-Niggurath's spawn are the most common monsters encountered. Some of the sages of the *Snake-Men* theorized that Shub-Niggurath is the oldest entity on the planet.

In addition to the riot of spawn it creates, Shub-Niggurath has also spawned six races of beings: *B'yakhee*, *Deep Ones*, the *Great Race*, *Mi-Go*, *Primordial Ones*, and *Shoggoths*. Whenever enemies approach within 1200' of Shub-Niggurath, it produces an individual of one of these six races (determined randomly) each minute. They will seek to destroy the approaching enemies.

Anyone within 50' of Shub-Niggurath will be attacked with a tentacle. A hit means that the victim has been grabbed and has a 90% chance of being pulled immediately into the unclean pool and becoming a part thereof, and a 10% chance of breaking free of the tentacle.

SPAWN OF SHUB-NIGGURATH

These are the innumerable and typically unique monsters that continually emerge from Shub-Niggurath, distinct from the six species that Shub-Niggurath spawns. These disparate spawn are the most common type of monster on the planet of Carcosa. Random tables to aid the Referee in generating the particulars of these creatures are provided in the appendix on [page 244](#).

SLIME GOD

to conjure
WEIRD ASCENT OF THE DISEASED SLIME

to banish
DESCENT OF THE SIX THOUSAND STEPS

to bind
THE INELUCTABLE NAME

to imprison
THE SUNLESS WATERY BLIGHT

to torment
TRANSMUTATION OF THE SLIME GOD

No. Appearing: Unique

Armor Class: 15

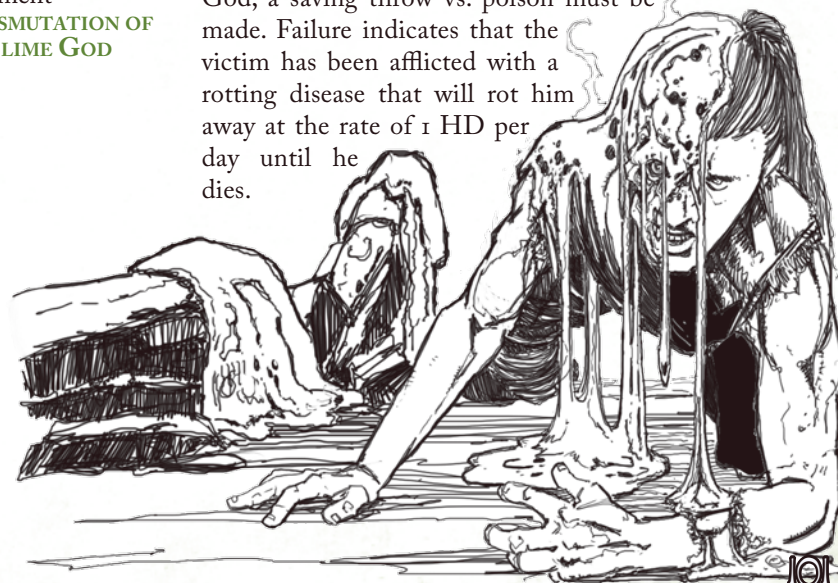
Hit Dice: 20

Move: 60'

Alignment: Chaotic

Psionics: 3-6 powers up to five times per day

This putrid glob of slime combines all the horrid qualities of *dolm pudding*, *dolm ooze*, *jale slime*, and *ulfire jelly*. About the only types of weapons effective against it are *various hi-tech ones* such as lasers, bombs, missiles, etc. Further, 24 hours after physical contact with the Slime God, a saving throw vs. poison must be made. Failure indicates that the victim has been afflicted with a rotting disease that will rot him away at the rate of 1 HD per day until he dies.



Victim of the Slime God

SPACE ALIENS

No. Appearing: 1–100

Armor Class: 12

Hit Dice: 1-1

Move: 120'

Alignment: Lawful

Roughly human in shape and size, though unmistakably alien, these invaders from outer space have hairless, light gray bodies. They tend to be slender, and they have unblinking, bulbous eyes with black irises. Thousands of years ago, an armada of them made a hard landing on the planet of Carcosa. Since then, others of their race have come and gone while establishing bases on the planet—undoubtedly for some nefarious purposes. The Space Aliens possess a highly advanced technology, though they mostly lack such things as art, emotions, religion, philosophy, etc.

SPECIES 23750

No. Appearing: 1–6

Armor Class: 16

Hit Dice: 1

Move: 60'

Alignment: Neutral

The Space Alien biologists have collected and cataloged an astronomical number of species from all over the galaxy. This is one of them. Species 23750 is a stone gray worm 2' long and 6" thick. They have no visible sense organs, but have a large maw filled with sharp teeth. These monstrosities burrow into the viscera of dead victims and there perish. Two days later the host corpse bursts asunder as a number of newly-born worms crawl forth from it. (Roll a die to determine exact number.) Note: The Space Alien biologists' classification system is extremely detailed and intricate. The label "Species 23750" is merely an abbreviation of its full classification code.

SQUAMOUS WORM
OF THE PIT

to conjure

CONJURE THE
SQUAMOUS WORM
OF THE PIT

to banish

BANISHMENT OF THE
LIGHTLESS CHASM

to bind

THE PRIMAL NAME
OF THE WORM

to imprison

CHAINING OF THE
EMPTY MAZE

to torment

THE SIXTEEN
FORBIDDEN TORTURES

No. Appearing: Unique

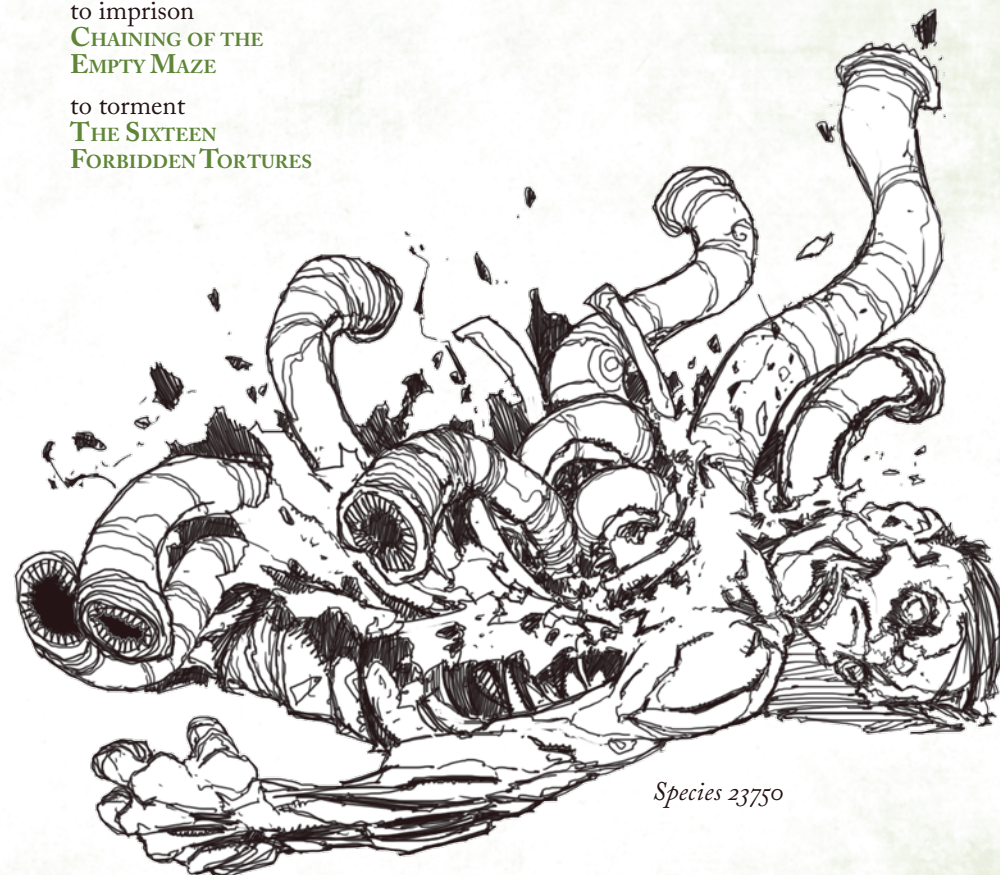
Armor Class: 19

Hit Dice: 11

Move: 90'

Alignment: Chaotic

This eyeless 30' long worm is covered in overlapping scales stronger than plate mail. Its great, circular maw is filled with sharp, triangular teeth that drip venom. Anyone bitten by the Squamous Worm must save vs. poison at -1 or die.



Species 23750



Suck

SUCKERED ABOMINATION

to conjure
THE TENTACLED DESICCATING ONE

to banish
OBSTRUCTION OF THE SUCKERED ABOMINATION

to bind
THE INELUCTABLE PALLID COMMANDMENT

to imprison
TOMB OF THE WRITHING ONE

to torment
DIRGE OF THE OUTER DARK

No. Appearing: Unique

Armor Class: 14

Hit Dice: 14

Move: 120'

Alignment: Chaotic

Psionics: 1–3 powers up to three times per day

This god is a roughly 10' diameter sphere of countless writhing tentacles with a single protruding eye. It levitates itself about. Its gaze causes one character per round to become a mindless zombie (save vs. magic at -2 to avoid). Such victims then walk into its mass of tentacles to be sucked dry in two rounds by the tiny suckers covering the tentacles (results in death). The Suckered Abomination can, instead of using its gaze attack, send a blast of pure mental energy against all within 50'. Those failing their saving throw vs. magic will be overcome by fear and will flee. Such unfortunates in the future must automatically make a saving throw when encountering the Suckered Abomination or flee in fear.

TENTACLED ONE

to invoke
THE SIXTH UNDULATION OF THE TENTACLED ONE

No. Appearing: Unique

Armor Class: 15

Hit Dice: 19

Move: 240'

Alignment: Chaotic

This is a giant mutated cephalopod that can attack with thirty of its tentacles per round. Any hit with a tentacle that kills its opponent is assumed to have grabbed him and thrust him into the Tentacled One's great maw. It gathers the treasures of sunken ships into its undersea lair. This primordial god knows many secrets of the aqueous depths. Sorcerers who have traveled to its lair sometimes return with terrible arcane knowledge, sometimes they return as cringing lunatics, and most often they return not at all.



Ulf

ULFIRE JELLIES

No. Appearing: 1

Armor Class: 12

Hit Dice: 4 to 6

Move: 30'

Alignment: Neutral

Also found in other colors (such as ochre), these giant amoebae can squeeze through openings as small as 1". Their caustic touch harms all organic matter (2 dice damage), but inorganic matter (such as metal or stone) is unharmed. Normal weapons cannot harm them, but **Space Alien weaponry** does (with the exception of lightning bolts, which will actually divide one into a number of smaller ulfire jellies).

ULFIRE MOLDS

No. Appearing: 1

Armor Class: 12

Hit Dice: 1 and up

Move: Nil

Alignment: Neutral

Also found in other colors (such as yellow), this subterranean fungus can be destroyed only by fire. A patch of it has 2 HD per 10 square feet of mold. It causes 1 die damage to any organic material that touches it. Rough contact with it (such as tramping through it) has a 50% chance of releasing a cloud of asphyxiating spores in a 10' diameter sphere. Those within the cloud must make a saving throw vs. poison or die.

Unq

UNQUIET WORMS

No. Appearing: 1–4

Armor Class: 12

Hit Dice: 4

Move: 90'

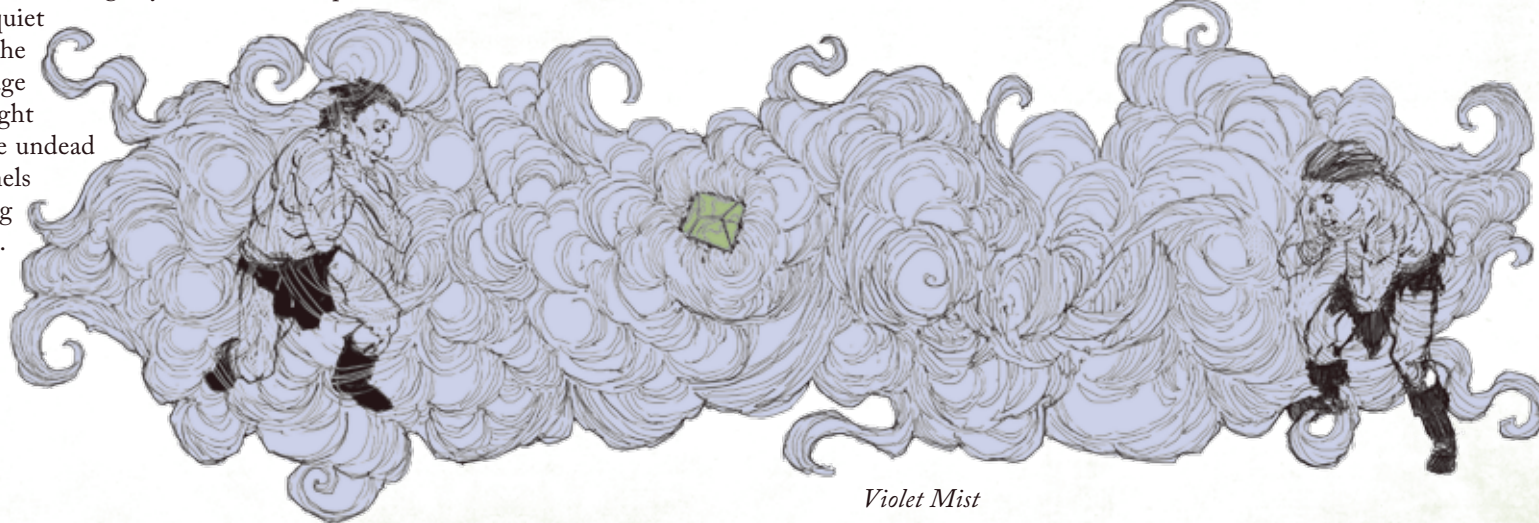
Alignment: Chaotic

"The nethermost caverns are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. 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 hastes not from his charnel clay, but fads 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."

(H. P. Lovecraft, *The Festival*, last paragraph)

Sometimes the worms that feed on a dead Sorcerer's brain will assimilate the Sorcerer's memories and sorcerous and psionic powers. Such worms swell to thrice their normal size and assemble in a horrid, vaguely humanoid shape that walks as a man. Unquiet worms retain all of the dead Sorcerer's knowledge of sorcery, but they all fight as 4 HD monsters. These undead beings usually lair in tunnels that they dig surrounding the dead Sorcerer's tomb.



Vio

VIOLET MIST

to conjure
**THE HAUNTER OF THE
PHOSPHORESCENT
VAULT**

to banish
**IMPEDIMENT OF THE
IRIDESCENT FUME**

to bind
**SUSURATION OF THE
PURPLE CAVERN**

to imprison
**IMPRISONMENT
OF THE ANGLED
LABYRINTH**

to torment
**THE CURSE OF THE
VIOLET MIST**

No. Appearing: Unique

Armor Class: See below

Hit Dice: See below

Move: 240'

Alignment: Chaotic

This sentient and malevolent cloud is roughly 30' diameter with a 3" crystalline polygon wafting about in its midst. The Violet Mist attacks by enveloping victims in itself. Everyone enveloped must save vs. poison each round or die. The sole way to temporarily defeat the Violet Mist is by striking with a weapon the crystalline polygon in the monster's midst. Only a roll of a natural 20 allows one to hit and shatter this polygon. Doing so dissipates the Violet Mist for 3–30 days. Thereafter the Violet Mist will appear again (with the polygon reformed), enraged, to slay the one who shattered the crystal. The only way to destroy the Violet Mist is to somehow get it in an utterly lightless area (such as a black cave), in which case it will cease to exist.

Violet Mist

WATERY DEATH

to conjure
**LITANY OF THE
ENDLESS ASCENT**

to banish
**DISPEL THE
WATERY DEATH**

to bind
**THE THIRTEENTH
DISCIPLINE OF
ENTRAPMENT**

to imprison
**GEOMETRIES OF
THE LABYRINTHINE
SPACES**

to torment
**ELDRITCH CHANTS OF
TRANSMUTATION**

No. Appearing: Unique

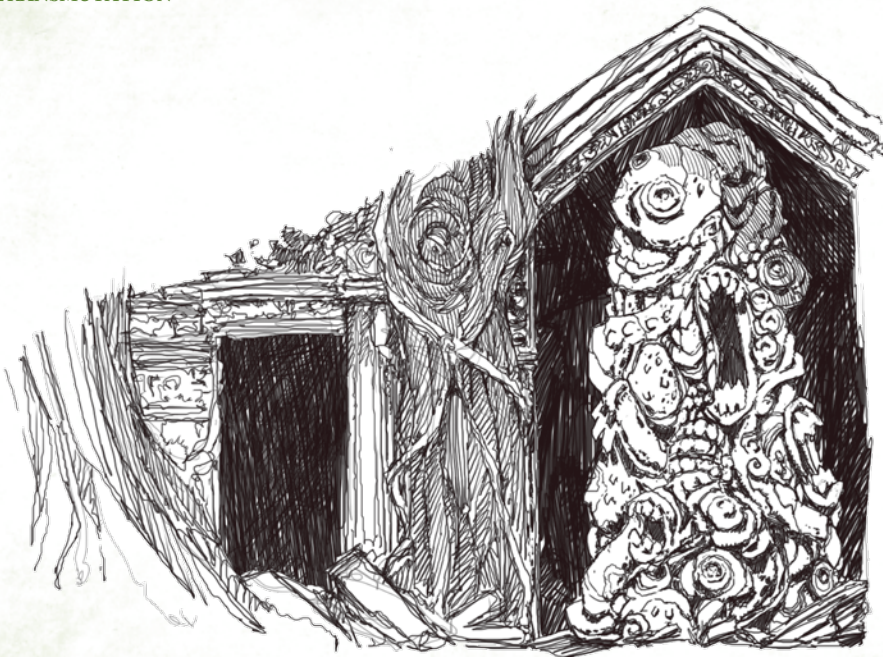
Armor Class: 13

Hit Dice: 7

Move: 120'

Alignment: Chaotic

This malevolent entity appears as an amorphous sheet of translucent gray water, and it is unable to exist outside of water. Its only attack is filling its victim's lungs with some of its watery body. It can attack only one victim at a time. On a successful hit, the Watery Death fills its victim's lungs. Each round the victim must save vs. paralyze or drown. Since most of its body remains outside its victim's lungs, it can be attacked while it is attempting to drown its victim. Killing the Watery Death prevents any further chance of drowning.



Idol of the Weird God

**WEIRD GOD**

to invoke
**LIQUESCENT ASPECT
OF THE WEIRD GOD**

No. Appearing: Unique

Armor Class: 12

Hit Dice: 17

Move: 150'

Alignment: Chaotic

In **hex 0602** is a forgotten fane to the incomprehensible Weird God, which resides in extradimensional planes. Shapeless and imageless because of its existence in 29 dimensions, the stone idol of the Weird God in this particular fane is a sanity-blasting blasphemy of inconceivable aspects. Anyone looking upon the idol must save vs. breath weapon or fall into catalepsy for a number of days (roll a single die to determine exact number). In certain circumstances (cf. the sorcerous ritual, **LIQUESCENT ASPECT OF THE WEIRD GOD**) the idol will melt into a flowing and pulsating mass of liquid rock, in appearance rather like dull gray mercury. In this form the Weird God will (with a successful to hit score) envelop a victim, who must thereafter save vs. paralyze each round he is enveloped. Failure indicates that the victim has been sucked into the Weird God's body, which will then revert to an idol. The victim is then consumed by the Weird God in the 29 dimensions. Weapons do no damage to the Weird God. Torches do 1 die of damage. Splashing it with oil and then setting the oil aflame will cause it to release any victim it is enveloping and to return to its idol form. Note that this description of the Weird God's combat abilities is for its liquescent aspect only. Killing its liquescent aspect merely destroys the idol. The multi-dimensioned Weird God will be unaffected save for losing one of its "feeders" on this planet. Other aspects of the Weird God can be found in other places on the planet of Carcosa, and indeed on other planets, other galaxies, and other dimensions.



YOG-SOTHOTH

No. Appearing: Unique

Armor Class: 15

Hit Dice: 58

Move: 150'

Alignment: Chaotic

Psionics: All powers up to ten times per day

One of the greatest of the Old Ones, Yog-Sothoth is a 45' diameter clump of eyes, mouths, tentacles, legs, and hideous organs. Anyone seeing it must save vs. magic or flee in abject fear. In combat it does 13 dice of damage per round. Yog-Sothoth can instantly teleport itself anywhere in the universe. Most horribly, Yog-Sothoth will sometimes rape human females, each of whom nine months later gives birth to a spawn of Yog-Sothoth.

SPAWN OF YOG-SOTHOTH

No. Appearing: 1

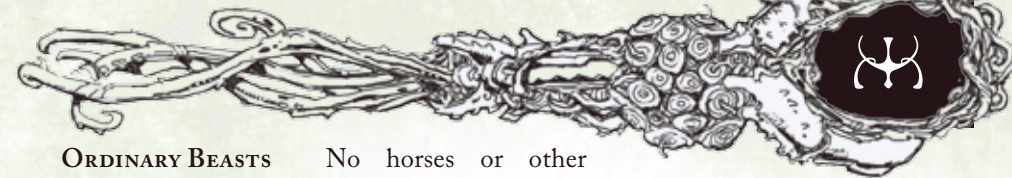
Armor Class: 15

Hit Dice: 16

Move: 120'

Alignment: Chaotic

These monstrosities are born to human females raped by Yog-Sothoth. Their birth invariably slays their mother. The spawn are invisible (treat as AC 19) unless sorcery or high technology renders their true form visible: smaller (20' diameter) versions of Yog-Sothoth. Anyone seeing one must save vs. magic or be shaken (all attacks and saving throws at -2). They do 3 dice of damage per round.



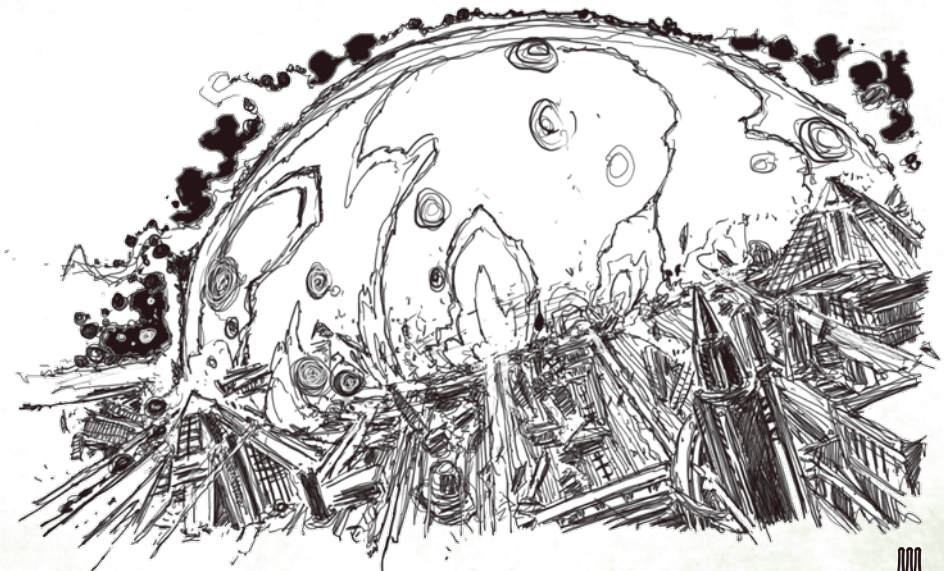
ORDINARY BEASTS

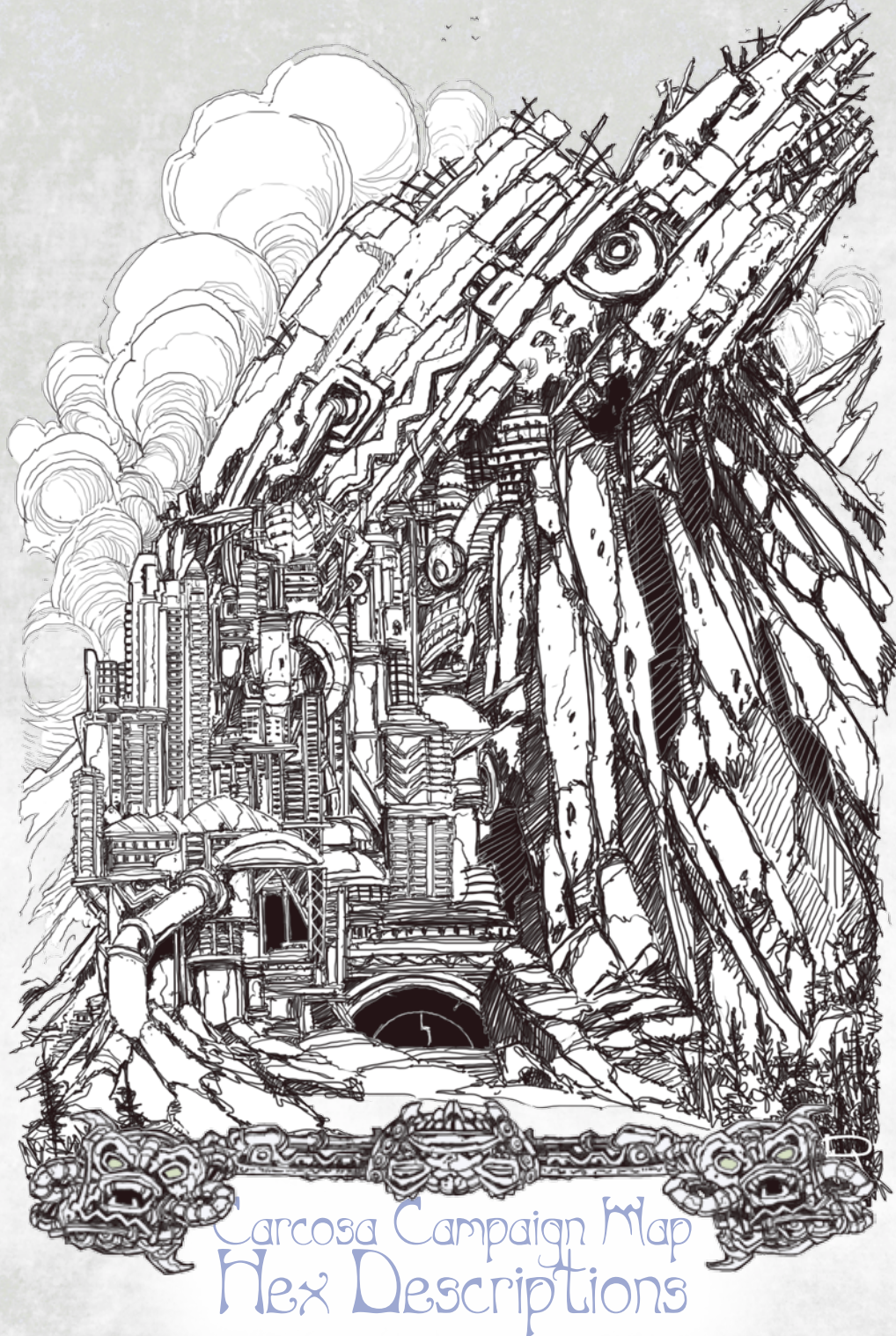
No horses or other mundane beasts of burden exist in the world of Carcosa. When humans want to travel, they typically walk or travel by water. This does not preclude any fantastic beasts of burden desired by the Referee, such as giant lizard mounts, mutant pterosaurs, weird insectoids, etc.

Many giant versions of certain real-world animals (but usually not giant birds or giant mammals) exist in the world of Carcosa.

SNAKE-MEN

For tens of millions of years the civilizations of the Snake-Men were mighty upon the planet of Carcosa. They delved deeply into the arcane mysteries and laid the foundations of the systematic practice of sorcery. From shambling man-apes the Snake-Men bred the various races of humans to be sacrifices efficacious for their sorcery. At the height of their powers, the Snake-Men destroyed themselves by releasing ultratelluric forces impossible to control. The human races have since dabbled in the sorcery of the Snake-Men, achieving a mere fraction of the proficiency of their extinct masters.





This book contains a **map** of a small portion of the planet of Carcosa. As the distance between two parallel sides of a hex is 10 miles, the map covers an area approximately 160 miles north to south and 218 miles east to west (34,880 square miles). Only the most pronounced of features are drawn on the map. Most of the blank hexes are certainly not featureless land. To aid the Referee, each of the 400 hexes on the map is given two points of interest. Since each hex covers over 86 square miles of territory, the two supplied points of interest in a given hex typically have no connection with each other. Of course, these encounters are only the merest fraction of what might be found in the lands represented on the map.

-
- 0101** Miles of twisted and sharp beams of a charred black metal are all that remain of a pre-human city. Each full day spent in the ruins requires a successful saving throw vs. poison. Failure indicates mutation.
-
- 9 Irrationalist **Space Aliens** search for prehuman artifacts on the outskirts of the ruins. They wield spears and clubs.
-
- 0102** Village of 270 Black Men ruled by "the Overking of All the Lands," a chaotic 7th-level Fighter.
-
- In a funeral shaft dug into a weathered hilltop is the forgotten grave of a long-dead Sorcerer. Clutched in the remains' bony fingers is a stoppered vial filled with an oily green paste. Anyone who slathers this paste into his eyes and ears will enter a delirious fugue state for nine hours, during which time he communes with bizarre gods, as per the ritual **THE MAD ENSORCELLED INSCRIPTIONS**. At the end of this, a save vs. poison must be made to avoid blindness and deafness for 1-100 days.
-
- 0103** 1 **Cthugah's Flame Creature**.
-
- 7 Brown cultists led by a **mummy**. The mummy has a map which details the location and secrets of the profane trees in **hex 0915**. The group has 150 g.p. and a dozen small gems worth 30 g.p. each.

0104

See rituals
**CHAINING THE
 FORMLESS ASPECT**
**LITANY OF THE
 LIGHTLESS SEA**

Village of 240 Black Men ruled by “the
 Servant of the Master,” a neutral 6th-level Fighter.

3 mutant Red Men hide in these hills, cast out by their fellow villagers. One has bulbous, hypnotic eyes (save vs. paralyze or be stunned for 2–5 rounds), one can spit acid twice per day (2 dice damage), and one is semi-gelatinous (half damage from non-electromagnetic/elemental weapons). They have no armor and wield crude clubs. They are desperate and will attack any passersby.

0105

On a gibbet hangs a human skeleton in the merest tatters of clothing. The skeleton's skull has been replaced with the skull of a vaguely-equine alien creature.

Campsite of 13 Orange cultists, led by a chaotic 2nd-level Fighter. These men are on their way to the Black Abomination of Nyarlathotep (**hex 0211**), though they keep their destination secret.

0106

Spawn of Shub-Niggurath (AC 15, MV 90' [swimming], HD 6, Chaotic): a gray-furred arachnoid with six eyes and a toothed mouth.

2 pterodactyls (AC 13, MV 60'/180' [flying], HD 2, Neutral) with bright red feathers will attack any group smaller than five. Scattered in their cliff-top roost overlooking the sea is a collection of gems and shiny baubles worth 350 g.p.

0107

Spawn of Shub-Niggurath (AC 14, MV 90' [swimming], HD 8, Chaotic): an orange octopoid covered with suckers. It has three eyes and a beaked mouth.

At night, ghostly lights flare and fade deep beneath the surface of the ocean. Local superstition holds that a massive prehuman war machine slumbers here.

0108

See ritual
**THE ENCRUSTED
 GLYPHS OF THE DEEP**

12 **mosasaurs** (AC 15, MV 210' [swimming], HD 15, Neutral) with transparent skin.

The shattered hulk of a wrecked treasure barque lies in pieces amongst the rocks of the shore. There is no plunder to be found in these rotting timbers, but strewn around a shallow reef 250 yards further out to sea are over 100 exquisite chalcedony figurines, each valued at 60 g.p.

0109

Village of 320 Orange Men ruled by “His Beneficent Dominance,” a neutral 8th-level Fighter.

A dense network of odd trenches and carved fissures mark the earth for several miles. If diligently mapped, or viewed from a height greater than 1,000', they appear to form the script of a long-forgotten language.

0110

Spawn of Shub-Niggurath (AC 12, MV 30'/210', HD 1, Chaotic): a translucent and colorless scaled aviooid, with no eyes and a toothed mouth. It is harmed only by fire.

Tens of thousands of ancient stone burial vaults dot these barren plains. Every one of them has been broken open and emptied.

0111

Village of 210 White Men ruled by “the Mistress of Small Petals,” a neutral 9th-level Fighter.

A grubby Blue hermit (AC 12, MV 60', HD 1–1, Chaotic) lives in a tiny grass hut. He possesses little of value, but he will barter his knowledge. In exchange for the mostly intact carcass of any **Spawn of Shub-Niggurath**, he will reveal the formula for a potion that duplicates the effects of **THE DEPTHLESS RITE**. The main ingredients are green lotus powder, dolm worm venom, and human pituitary extract.

0112

See hex
0211

8 giant tarantulas (AC 13, MV 180', HD 4, Neutral).

Village of 128 Black Men ruled by “the Eternal Moment,” a lawful 5th-level Sorcerer. The only thing standing between these men and annihilation at the hands of cultists from the nearby Black Abomination of Nyarlathotep is their abundant supply of **Space Alien weaponry**.

0113

On moonless nights a sourceless sound like the rattling of bones can be heard.

Spawn of Shub-Niggurath (AC 19, MV 60' [land] / 120' [swim], HD 10, Neutral): yellow-scaled crustacean with five eyes and a multitude of mouths. It nests among the tumbled columns of a decrepit temple overlooking a small lake. If enticed with exotic foodstuffs, it may answer a few brief questions.

0114

An orange and ulfire-feathered **tyranno-saurus rex** is gasping out its life, displaying several wounds from an energy-weapon. Underneath the dinosaur is a dead Brown Man with a tellurium beam rifle with 16 charges. Careless adventurers will get splashed with this mutant tyrannosaurus's blood, which causes 1 die of damage.

Village of 84 Black Men ruled by "the Padishah of Temporality," a neutral 2nd-level Fighter. Visitors will be greeted warmly and treated to abundant food and drink, while the natives eat sparingly. The following morning, the villagers will demand an extravagant service in return for their generosity. Refusal would be unwise.

0115

Castle of 6 Jale Men led by a chaotic 7th-level Sorcerer.

A handful of curious and ancient roadways crisscross the withered heaths of this hex. The roads appear to be made of huge slabs of granite skillfully pounded into the earth. They glow with a soft light in darkness. Any attempts to remove the slabs will fail.

0116

See hex
2015

In the swamp is an empty catacomb containing ancient coins and jewelry, curious figurines made of precious metals, and similar treasures (with a combined value of 10,000 g.p.). If taken, the thieves will be unerringly tracked down in 3–6 days by the 3 **mummies** which inhabit the catacomb.

Spawn of Shub-Niggurath (AC 12, MV none, HD 4, Chaotic): a purple ooze with well over one thousand eyes and no mouth. The sight of it causes both fear and insanity, and it regenerates 1 HD every 1–3 rounds. This unfathomable horror is draped across the throne in a ruined castle. It has lived for over 10,000 years and desires nothing more than to die.

0201

A technetium ray pistol with 27 charges is barely visible from within a small pit crawling with poisonous myriapods (+4 on the save vs. poison).

A giant slug (AC 13, MV 45', HD 6, Neutral) slinks among the gullies and ravines. It is voracious and will fight to the death.

0202

See ritual
**SUNDERING OF THE
PRIMAL GLOB**

All that is visible of an abandoned and buried base of the **Space Aliens** is an intermittently blinking orange light.

Spawn of Shub-Niggurath (AC 13, MV 90', HD 6, Chaotic): dolm-suckered quadruped with insectile eyes and a suckered mouth. This fiend will stalk passersby from afar for several days, taunting with its high-pitched cackle, before attacking on a moonless night.

0203

Village of 310 Green Men ruled by "the Jade Emperor," a neutral 6th-level Fighter.

Torches can be seen to flicker in the hills at night. If pursued, they draw away and disappear, only to reappear again an hour later behind the pursuers.

0204

Citadel of 16 Orange Men led by a neutral 2nd-level Fighter.

Village of 51 Blue Men supposedly ruled by "the Measure of Tolerance," a neutral 3rd-level Fighter. In truth, they are willingly ruled by 190 giant jale ants (AC 14, MV 150', HD 1–1) which nest in tunnels beneath the leader's hut. These insects can attack with a bite or by psionically causing confusion for 1–4 rounds (save vs. magic to avoid). The ants control the villagers psychically with ecstatic visions and indecent hallucinations, and the villagers ensure a steady supply of brains to keep their masters well fed.

0205

0205

Castle of 7 Ulfire Men led by a neutral 8th-level Fighter.

A raiding force of 35 White Men led by a chaotic 3rd-level Fighter terrorizes stragglers and small villages in the area. Their masters rule the lands to the west.

0206

Village of 190 Black Men ruled by "the Master of all Seas," a chaotic 7th-level Fighter.

Village of 67 Black Men ruled by "the Companion of Woe," a chaotic 3rd-level Fighter. Dozens of their kin have been seized by slavers, and they have recently come under the sway of a tribe of **Deep Ones** in the hope of gaining revenge.

0207

See ritual
**TRANSMUTATION OF
THE SLIME GOD**

Each of the Damned Isles has a secret and blasphemous name. The westernmost isle is inhabited by about 40 degenerates in rotted wooden shacks. They worship and interbreed with the **Deep Ones**. Upon the midmost island is a temple of **Cthulhu**.

The northernmost isle is thickly forested, and in the center is a small lake. Within this lake are visible dozens of floating bodies, all Orange Men, dressed in gorgeous clothes, bedecked with gems and jewelry, and bearing exquisite arms. Anyone touching the water must save vs. magic at -6. Failure means he is drawn into the water, there to drown and rot unseen upon the bottom. Success grants the willpower to immediately leave the island. The floating bodies and their finery cannot be recovered.



0208

0208

Village of 320 Red Men ruled by "the Peerless Will," a chaotic 7th-level Sorcerer.

A crumbling stone pier stretches 200' into the water. Each night, there is a 3% chance that a heavy fog will envelop the pier, out of which will materialize a creaking galley crewed by 10-100 **Amphibious Ones**. They will not pursue beyond the pier, and they will depart back to their soggy dimension at dawn.

0209

Spawn of Shub-Niggurath (AC 14, MV 150'/120', HD 1, Chaotic): a black and dolm hexapod with a smooth hide, one eye, and a beaked mouth. It is immune to cold.

Tumbled rocks at the base of a low hill conceal a hatch and a ladder leading down into darkness. Within is a short, plain tunnel, at the end of which is another ladder, leading up to an identical hatch in **hex 1806**. The teleportation/warp effects of the tunnel will not be apparent to those that traverse it.

0210

Village of 180 Blue Men ruled by "the Omnipotent Blue Emperor," a neutral 12th-level Fighter.

Debris from a burned shack hides a trapdoor that leads to a small basement. Inside a small chest is a small book written in the common tongue. Those reading the tortured rantings and maniacal revelations within the book must save vs. magic or be reduced to 1hp and lapse into a fear-induced catatonic state for 1 die weeks. Hit points heal at the normal rate following awakening.

0211

0211

See hexes
0105
0910

The Black Abomination of **Nyarlathotep** is a black spire of rustless metal reaching 1,600' into the sky.

Roll a six-sided die every six hours for bizarre meteorological phenomena:

1–3 Nothing out of the ordinary.

4 Dark clouds obscure the sky and unleash a deluge of filth: rain mixed with maggots, chitinous debris, offal, oily viscera, etc. The storm lasts 1 die turns. Exposed creatures must save vs. magic or flee the hex.

5 A reeking, jale-tinged fog materializes for 1 die turns. Anyone within takes a –3 penalty to all combat rolls and saving throws (no save).

6 A hail of skulls erupts from a crimson-tinted thunderhead. The storm lasts 1 die turns, and anyone who is exposed suffers 0–1 hp damage per round. The skulls melt into stinking vapor once they come to rest.

0212

Spawn of Shub-Niggurath (AC 12, MV 150' [land]/90' [flying]/90' [swimming], HD 4, Chaotic): a winged yellow ophidioid with no eyes and four mouths. Its skin is covered with suckers. It is surprised only on a 1.

The Silken Conclave. Hexes 0212, 0213, 0214, 0313, and 0314 are home to a loosely-knit confederacy of Bone Men villages, citadels, castles, and monasteries. This race has been driven into the shadow of the Black Abomination of Nyarlathotep, for few other lands will abide them. Visitors can expect to be followed, and troublemakers will be descended upon quickly and dealt with harshly.

0213

Spawn of Shub-Niggurath (AC 14, MV none, HD 4, Chaotic): a yellow annelidoid growing out of the ground. This spawn is covered in suckers and has a suckered mouth. It is immune to cold.

See hex 0212.

0214

0214

Spawn of Shub-Niggurath (AC 13, MV none, HD

10, Chaotic): a colorless, translucent fungus covered with suckers and insectoid eyes, with a great beaked mouth.

See hex 0212.

0215

See ritual
**IMPRISONMENT
OF THE ANGLED
LABYRINTH**

Castle of 6 Brown Men led by a neutral 5th-level Fighter.

A dozen crumbling huts mark the remains of an abandoned hamlet. A solitary **Shoggoth** clings to the ceiling of the largest hut, waiting for prey. 500 s.p. may be scrounged from the ruins.

0216

Spawn of Shub-Niggurath (AC 14, MV 180', HD 6, Chaotic): a brown quadruped with a smooth hide, three eyes, and a suckered mouth. Does no damage but its touch turns victim to slime (save vs. poison to avoid).

6 giant crocodiles (AC 16, MV 90'/180' [swimming], HD 8, Neutral) lurk in the muck and mire. They will try to flush prey deeper into the swamp.

0301

See ritual
**FORBIDDEN
KNOWLEDGE OF THE
SUBTERRENES**

1 **Spawn of Yog-Sothoth**.

At night, dozens of **B'yakhee** teleport into and out of this hex, partaking in the obscene revelry of their kind. There is a 25% chance each hour of darkness of encountering 3–12 of these fiends.

0302

A 120' long trireme (complete with sails and oars) sits in the middle of the plain, miles away from the nearest water. Inside are 170 skeletons chained to their rowing stations, their hands still upon their oars.

A mutant giant blue spider (AC 16, Move 180', HD 1) with legs ending in human hands can spit hardening foam three times per day. A bolus of hardened foam in its burrow contains 125 sp, 75 g.p., and a ruby worth 250 g.p.

1 **Mummy Brain.**

0303

A tungsten-alloyed short sword juts out blade first from a cooling flow of lava. It may be snatched out within a turn before the lava hardens. After that twelve hours of excavating are required to free it. The unique composition of this weapon allows its wielder to save vs. breath weapon to take only half damage when hit by electromagnetic, fire, lightning, or plasma weaponry.

0304

See hex
0801

Castle of 61 Jale Men led by a neutral 5th-level Fighter.

A dozen active cinder cones make traversing this hex extremely dangerous. Concealed lava flows, eruptions of poisonous gases and boiling vapors, and showers of fist-sized volcanic rocks are among the deadly hazards.

0305

Castle of 53 Orange Men led by a chaotic 5th-level Fighter.

A squat cube of basaltic rock, 50 yards to a side, is the citadel of 12 **Primordial Ones**. There is no visible ingress.

0306

Within a clearing stand nearly 100 totem poles painted in dark hues, grotesquely carved with cephalopod motifs.

Village of 46 Dolm Men ruled by "the Ancient Missive," a chaotic 3rd-level Sorcerer. The men are all White Lotus Zombies, a fact that will become obvious after a brief time spent in their company. The Sorcerer is constantly looking for new captives to sacrifice.

0307

27 **Diseased Guardians.**

The putrefied carcass of an **elasmosaurus** decays on the beach. Maggots squirm by the millions amongst its innumerable suppurating wounds. The stench is vile, and those who fail a save vs. poison are incapacitated for 1 die rounds by nausea and vomiting.

0308

See ritual
**THE GLYPHS OF
THE EBON LAKE**

Each of the Damned Isles has a secret and blasphemous name. Every day as the sun sets, a sweet and faintly melancholic music can be heard on the southernmost isle. Those who fail to save vs. magic at -3 will see illusions of exquisitely beautiful cities beneath the waves, inhabited by pleasing and friendly humans who beckon their viewers to come to them. Unless violently restrained, those hallucinating will drown themselves in the sea.

The smallest of the isles is no island at all, but the top of a huge hive of 150 giant wasps (AC 13, MV 45'/240' [flying], HD 2, Neutral) that juts out from the dark waters. If the unique waterproof wattle is burned, it creates a poisonous cloud of choking smoke with a radius of 50'. Any within must save vs. poison or lose 1 die points of strength for 1-4 days. Death occurs if strength falls to 0.

0309

See hex
0906

Village of 430 Green Men ruled by "the Speaker of all Truths," a neutral 5th-level Fighter.

The tumbled ruins of an ancient castle squat sullenly atop a small rise. 8 Green brigands, leaderless and desperate, lair among the rubble. Diligent searching and exhaustive toil (250 man turns of digging and rock removal) reveal the entrance to the castle dungeons, hidden beneath a collapsed curtain wall. There are dozens of cells and several large rooms, many of which are covered in large colonies of ulfire mold.

0310

Castle of 85 Orange Men led by a lawful 4th-level Fighter.

2 **Shoggoths** locked in mortal combat with 7 **Primordial Ones**.

0311

A smashed and melted **cyborg** with a steel-coated human skull and a human brain lies paralyzed on the ground. It is deranged and can do nothing other than call down cryptic curses upon those it sees.

Several large circles have been drawn in this hex with whitish rocks that are high in phosphorous. **Spawn of Shub-Niggurath** (including the six main spawn) will not venture within the confines of these circles during daylight hours.

0312

See hex
0211

Village of 400 Green Men ruled by “the Peerless Will,” a neutral 8th-level Fighter.

4 Ulfire cultists will attempt to draw pursuers northwest, toward confederates waiting near the Black Abomination of Nyarlathotep.

0313

13 giant lizards (AC 15, MV 90', HD 6, Neutral).

See hex 0212.

0314

See ritual
**SERPENTINE
WHISPERS OF THE
BLUE-LITTEN PILLARS**

A 6' diameter granite sphere is covered in inscriptions. A Sorcerer who studies these engravings for 2–5 weeks will learn to perform the **SUMMON THE AMPHIBIOUS ONES** ritual.

See hex 0212.

0315

Spawn of Shub-Niggurath (AC 18, MV 30', HD 4, Chaotic): a black ooze with four eyes and a large, toothed mouth.

Several miles of jagged and treacherous salt dunes are difficult to navigate. Movement occurs at one-fourth the normal rate.

0316

1 Jale Slime.

Protruding from the mire (and easily mistakable for a tree) is the rotting mast of a long lost galiot. The rest of the ship is buried beneath several tons of mud and muck. In the captain's cabin, inside a sealed titanium coffer, is the Masque of Genges. This cast-iron visor imparts a demonic countenance to those who wear it, granting an effective charisma of 18 when dealing with anyone of chaotic alignment. Sorcerers who wear the visor during a ritual may re-roll once any failed saving throw that results from the performance. During any excavation attempts, roll for random encounters once per hour. A roll of 5–6 on a six-sided die results in an encounter.

0401

7 **Mi-Go**.

Citadel of 41 Red Men led by a chaotic 6th-level Sorcerer. They guard the Gong of Distant Weeping, an immense nipple gong 12' in diameter made of iron with a copper/indium boss. The face is sculpted with a profusion of overlapping and intermingling polygons, and staring at the gong for more than a few seconds causes confusion for 2–8 rounds (no save). Striking the disk creates a sonic weapon effect with a range of 100'. Striking the boss creates an effect identical to the sorcerous ritual **THE CURSE OF THE VIOLET MIST**.

0402

See monster
SHUB-NIGGURATH

Here looms the great and extinct black volcanic Mount Voormith'adreh, honeycombed with weird and outré caverns, and beneath which bubbles and heaves Shub-Niggurath.

A hunter-killer **robot** (AC 18, MV 240' [fly], hp 45) which is a hovering sphere with retractable appendages, an x-ray beam rifle with nightvision and telescopic sights, sonic emitter, 15 hp force field, 3 insanity missiles, repulsor beam, and all detection systems. It lurks here occasionally, slaying any Spawn of Shub-Niggurath, cultists, or their sympathizers. It will return to the Space Alien city in hex 0604 for repair and resupply.

0403

Spawn of Shub-Niggurath (AC 12, MV 90' [swimming], HD 1, Chaotic): a yellow, ulfire, gray, and orange-scaled crustacean with five eyes and four mouths. This spawn can attack with two of its mouths each round. It is immune to cold.

The smoke from a massive pyre can be seen for many miles. At night it casts a hellish glow across the landscape. A village of 222 Dolm Men led by “the Sweet Fragrance,” a lawful 9th-level Fighter, tend the fire and cast in offerings: Spawn of Shub-Niggurath, cultists, Sorcerers, and many others. Most are still alive when cast into the flames. Hunting parties arrive regularly with new victims.

0404

0404

Village of 200 Jale Men ruled by “the Flowering Tree of Sublime Wisdom,” a neutral 5th-level Fighter.

Fresh water is scarce in this area. A spring feeds a small pool that appears quite inviting. An ulfire jelly lurks beneath the surface and will attack any who bend to drink. Additionally, its acid has fouled the water. Anyone who drinks must save vs. poison or suffer 1 die of damage.

0405

Village of 240 Dolm Men ruled by “the Commander of the True Men,” a neutral 5th-level Fighter.

Spawn of Shub-Niggurath (AC 17, MV 210', HD 4, Chaotic): dolm-suckered plant with one eye and a suckered feeding tube. It shoots spikes for 1 die damage and is immune to surprise. It lairs in a broken, abandoned dome of Space Alien construction, surrounded by a riot of gigantic, weird flora.

0406

Castle of 85 Green Men led by a neutral 6th-level Fighter.

Village of 101 Jale Men ruled by “the Perfection of Celestial Brightness,” a neutral 4th-level Fighter. They guard a spring of exceptionally pure water, a single drop of which can instantly slay any Diseased Guardian. The water is not for sale.

0407

A raft floats here carrying a single Yellow Man near death. With intense fear he whispers of the terrors of the monsters of the deep sea before expiring.

On moonless nights, 10–100 **Deep Ones** gather on the treacherous, shifting sandbars that comprise the well-known navigational hazards of this area. The ruckus of their hideous chanting carries for miles, and they will attack with berserk fury any ship foolish enough to draw near.

0408

Castle of 17 Purple Men led by a neutral 3rd-level Fighter.

Village of 490 Ulfire Men ruled by “the Storm upon the Seas,” a neutral 11th-level Fighter.

0409

0409

2 of the **Great Race**.

Within a ruined and overgrown citadel is the decrepit lair of a chaotic 6th-level White Sorcerer. This wretch lost his hold on sanity long ago, and his mouldering study holds nothing of value to anyone of sound mind. He will ask visitors to obtain (dead or alive) a specific **Spawn of Shub-Niggurath**: a purple plant with five eyes and a tooth-filled maw, last seen haunting the Mutated Forest. As payment, he offers to act as guide to a secret treasure trove within the Smoking Rifts (hex 1104). The treasure trove exists only in his imagination, and any who follow his lead will find only madness and death.

0410

In a wooded depression are dozens of pits about 8' deep. Each is filled with a different mist. One mist gives a feeling of fear, another envelops one in utter silence, yet another prevents one from breathing, a fourth induces aural hallucinations, etc.

Close examination reveals a unique tree. The undersides of some leaves are festooned with red, waxy pustules. Two dice such leaves may be harvested per month, and each leaf is worth 5 g.p. to a Sorcerer of 5th level or higher.

0411

Castle of 48 Orange Men led by a neutral 8th-level Fighter.

A small army camps beneath the open skies: 166 Orange Men led by a lawful 7th-level Fighter. They seek castles and citadels upon which to lay siege. One company is armed with poison gas grenades.



0412

The ground for several miles consists of vitrified sand, melted into huge glossy sheets of pale white glass.

Sharp-eyed travelers may spy an Orange Man hiding in a small stand of bushes. He is an escaped slave, and promises a reward for anyone that can lead him back to his village in [hex 1007](#).

0413

See ritual
**THE INNER HIERO-
GLYPHS OF DISSOLUTION**

See hexes
0911, 1108

389 [Giant Jungle Ants](#).

In the center of this jungle stands a small rocky hillock whose northern face is pierced by the entrance to a system of natural caves. A handful of scrolls reports that these caves descend hundreds of miles into the planet's interior, where a fabulous world within thrives.

0414

Here is a catacomb of dozens of tombs of inanimate Snake-Men mummies. The inside of one of their coffins has been inscribed with the ritual for the **IMPRISONMENT OF THE ANGLED LABYRINTH**. Over the course of 2–4 weeks, a Sorcerer can daub the inscriptions with his own blood, thus learning the ritual. Another tomb has a dinosaur-skin scroll containing the ritual for **THE LURKER AMIDST THE OBSIDIAN RUINS**.

An abandoned village is slowly sinking into the sodden marshlands. Twelve giant ticks (AC 14, MV 60', HD 4, Neutral) lair among the buildings. Buried underneath a hearthstone is a kettle containing 400 s.p.

0415

[Spawn of Shub-Niggurath](#) (AC 15, MV 60', HD 10, Chaotic): a smooth green ophidioid with a suckered mouth. It is immune to poison.

A hunting party of 4 Blue Men is busy cleaning the carcasses of several large lizards. They are friendly and will share food and give directions to local landmarks to anyone that approaches them in a similarly friendly manner. They have 4 s.p. each.

0416

See monster
**FETOR OF
THE DEPTHS**

7 Giant Frogs giant frogs (AC 13, MV 120'/120' [swimming], HD 5, Neutral).

A huge dolm worm churns through the stinking, pulpy soil of the swamp. An exquisite fist-sized diamond, the fabled Egg of Moxitwi (25,000 g.p.), is lodged in its gullet.

0501

Here stands an abandoned temple of dull white stones shaped into the head and upper torso of a great toothed ape. Many have claimed to have heard (especially by night) or even to have glimpsed large, shambling ape-like creatures in and around the temple.

In a cramped grotto beneath the roots of a massive dead tree is a crab-like [Spawn of Shub-Niggurath](#) (AC 19, MV 30', HD 6, Chaotic): a black crustacean with four eyes and multiple clacking mouths. For each human corpse cast into its lair, it will serve reluctantly for 12 hours.

0502

Citadel of 83 Yellow Men led by a neutral 6th-level Fighter.

Campsite of 66 Dolm Men led by a cowled figure who will speak with visitors only from the concealment of its extravagant howdah. The figure is actually a [mummy](#) which deals in various lotus powders, sorcerous devices, and ancient [Primordial One](#) artifacts. His primary interest is wealth, and whether it spares the lives of strangers or takes them is determined by the cold calculus of eventual profit. The mummy lairs in a citadel deep within the rifts in [hex 1104](#). This traveling party is well-armed and carries with it substantial treasures.

0503

A large boulder nearly 100' in diameter will occasionally bleed, and small areas of the rock will turn into living viscera for upwards of a minute before returning to stone.

This hex is a no-man's land. Craters pockmark the landscape, and the vegetation is scorched and inert. [Space Aliens](#) have a weapons platform in orbit around Carcosa that regularly surveils and bombards this area. Any living thing, or group, traveling through this hex has a 5% chance each hour of being fired upon by a cosmic radiation beam cannon. It hits automatically, and each target may save vs. breath weapon for half damage.

0504

0504

Spawn of Shub-Niggurath (AC 16, MV 60', HD 7, Chaotic): a dolm insectoid with three eyes and a beaked mouth. It is surprised only on a 1.

3 jale **ankylosaurs** (AC 19, MV 60', HD 11, Neutral) are hidden in the high grass. One is injured and lethargic (only 2 HD remaining), but the other two are highly aggressive and will attack without pause.

0505

Citadel inhabited by a neutral Red 4th-level Fighter.

A party of 12 Yellow Men is hunting three jale **ankylosaurs**. They will share food, water, and spoils of the hunt with anyone who can lead them to their quarry.

0506

Village of 220 Blue Men ruled by "the Eyes That See in the Dark," a neutral 8th-level Fighter.

Waterborne passage downstream is barred by a massive gate of an unknown dark gray metal that sits astride the river. The water courses through, but nothing else larger than a fish may pass. Boats will be smashed by the force of the current, and the occupants risk drowning. The gate is impervious to any known force, including nuclear blast.

0507

See ritual
**THE BLASPHEMOUS
GLYPHS OF THE
NIGHT OCEAN**

See hex
0609

A cliff runs for several hundred feet along the seashore. Twenty feet below the level of the water a large door has been built into the side of the cliff. Within is a chamber holding a submarine built by the **Space Aliens**, which can hold up to twelve men. It is relatively simple to operate.

Village of 102 Yellow Men ruled by "the Unruled Ruler," a neutral 2nd-level Fighter. Simple fishermen, they have suffered greatly at the hands of slavers and would regard as heroes any who battle them.

0508

0508

Citadel of 17 Purple Men led by a chaotic 5th-level Fighter.

This shoreline and several miles inland are bitterly cold, unnaturally so. A frosty rime coats exposed surfaces, and savage gales tear the very life from the land. Anyone traversing this cursed tundra will take 1 die exposure damage every twelve hours. Effective cold-weather precautions allow a save vs. paralyze every twelve hours to avoid this damage. The source of the frigid curse is in a lightless cavern that is as cold as the depths of outer space. Within is a fragment of the corpus of the **God of the Primal Void**. Entering the cavern without high-tech protection from the cold means certain death. The fragment can be destroyed only by immersion in lava.

0509

See ritual
**THE ACCURSED PITS
OF SIGHING**

9 **Apatosaurs** (AC 14, MV 60', HD 15, Neutral) with poisonous bites

Spawn of Shub-Niggurath (AC 16, MV 90', HD 2, Chaotic): a brown, yellow, ulfire, and jale-furred fungoid with four eyes and multiple mouths. In combat, each mouth screeches blasphemous curses and vile insults.

0510

1 Ulfire Jelly.

A small crypt lies hidden deep within this brooding forest. Within the crypt, atop a dais hewn from a single block of basaltic rock, is a suit of elaborately sculpted golden plate armor that is adorned with weird runes, arcane sigils, and occult ornamentation. This armor is cursed, and anyone who dons it must save vs. magic. Failure means the wearer forever becomes a willing servant of Hastur, while success allows the removal of the armor.

0511

Citadel of 28 Black Men led by a lawful 6th-level Sorcerer.

Spawn of Shub-Niggurath (AC 15, MV 150', HD 2, Chaotic): an invisible, purple-scaled ophidioid with a profusion of weeping eyes and a beaked mouth. Its touch causes sickness. This abomination prefers not to fight, but rather to induce sickness in prey and stalk them until they perish.

0512

Village of 270 Ulfire Men ruled by “the Beauteous Celestial Barque,” a chaotic 7th-level Fighter.

A modest fungus forest grows here, the air heavy with spores and the stench of decay. Anyone eating even a small bite of the fungus will be thrown into a delirium (no save) lasting 1 die hours.

0513

Village of 210 Blue Men ruled by “the August Overking,” a neutral 8th-level Fighter.

A group of 42 White Men, leaderless and bickering. They will regard any visitors as prey.

0514

Spawn of Shub-Niggurath (AC 13, MV 120' [land]/60' [flying]/120' [swimming], HD 4, Chaotic): a gray quadruped covered in suckers and eyes, with a suckered mouth.

A crumbling block of malachite, several yards to a side, marks the site of a great battle ages ago in which a legion of cultists sworn to **Yog-Sothoth** annihilated a combined army of Blue and Yellow Men. This field is still held high by the Old One. If its name is spoken within sight of the block, Yog-Sothoth will appear and smite the transgressor for three rounds, then disappear again. One hour later, 2–5 **Spawn of Yog-Sothoth** will appear to address any unfinished business.

0515

Village of 390 Ulfire Men ruled by “the Uncircumscribed Puissance,” a neutral 10th-level Sorcerer.

The massive skeleton of a **camarasaurus** lies exposed on the hard ground. Close examination will reveal a titanium spearhead (worth 50 g.p.) wedged between two vertebrae.

0516

Ulfire Mold.

Blue tribesmen from the swamps to the south dig traps in this area to catch dinosaurs and other large game. There is a 15% chance per hour of travel through this hex that a randomly-determined party member will fall into a spike-filled pit trap causing 2 dice of damage (save vs. paralyze for half damage).

0601

2 **Lake Monsters**
(7 HD, 2 dice damage).

An oddly-shaped rock formation juts from the shallow mud of the loch. A perfunctory cleaning will reveal that the rock is a statue of valuable bloodstone, carved in the likeness of some long-forgotten abomination. If this malign totem is completely unearthed (2–5 hours of digging), any who gaze upon it are affected as by an insanity weapon.

0602

See monster
WEIRD GOD

Village of 280 Ulfire Men ruled by “the Mystic One,” a chaotic 6th-level Fighter.

A shadowy figure lurks at the edge of the forest, watching intently. Though it may be a Black Man or a Purple Man, it is impossible to tell for sure, and he disappears deeper into the trees if pursued. No amount of searching or pursuit will result in finding him.

0603

Spawn of Shub-Niggurath (AC 12, MV 120', HD 7, Chaotic): a smooth-skinned ulfire annelidoid with two eyes and a suckered mouth.

Interlopers are at risk of attack by **Space Aliens** from the city in **hex 0604**. There is a 15% chance each hour that a flying saucer will open fire with a randomly-determined projectile weapon (4 dice damage).

0604

See hexes
0402
0603
0702

Here towers a crystalline-domed city of the **Space Aliens**. The highly technological towers of the city hold several thousand Space Aliens. The crystalline dome is impervious to human weaponry.

A shoal of 21 dolm worms circles the Space Alien city. They burst from the soil and throw themselves repeatedly at the dome, but to no effect. Soon they will begin looking for other prey.

0605

0605

The radiation from several giant black crystals causes mutations to all who approach within 10' (save vs. poison to avoid).

A pack of 7 mutant Bone Men scours these badlands for prey. Each one is a bloodthirsty cannibal, and they are barely recognizable as human.

0606

Castle of 35 Yellow Men led by a neutral 4th-level Sorcerer.

A small, abandoned citadel sits atop a hill. There are signs of a recent battle (spent arrows, broken spears, etc.), but no blood or bodies. There is nothing of value within.

0607

See rituals
**THE ENTOMBMENT
OF THE FEARFUL
MONOLITH**

The top of a squat tower 30' tall glows pearlescent when the stars appear. Shortly thereafter a flat and seemingly insubstantial beam of light forms between the tower and the edge of the sea. Those in the tower (only) can walk on this beam.

**THE PRIMAL NAME
OF THE WORM**

Hidden underground lair of 43 Black cultists led by a chaotic 5th-level Sorcerer.

0608

Citadel of 92 Purple Men led by a neutral 6th-level Fighter.

Spawn of Shub-Niggurath (AC 15, MV 90', HD 7, Neutral): an orange-suckered annelidoid with three eyes and a circular, gaping maw. This creature desires to be borne overland to **hex 0802**, there to be reunited with others of its kind. It offers the location of the catacomb in **hex 0116** as a reward.

0609

Village of 330 Green Men ruled by "the Magnificent Effulgence," a neutral 6th-level Fighter.

A small, abandoned village has been completely overgrown by a mutant strain of dense, red mold. If disturbed, the mold will erupt into clouds of spores that are irritating, but harmless. Within the smallest hut is a scroll that reveals the location of the Space Alien chamber in **hex 0507**.

0610

0610

Spawn of Shub-Niggurath (AC 15, MV 120', HD

6, Chaotic): a blood red and pale green amoeboid covered with suckers and eyes.

In the deepest, darkest part of the forest is the Hanging Garden, a loathsome fane dedicated to the mad god **Azathoth**. Hundreds of rotting bodies hang from the trees, men of all colors who have met their deaths here. Interlopers will hear the buzz of sibilant voices that beckon them deeper. A save vs. magic must be made, and failure indicates that only violent restraint will prevent those affected from hanging themselves and adding to the tally of victims. Treasure seekers may recover 3 dice g.p. value in coins, small gems, and jewelry per hour spent looting the dead, but must save vs. magic each turn to avoid the siren call of the Hanging Garden.

0611

Citadel of 46 Black Men led by a lawful 7th-level Fighter.

There is a 15% chance per hour of travel in this hex of encountering a bizarre and dangerous banyan tree-jale slime symbiote. These organisms are virtually indistinguishable from normal banyans, and they attack passersby with a spray of jale slime (save vs. breath weapon or count as covered). After the first such attack, individuals with intelligence of 15 or higher gain a +3 bonus to subsequent saving throws. Trying to chop these trees down will result in immersion in jale slime, so burning them down is the only effective remedy.

0612

Citadel of 82 Red Men led by a neutral 7th-level Fighter.

The smoke from a burning and ruined caravan can be seen from over a mile away. 42 Orange bandits lounge amidst the destruction. The bandits have 100 s.p., 50 g.p., and spices and exotic foodstuffs worth 60 g.p.

0613

0613

Village of 300 Orange Men ruled by “the Resplendent Sun,” a lawful 9th-level Fighter.

Spawn of Shub-Niggurath (AC 18, MV 210', HD 8, Chaotic): a black plant with two weeping eyes and a circular, gaping maw. When near death, as a final enticement in order to save its wicked life, this demon will disgorge a jale fruit from a hidden orifice. While the beast lives, any man who eats it whole permanently gains 1HD. If the beast is slain, the fruit immediately spoils and any who taste of it must save vs. poison at -3 or die.

0614

See ritual
**THE GLYPHS OF
THE EBON LAKE**

19 **Diseased Guardians.**

Village of 500 Purple Men ruled by “the Icon of Judgment,” a chaotic 16th-level Sorcerer who is immune to age, infirmity, and contagion. The village has an array of impressive defenses, including several high-technology cannons and a handful of battle armored warriors. Vast riches are rumored to be stashed within the village’s vaults.

0615

Village of 340 Ulfire Men ruled by “the Unbearable Poignancy,” a chaotic 7th-level Fighter.

A huge stone slab covers the entrance to an ancient tomb. Displacing the slab requires a combined strength of 120. The tomb is little more than stairs leading down to a 20' square burial chamber which was looted centuries ago. At the foot of the stairs lurks a hungry dolm ooze.

0616

A 4' tall humanoid lizard, ornately armed and armored (AC 18), sits astride a giant lizard. At the sight of anyone the mount and its rider run swiftly (movement 240') into the swamp.

24 **Amphibious Ones** lurk amidst sodden logs and rotting vegetation. They would eagerly serve a Sorcerer of 4th level or higher.

0701

See rituals
**TOMB OF THE
WRITHING ONE**
**GEOMETRIES OF
THE LABYRINTHINE
SPACES**

3 **Lake Monsters** (6 HD, 2 dice damage).

Castle of 52 Black Men led by a chaotic 4th-level Sorcerer. For years they have warred with the Dolm Men of **hex 0801**. To any that help them vanquish these foes, they will give a scroll that divulges the sorcerous significance and location of the stone disk in **hex 2211**.

0702

0702

2 **Lake Monsters** (10 HD, 3 dice damage).

Spawn of Shub-Niggurath (AC 13, MV 30' [land] / 150' [swim], HD 6, Chaotic): yellow-feathered batrachian with one eye and multiple flabby mouths. It is harmed only by fire. The Space Aliens of **hex 0604** have been trying to capture this creature for many years, and they would pay a fortune to anyone who could deliver it to them alive.

0703

Near the edge of the southernmost of the Bottomless Lochs is a hidden grotto with walls completely covered with obviously linguistic scratches. If somehow translated, they tell the tragic story (told by the last survivor) of a tribe of White Men eradicated by the **Lake Monsters**.

A colony of 14 giant blue spiders (AC 16, MV 180', HD 1) lairs in the woods surrounding the lochs. They have spun amongst many trees their non-flammable webs. Anyone coming in contact with the web must make a saving throw vs. paralyze or be ensnared until released. Loose treasure of 300 g.p. value lies scattered about, while an unpowered suit of battle armor (AC 19, zirconium pulse pistol, logic emitter [50' range], anti-grav flight, 20 hp force field), the drained husk of a **Space Alien** still encased within it, is tangled in the damp webbing.

0704

3 **Spawn of Shub-Niggurath** (AC 12, MV 120' [swimming only], HD 4, Chaotic): brown amoeboids covered with suckers, eyes, and mouths. They are surprised only on a 1.

A rumbling shriek tears a ragged hole in the silent sky, followed soon after by a thunderous explosion. Investigation will lead to a smoldering crater and the blasted ruins of a small village. Neither the inhabitants nor their valuables have survived.

0705

6 **Mummies.**

Village of 104 White Men ruled by “the Ponderous Whim,” a neutral 4th-level Fighter. They are making plans to seize the bridge in **hex 0805** and charge a toll to any who wish to pass.

0706

0706

Village of 330 Red Men ruled by “the Brightest Day,” a neutral 5th-level Fighter.

A herd of 6 poisonous **charonosaurs** (AC 14, MV 90', HD 13, Neutral) grazes by the river's edge. They are aggressive and watch over a clutch of eleven eggs.

0707

See ritual
**THE PRIMAL NAME
OF THE WORM**

Village of 260 Blue Men ruled by “the Splendorous Gemstone,” a neutral 11th-level Fighter.

Hidden in the foothills is a large wood and plaster building that looks abandoned from a distance. Inside are the relatively fresh corpses of 39 White Men. Each wears simple black clothing, and all of their faces are covered by a purple silk cloth. There are no physical wounds on any of the corpses. A search of the bodies yields a tellurium foil trade token (5 g.p. value) and 5 s.p. in the pockets of each. A search of the house yields only a few bottles of strong spirits and several bowls of a tasty porridge that is laced with arsenic (save vs. poison at -2 or die).

0708

Citadel of 80 Orange Men led by a neutral 7th-level Fighter.

Amid the icy fog atop the highest peak rises a luxurious red pagoda, within which dwell an ancient **mummy** and 72 **Diseased Guardians**. His treasure hoard is vast. The lives of interlopers are forfeit, but once in a great while he will barter his treasures for sorcerous knowledge.

0709

Village of 330 White Men ruled by “the Blinding Void,” a chaotic 7th-level Fighter.

A massive tentacle (AC 15, 2 dice damage) erupts from the soft soil and attacks a random target. Once the tentacle takes 40 hp of damage, it will disappear beneath the soil once again.

0710

Village of 280 Bone Men ruled by “the Uttermost Command,” a neutral 4th-level Sorcerer.

Locals know better than to linger near a small clearing that surrounds a column decorated with obscene glyphs and monstrous faces. 27 **Diseased Guardians** will swarm from the forest to attack interlopers. Buried beneath the column is a sealed iron casket that contains a human skeleton clothed in rotting finery, mixed jewelry worth 800 g.p., an intact blue laser pulse pistol (no charges), and an urn containing 900 s.p.

0711

0711

2 **Shoggoths**.

Spawn of Shub-Niggurath (AC 15, MV none, HD 10, Chaotic): green arboreoid with no eyes or mouth. It surprises on 1-4 and regenerates 1 HD every 1-3 rounds. This odd-looking tree sits alone in the center of a large clearing. It bears dozens of curious yellow fruits that do not spoil after being picked. They are mealy and have a bitter taste, but they immediately heal the eater of 1 HD of damage. This creature is generally dormant, but if more than three fruits are taken within a single day, it animates and attacks.

0712

Village of 290 Bone Men ruled by “the Supreme Elegance,” a lawful 10th-level Fighter.

A reeking, turbulent stream spills out of the forest, meanders south for a mile, and empties into a vast pool at the bottom of an abandoned open pit mine. Within this pool dwells a **Spawn of Shub-Niggurath** (AC 13, MV 60' [swim], HD 8, Chaotic): a jale-scaled octopoid with one eye and a suckered feeding appendage. Its touch causes paralysis, and it is harmed only by fire. Any who are paralyzed by this beast will invoke the **Tentacled One**, with potentially sanity-blasting results (save vs. magic, or roll on the following table):

- 1 Roll three times on the Unnatural Aging Table, totaling the results.
- 2 Affected as per insanity weapon for 1 die days.
- 3 Lose all hope for the future, halving all future experience point gains.
- 4 Alignment becomes chaotic, and victim becomes a cultist of the Tentacled One.
- 5 Gain knowledge of one randomly-determined ritual (if the victim is a Sorcerer).
- 6 Gain psionic powers (double daily uses if already psionic).

0713

0713

Citadel of 35 Blue Men led by a neutral 5th-level Sorcerer.

15 Brown slavers lead a ragged column of 42 captive Red Men to the south.

0714

Ruins of the Snake-Men peek above the ground. Within can be found the pale green powders that can cast a Sorcerer's mind into the far places where he can learn the ritual of **THE MAD DOMINATION OF THE VOID**.

The bodies of six **Diseased Guardians** rot in the sun. Lingering in this area invites infection, and molesting the bodies in any manner will spread their contagion.

0715

See hex
1513

In a small cave stands an altar to Hastur. In front of the altar is a Red Man punished for daring to blaspheme He Who Must Not Be Named. The Red Man is completely petrified save for his eyes and his brain. His mouth is frozen in a scream. After centuries in this state, he is quite insane.

An arachnid **robot** (AC 20, MV 180', hp 40) has a microwave beam rifle, a 25 hp force field, self-repair, radar, and infrared. It roams a small hill. Left over from a war thousands of years in the past, it follows the last directive it received to hold the hill against all comers. It has solar receptors and can recharge one charge every hour in sunlight.

0716

Other transfectors:
1104
1608
1803
2407

63 **Amphibious Ones**.

A small dungeon is packed with shabby machinery and the broken remains of a number of **technological artifacts of the Great Race**. Buried deep amongst the junk is a working Proximate Transflector. **The Great Race** invented these devices to facilitate instantaneous travel over intraplanetary distances. Travel from one machine may take place if the location code of the destination machine is known. There is a base 1% chance of failure, resulting in the instant death of the transferred individual.

0801

0801

Village of 290 Bone Men ruled by "the Master of All the Living," a neutral 8th-level Fighter.

Citadel of 35 Dolm Men led by a lawful 6th-level Fighter. For years they have warred with the Black Men of hex 0701. To any that help them vanquish these foes, they will give a treasure map that leads to 1000 g.p. buried in hex 0304.

0802

See hex
0608

Castle of 44 Blue Men led by a neutral 4th-level Sorcerer.

Spawn of Shub-Niggurath (AC 16, MV 210' [land] / 90' [swim], HD 4, Neutral [unintelligent]): a dolm arachnoid with six eyes and a suckered hide and mouth. It is immune to normal weapons. This monstrosity prefers to lurk in shallow pools, from there to ambush prey.

0803

Hidden in a copse is a shiny metallic sphere about 15' in diameter, its bottom third buried in the ground. Touching the sphere with a bare hand will cause a doorway to open in it. Inside is empty with room for ten men. After two minutes the doorway will close. If anyone is inside the metallic sphere when the doorway closes, it will silently glide straight up to dock one hour later with an unmanned and fully-automated **Space Alien** space station orbiting in geosynchronous orbit 200 miles above the surface.

Here is a village that has been abandoned recently, and rather hastily. Cooking fires still smolder and damp clothing is hung to dry. Coins, gems, and jewelry of 450 g.p. value can be looted in two hours of searching. If visitors linger beyond one hour, they will be set upon by a **Spawn of Yog-Sothoth**.

0804

Village of 340 Brown Men ruled by "the Prince of the Air, the Earth, and the Seas," a neutral 7th-level Fighter.

Two dozen monuments (of various size and composition) to Hastur dot the landscape. Molesting any one of them has a 50% chance of attracting the attention of 1-3 **B'yakhee** which will ambush the party 1-4 days later.

0805

4 Cave Bears.

0805

See hex
0705

The blackened and half-melted hull of a crashed **Space Alien** ship lies across the half-mile wide river. Over the years, ropes, planks, and scaffolding have been attached, turning the wreck into an improvised bridge. Individuals may cross easily in 1–4 hours. Wagons of up to 1,000 pounds may cross with some difficulty in 1 die + 4 hours, and have a 5% chance of plummeting into the river. Any items of interest were removed from the hull long ago.

0806

Village of 260 Brown Men ruled by “the Unmovable,” a chaotic 10th-level Fighter.

Spawn of Shub-Niggurath (AC 16, MV 60' [land] / 150' [swim], HD 3, Chaotic): black and purple batrachian with five glowing eyes and no mouth. This fiend has human hands and is fond of seizing and drowning small children in the pools and streams it prowls.

0807

See hex
1007

Filling this hex and hex 0808 are the ruins of a city of the **Primordial Ones** over 100 million years old. Those in the ruins have a 50% chance per day of encountering one or more **Shoggoths**.

Village of 50 mutated Green Men ruled by “the Hissing Truth,” a chaotic 2nd-level Sorcerer. All of their mutations are ophidian in nature: scaly skin, prominent fangs, hinged jaws, etc. They (falsely) claim to be members of the race of the Snake-Men, ancient rulers of Carcosa, and amongst themselves they speak in sibilant whispers. They live in a small cluster of abandoned Primordial One buildings, and they are skilled at evading Shoggoths.

0808

See hex
1609

See hex 0807.

A lone Yellow Man hides within a shallow cave. He has been separated from his kind for several weeks, and he is hungry and frightened. If treated with kindness, he will become a henchman.

0809

0809

Spawn of Shub-Niggurath (AC 12, MV 120', HD

2, Chaotic): a jale plant covered with eyes and mouths. It can attack twice each round and cannot be surprised.

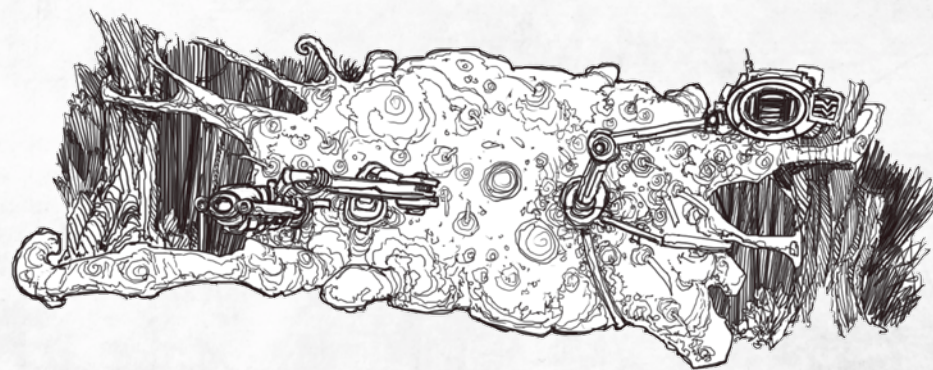
Monastery of 17 Black Men led by “the Gossamer Imposition,” a chaotic 8th-level Sorcerer. Within this cloister hangs a great bronze bell and three strikers (one each of titanium, nickel, and vanadium). Using the titanium striker to ring the bell summons 6–36 **Deep Ones**, who will arrive within a day and are bound for a week. The nickel striker summons a single **Shoggoth**, which will arrive within an hour and is bound for one day. The vanadium striker calls down a curse upon the ringer of the bell, to whom hostile **Spawn of Shub-Niggurath** will be drawn at the rate of 1–3 per day.

0810

See hex
0910

Citadel of 26 Ulfire Men led by a neutral 3rd-level Fighter.

A monstrous **cyborg** (AC 13, MV 150' [land] / 60' [swim], HD 3, Neutral): an ulfire amoeboid with three eyes and a beaked mouth with two implants: a tantalum ray pistol (42 charges) and a motion detector. Recently escaped from its Space Alien master, it lurks among the trees and streams at the edge of the Yathlogthotep Forest. It kills indiscriminately, but has a fondness for slaying Bone Men above all others.



0811

See ritual
**DIRGE OF THE
OUTER DARK**

Citadel of 55 Bone Men led by a neutral 6th-level Sorcerer.

Dozens of sinister-looking mo'ai dot the landscape. Local legend holds that a modest treasure is buried beneath each, but looters invariably die under horrific circumstances.

0812

Village of 280 Orange Men ruled by "His Preponderancy," a chaotic 9th-level Fighter.

Spawn of Shub-Niggurath (AC 16, MV 90', HD 3, Chaotic): a red-scaled batrachian with four eyes and no mouth. It is surprised only on a 1. This fiend will serve as a henchman to any Sorcerer of 4th level or higher.

0813

Spawn of Shub-Niggurath (AC 18, MV 30'/180' [swimming], HD 10, Chaotic): a brown amoeboid covered in eyes with a gaping maw.

A mostly-skeletal arm protrudes from a castle-sized mass of hardened foam. On its wrist is a lavish gold and emerald bracelet worth 250 g.p. If the foam is excavated for more than 6 man/turns, the enormous dolm worm that clutches the skeleton in its maw will burst out and attack with famine-induced fury.

0814

Spawn of Shub-Niggurath (AC 17, MV 210' [swimming], HD 4, Chaotic): a jale slime with a single red eye and a suckered mouth.

Village of 305 White Men ruled by "the Garland of Stars upon the Night Sky," a neutral 7th-level Fighter. This community is home to a master haberdasher, and its men are lavishly appointed.

0815

Village of 430 Blue Men ruled by "the Gentle and Humble Flower," a neutral 7th-level Sorcerer.

A lawful 5th-level Green Fighter travels to the east. He seeks after his twin brother in **hex 2411**. He knows his brother's general location, but he does not know that he has embraced Chaos. This Green Man plans to travel northeast, through the Poisonous Swamps and on to the Icy Wastes, and he is not averse to sharing the long journey with like-minded adventurers.

0816

Citadel of 24 Black Men led by a neutral 5th-level Sorcerer.

A dozen scorched and smoking craters are scattered across this hex, each one containing the remains of a small meteorite. Anyone within 50' of a crater must roll once on the Mutation Table (no save). The mutation is mild, disappearing 1 die days after exposure.

0901

Here is an underground shrine to **Yog-Sothoth** served by 30 Blue Men. Their idol of Yog-Sothoth is of pure gold with red gemstone eyes.

A young Green boy wanders here, alone and hungry. He occasionally tinkles the Crystal Chimes, which are three 5" long chimes. They are made from a milky green crystal that is similar to jade, though much stronger. (They are in fact impervious to damage.) The jangling timbre of this instrument is extremely unpleasant to any of the Great Old Ones. Any such being within 100' when they are played must save each round vs. magic at -6. Success indicates no effect, while failure indicates it suffers 1 die of damage and is unable to attack that round. The boy does not know the power of the chimes, but since they are his only possession he will savagely attack any who try to take them from him.

0902

Citadel of 66 Dolm Men led by a neutral 7th-level Fighter.

3 Dolm Men, naked and shackled together at the neck by 5' long chains, flee west toward the cover of the forest. The Red Men in **hex 0903** will pay 30 g.p. for each of these men that is returned to them alive.

0903

See hex
0902

Village of 190 Jale Men ruled by "the Eloquent Wind," a chaotic 8th-level Fighter.

Village of 125 Red Men ruled by "the Fraction of Innocence," a chaotic 4th-level Fighter. This community is home to a master armorer, and these men wear elaborate suits of crimson plate armor into battle.

0904

0904

Village of 300 Green Men ruled by “the Unanswerable Obliteration,” a lawful 7th-level Fighter.

Spawn of Shub-Niggurath (AC 17, MV 210' [swim], HD 6, Neutral [unintelligent]): black-scaled ichthyoid with six eyes and a circular, gaping maw. The sight of it causes fear, and it cannot be surprised. “The Unanswerable Obliteration” offers a 500 g.p. bounty for the carcass of this monster.

0905

Village of 200 Bone Men ruled by “the Pale Death,” a lawful 7th-level Fighter.

A mutant *diplodocus* (MV 60', HD 14, Neutral, metallic carapace AC 17; tail stinger: save vs. poison or sleep 1 die turns) terrorizes this stretch of river.

0906

Village of 350 Jale Men ruled by “the Plumage of Many Colors,” a chaotic 9th-level Fighter.

A half-dozen smoldering piles of ash and debris mark the site of a recent witch hunt. Scraps of singed parchment, blackened stone idols, and fragments of charred bone and flesh provide evidence that the cleansing fires claimed victims of all sorts. Careful searching will reveal a handful of scrolls that survived in partial form. One of them contains a folded map that reveals extensive dungeons beneath a castle in [hex 0309](#).

0907

Castle of 84 Ulfire Men led by a chaotic 5th-level Fighter.

A bizarre biological experiment stalks the foothills: a mutant Dolm Man (AC 15, MV 90', HD 3, Chaotic). It has a man's body and appendages, but is topped with the head of a velociraptor. This fiend attacks twice per round with a jagged battle axe and a savage bite. Arenas and pit-fighting venues would pay handsomely to acquire this beast alive.

0908

0908

See ritual
**THE SIXTH
UNDULATION OF THE
TENTACLED ONE**

Spawn of Shub-Niggurath (AC 16, MV 120' [land]/120' [flying]/90' [swimming], HD 1, Chaotic): a blue crustacean with fin-like wings, entirely covered in suckers. It has one large eye and a toothed mouth.

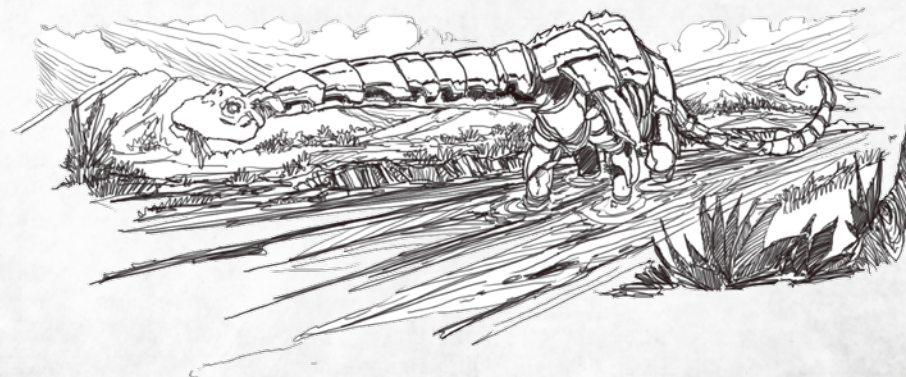
Citadel of 6 Brown Men led by a lawful 12th-level Fighter. These warriors are all of mid- to high level, wield powerful energy weapons, and ride trained pterodactyls (which can see even in total darkness) into battle. They tend to shoot first and ask questions later, and are quick to exterminate any they suspect have been touched by chaos.

0909

See hex
0910

The river flows out from subterranean depths. Surrounding the river for its first 1,500' after it emerges from underground are 100' tall stone sculptures of *Primordial Ones*.

Perched above the headwaters of the river is an ancient fane of revolting aspect dedicated to the *Leprous Dweller Below*. The cult has been revived, and worshipers gather at times determined by the positions of the stars (1% chance on any given night that 6–36 cultists of various colors are assembled). In these foul rituals rank effluvia and putrefying offal are strewn into the river, contaminating the water downstream for several miles with a deadly contagion. The cultists seek an accomplished Sorcerer to inspire them to greater atrocities.



0910

0910

Lying unconcealed upon the ground is a bag with its contents half spilled-out: a set of eight onyx figurines (each about 3" long) of the Great Old Ones worth 100 g.p. each. Simply possessing them makes one feel uneasy, and one's dreams at night will be disturbing. Such dreamers will awake exhausted, and all their to hit rolls and saving throws will be made at -1.

Village of 60 Bone Men ruled by "the Ideal of Decline," a neutral 2nd-level Fighter. The need of these wretches for able-bodied adventurers is dire. In recent weeks, they have lost over a quarter of their number to the cyborg in [hex 0810](#), the slavers in [hex 1111](#), and the contagion in [hex 0909](#). They are destitute, but for each evil that is vanquished they have a reward to bestow: an accurate map of the citadel of the Brown Men in [hex 0914](#), including a secret entrance to the caverns; or a small piccolo of singular design, and knowledge of an eldritch tune that has a 20% chance of stunning for 1 die rounds any [Spawn of Shub-Niggurath](#) (or any of the six main spawn as well) within listening range; or four mouldering black robes of unique aspect that will gain admittance for the wearers into the lower levels of the Black Abomination of Nyarlathotep ([hex 0211](#)).

0911

Castle of 29 Black Men led by a neutral 5th-level Fighter.

A long line of 282 [Giant Jungle Ants](#) marches determinedly southwest, seeking the jungle in [hex 0413](#). They will attack only those who molest them.

0912

[Spawn of Shub-Niggurath](#) (AC 14, MV 120'/90' [swimming], HD 10, Chaotic): an orange, brown, and gray amoeboid with a large ulfire eye and a gaping, circular maw. It is immune to heat and fire.

An abandoned, squalid citadel sinks into ruin. A crumbling fresco in the main hall reveals the location of the secret ice cave in [hex 2112](#).

0913

0913

See ritual
[THE OUTER
HIEROGLYPHS OF
AFFLICTION](#)

A small spring here bubbles with lukewarm, reddish water. Drinking at least a mouthful makes one sick for 1-2 days (no combat possible). After recovering, Sorcerers will know the ritual of the [INVOCATION OF THE MAROON DWELLING](#).

Castle of 7 Bone Men, leaderless and adrift. They will become henchmen to anyone of 4th level or higher. The one with the highest charisma gets them in case of multiple claimants.

0914

See hexes
[0910
1013](#)

Beneath the still waters of the lake can be glimpsed a temple complex over 300' in diameter.

Citadel of 18 Brown Men led by a lawful 5th-level Fighter. Despite small numbers, they have 9,000 g.p. worth of stockpiled base elements hidden in the caverns beneath their citadel.

0915

See hex
[0103](#)

Amongst the forest is a stand of several dozen trees that are warm and supple to the touch. They moan from small mouths and ooze deep purple ichor. A Sorcerer who kisses these small mouths and drinks of the ichor will be thrown into an ecstasy lasting for 8-12 hours. He will come to himself with the knowledge of [THE OOZING COLUMN](#) ritual.

Near the center of the forest, the trees thin around a gentle hill topped by a small, dry well (40' deep). If any linger atop this hill, a light wind will play through the leaves of the nearby trees, creating a weird and bewitching sound of tinkling chimes. Any who hear this unusual music must save vs. magic or cast themselves into the well (4 dice damage, save vs. breath weapon for half). The well is impossible to climb out of without help from outside. At sunrise, anyone within the well - whether dead or alive - will vanish, never to be seen again.

0916

Village of 350 Yellow Men ruled by "the Yellow Prince of Winds," a chaotic 9th-level Fighter.

A mutant [tyrannosaurus](#) (AC 15, MV 150', HD 15, Neutral, acid blood: splash-back from melee combat hits deals 0-5 hp damage to the attacker) stalks these plains. Its preferred prey is Dolm Men.

1001

The location of an underground crypt is well known to locals, but avoided by all. Within lairs a degenerate clutch of 14 **Deep Ones**. The crypt also contains 350 s.p. in a sealed chest submerged in a natural pool, an unstable passage (roll to check for collapse), and a patch of jale lotus.

1002

In a squat, unadorned pagoda dwell monks devoted to **Nyarlathotep**. The dozen or so Ulfire Men are completely cloaked in inky black. Their leader is an 8th-level Sorcerer whose body is so horribly disfigured with growths as to be barely recognizable as human anymore. This cult ritually feeds on flesh cut from their leader's body. Any visitors will be allowed to stay if they will partake of the ritual. Each such participation requires a saving throw vs. magic. Those who fail will become fervent devotees of Nyarlathotep and will join the monks' brotherhood.

A natural cavern is the home of thousands of bats. It is also home to a loathsome **Spawn of Shub-Niggurath** (AC 13, MV 150' [fly], HD 6, Chaotic): a black-furred avioind with five eyes and a suckered mouth. Its gaze causes confusion. This abomination considers itself the lord of all bats, while the bats seem indifferent to this claim.

1003

Spawn of Shub-Niggurath (AC 17, MV 120'/150', HD 5, Chaotic): a red-feathered quadruped with no eyes and eight mouths. It attacks at -2.

Hidden mountain stronghold of 37 Jale brigands led by neutral 4th-level Fighter. The brigands prey relentlessly upon the river villages to the west, and they have amassed a sizable trove of plunder.

1004

Village of 260 Dolm Men ruled by "the Infinitude of Humility," a neutral 7th-level Fighter.

A chameleon-like **stegosaurus** (AC 15, MV 60', HD 11, Neutral, surprises on 1-4) lies in wait in the tall grass.

1005

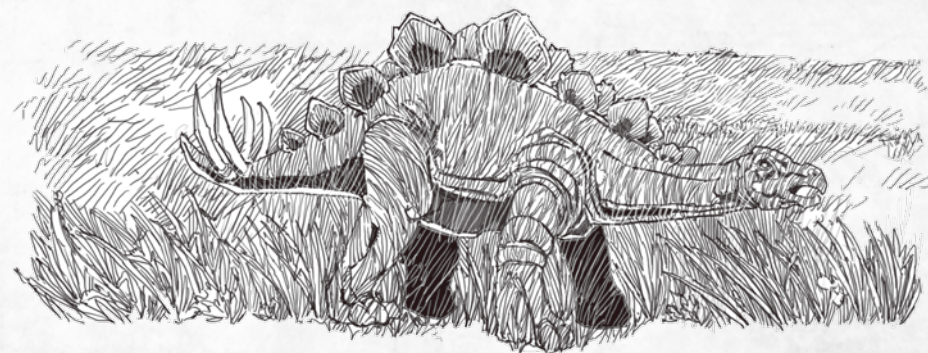
Village of 190 Orange Men ruled by "the Piercing Intellect," a lawful 7th-level Fighter.

A muddy cave beside an algae-coated pool meanders deep into the earth, turning stony and cold the deeper it gets. After a day's journey underground, the cave opens upon a forgotten shore of the Night Ocean.

1006

Village of 280 Jale Men ruled by "the Inexorable Judge," a lawful 8th-level Fighter.

Thick, overgrown foliage at the jungle's edge obscures a metal access hatch set into the ground. The hatch is rusted shut, but moderate effort will free it and reveal a ladder that descends into darkness. Below are a dozen empty rooms linked by short corridors of concrete construction. In the final room a thick glass pane is mounted on the far wall, with a short pedestal topped by a cluster of controls before it. Trial and error with the controls will eventually cause the glass to show random images of surrounding lands. An intelligent user can, through diligent experimentation, learn to summon images of any place within a twenty mile radius of the complex.



1007

See hex
0412

Here stands the lone tower of an Orange 6th-level Sorcerer. He seeks solitude. Those who interrupt him can atone for their intrusion by retrieving for him an object from the dead city of the Primordial Ones in hexes 0807 and 0808.

Village of 204 Orange Men ruled by “the Vault of the Mind,” a neutral 4th-level Sorcerer. Twin sisters, crippled and ancient, live here and are skilled at alchemy. If supplied with secretions from a Shoggoth and a pound of powdered osmium, they can create a pot of amber paste that will harden any metal armor or shield (providing an additional bonus of +1 to AC).

1008

Spawn of Shub-Niggurath (AC 13, MV 90’/150’ [swimming], HD 4, Chaotic): a black octopoid covered with suckers, a single purple eye, and a beaked mouth. It is immune to poison.

A narrow tower is carved from the very rock of the mountains. On the top floor is a small library guarded by 4 **Diseased Guardians**. The library contains numerous journals and histories of no particular import, an atlas that details several temples in what is now the Poisonous Swamps, and a scroll that provides complete instructions for the performance of the **OBSTRUCTION OF THE SUCKERED ABOMINATION** ritual.

1009

Citadel of 79 Blue Men led by a chaotic 5th-level Fighter.

Atop the highest peak is an automated X-ray bazooka turret that will fire upon any flying creatures or craft within range. It never runs out of charges.

1010

Citadel of 11 Orange Men led by a chaotic 3rd-level Fighter.

A ragged column of 34 White Men led by lawful 1st-level Fighter shuffles alongside the river. These tired refugees are headed downriver to join with allies in hex 1814.

1011

See ritual
SERPENTINE WHISPERS OF THE BLUE-LITTEN PILLARS

Village of 270 Bone Men ruled by “the Swift and Silent Beginning,” a lawful 11th-level Fighter.

The unwary may fall prey to a deranged, spherical **robot** (AC 18, MV 180’, hp 25) with treads and retractable appendages, nets, self-repair, infrared, and long-distance vision. It will seek to abduct stragglers and take them to a small, hidden outpost to be shackled in close proximity to radioactive waste. Each hour spent thus requires a successful saving throw to avoid mutation.

1012

Village of 220 Brown Men ruled by “the One,” a neutral 7th-level Fighter.

Hidden citadel of a chaotic 10th-level Black Sorcerer. This villain lives in solitude, save for the bizarre, surgically-constructed amalgam of several of **Species 23750** that is his familiar (AC 16, MV 90’, HD 4+4, Chaotic, sight of it causes fear, immune to surprise). In addition to normal attacks, the Sorcerer can spit jale slime up to 20’ three times per day. His laboratory, library, and treasure room are well-stocked with valuables.

1013

Village of 310 Ulfire Men ruled by “the Unapproachable Radiance,” a neutral 6th-level Sorcerer.

2 **Lake Monsters** dwell in the lake. They are usually non-aggressive, but they will attack any who tamper with the temple complex in hex 0914.

1014

Castle of 18 Green Men led by a chaotic 4th-level Sorcerer.

4 **Spawn of Shub-Niggurath** (AC 13, MV 90’ [land] / 30’ [swim] / 150’ [fly], HD 2, Chaotic): red plants with two eyes and a circular, gaping maw. They are surprised only on a 1. These loathsome growths cluster among the reeds at the lakeshore and attack the local fishermen.

1015

Village of 400 Bone Men ruled by “the Autocrator,” a lawful 6th-level Fighter.

A pack of 5 transparent **velociraptors** (AC 14, MV 180', HD 2, Neutral) hunts on the edge of the forest. They have a 5 in 6 chance of surprising, and they will fight to the death.

1016

10 **Gorgosaurs** (AC 15, MV 120', HD 10, Neutral) with tentacles for tongues which can grab prey up to 20' distant.

Strong winds blow through the tall grasses of these plains, and at night men may imagine they hear the hushed whispers of dead kin. The whispers warn against disturbing the sunken temples in the swamps to the northeast.

1101

Spawn of Shub-Niggurath (AC 12, MV 210', HD 5, Chaotic): an orange and brown annelidoid covered with suckers and small mouths, with a large mouth like a dolm worm.

A powerful artifact sends potent cleansing energies through a dimensional rift. Any Sorcerer attempting a ritual here must save vs. magic or have it ruined as per the effects of a logic weapon.

1102

Spawn of Shub-Niggurath (AC 16, MV 60', HD 4, Neutral [intelligent]): a gray, purple, and white land octopus with smooth skin, five eyes, and a beaked mouth.

A large pit-type mine stands open at the base of the mountains. Mining tools, several empty wooden crates, rope, iron spikes, etc. dot the gently sloping sides of the pit. The bottom third of the pit is submerged beneath toxic heavy metal slurry, beneath which is concealed a dolm pudding.

1103

Citadel of 73 Red Men led by a chaotic 8th-level Fighter.

See ritual
**OBSTRUCTION OF
THE SUCKERED
ABOMINATION**

A raiding party of 10 **Deep Ones** prowls these lands under cover of darkness. Captives will be taken to the Smoking Rifts in **hex 1104**.

1104

See hexes

0502

1103

0409

Other transfectors:

0716

1608

1803

2407

Deep rifts run for miles.

Smoke continually rises from the invisible depths. Hideous, semi-human screams and chants can be heard far below.

A working Proximate Transflector (cf. **hex 0716**) sits in a shallow cave at the bottom of the Smoking Rifts. The ancient device is surrounded by bits of shiny crystal, odd-looking foodstuffs, and some small weapons placed ceremonially. An insane specimen of the **Great Race**, regressed to primitivism by its dementia, lurks nearby, ever in worship of the machine. It savagely attacks any trespassers who enter from above, but worships and serves those who arrive via the artifact.

1105

4 ulfire-feathered Iguanodons (AC 14, MV 90', HD 11, Neutral).

A 100' high pyramid sits at the edge of the jungle. At its summit is a sacrificial altar that appears to offer potent focusing power to any sorcerous ritual. In reality, it is a trap. Any rituals performed atop this pyramid will automatically fail, and the Sorcerer will be swept screaming into the void between worlds.

1106

Village of 330 Red Men ruled by “the Voice of the Ant-God,” a neutral 6th-level Fighter. They worship the Giant Jungle Ants in **hex 1205**.

Spawn of Shub-Niggurath (AC 13, MV 120' [land] / 150' [fly], HD 4, Chaotic): orange anthropoid with four eyes and a tooth-filled mouth. It is immune to cold. This creature prefers Giant Jungle Ants over all other prey.

1107

Citadel of 15 Brown Men led by a chaotic 3rd-level Fighter.

A neutral 2nd-level Purple Sorcerer is camped here, engaged in a study of the sorcerous properties of native Carcosan fauna. He seeks specimens of Giant Jungle Ants, and he will pay 20 g.p. for a live one or 5 g.p. for a dead one. He has 40 g.p. to spend on his studies, and 110 g.p. total.

1108

Citadel of 75 Red Men led by a neutral 6th-level Fighter.

Village of 110 Red Men ruled by “the Harbor of Serenity,” a lawful 5th-level Sorcerer. Within this village lives a very old, very wise man who in his youth traveled far and wide across the world of Carcosa. To those he deems worthy he will pass on his scrolls, which detail the locations of the entrances to the planet’s interior in hexes 0413 and 1701.

1109

On the northern slopes of the mountains are the yawning pits that lead down to the infamous and deadly Putrescent Pits of the Amoeboid Gods.

Village of 55 Blue Men ruled by “the All-Encompassing Glance,” a lawful 5th-level Fighter. The village is sheltered deep within a remote canyon, untouched by the outside world. The inhabitants are friendly and quite curious about outsiders, but communicating with them is very difficult. For reasons unknown, these villagers speak, read, and write only the language of the long-extinct Snake-Men.

1110

Village of 270 Green Men ruled by “the Meek Servant of All,” a chaotic 6th-level Sorcerer.

Spawn of Shub-Niggurath (AC 17, M 120’ [land] / 240’ [fly] / 210’ [swim], HD 2, Chaotic): red-furred batrachian with two eyes and a suckered feeding appendage. It is immune to surprise.

1111

See hex 0910

Spawn of Shub-Niggurath (AC 14, MV 180’, HD 10, Chaotic): a four-footed ichthyoid covered in ulfire scales with a beaked mouth. It is harmed only by fire.

Castle of 70 Jale Men led by a neutral 4th-level Fighter. They are aggressive slavers and prey on many of the nearby small villages. At any given time, their dungeon holds 3 dice slaves of various colors, as well as loot comprising 1 die times 1,000 g.p. in coins, mixed trade tokens, and small gemstones.

1112

Village of 300 Orange Men ruled by “She of Deep Wisdom,” a 9th-level Fighter.

Hexes 1112 and 1212 are each dotted with two dozen tall pillars, 35’-60’ tall. Atop each one is a man (all races represented): mystics, cultists, and devotees of gods forbidden and strange. They endlessly chant, pray, commune, gesticulate, and receive visions both revelatory and hallucinatory. They rely on passersby for food and water, which they collect in lowered baskets. A vision may be shared with any who offer a particularly lavish gift.

1113

In a pure white chamber is the perfectly preserved corpse of a **Space Alien** wearing a suit of **reflective armor** that protects against the following types of weapons: microwave, yellow laser, dysprosium, polonium, nickel, neptunium, cesium, strontium, radon, aluminum, boron, mercury, thulium, protactinium, niobium, and helium.

There are no settlements in this hex because of the mutant **tyrannosaurus** (AC 15, MV 150’, HD 15, Neutral, 30’ aura of radioactivity, bulging eyes, transparent skin) that slays anything in its vicinity.

1114

Castle of 52 Bone Men led by a neutral 4th-level Fighter.

Tribe of 23 Green primitives led by “the Infinite Way,” a neutral 3rd-level Fighter. They fled “the Empty Mirror” of hex 1313 several weeks ago and hide from his minions. They know that the tribe in hex 1412 longs to revolt.

1115

Village of 220 Ulfire Men ruled by “the Incomparable Excellency,” a neutral 10th-level Fighter.

Nothing remains intact of a ruined temple, save a low wall surrounding a broad paved courtyard. Within are 12 Irrationalist **Space Aliens** who guard a curious 7’ diameter gong made of tarnished copper. Striking the gong during the day creates an effect identical to an insanity weapon on any humans within 100’ who hear it (striker unaffected). Striking it at night instantly summons 13 **B’yakhee** which will furiously attack the striker.

1116

See rituals

**THE NINTH TRACING
OF THE MEASURELESS
VOID****SERPENTINE
WHISPERS OF THE
BLUE-LITTEN PILLARS**

Village of 290 Purple Men ruled by “the Duke of Stones,” a neutral 7th-level Fighter.

A grim totem of an angry, four-armed god discourages travel further south. A secret compartment in this idol hides an onyx knife worth 50 g.p. and an elaborately embroidered yellow silk robe that, on sight, will invite immediate attack by local villagers.

1201

Castle of 31 Green Men led by a lawful 3rd-level Fighter.

3 **Spawn of Shub-Niggurath** (AC 14, MV 240', HD 5, Neutral [intelligent]): red-furred amoeboids with no eyes and a savage, toothy maw. Only a few learned individuals know that the bodies of these beasts can be rendered into a foul-tasting gruel that provides a 30' boost to movement, +1 to initiative, +1 to AC, and one additional attack per round. These benefits last 1 die days.

1202

Spawn of Shub-Niggurath (AC 19, MV 150', HD 2, Chaotic): a blue-scaled anthropoid with one entirely black eye and a suckered mouth.

Village of 177 Green Men secretly ruled by a revolting **Spawn of Shub-Niggurath** (AC 15, MV 120', HD 7, Chaotic): a purple-suckered batrachian with a profusion of staring eyes and a toothed mouth. It is psionic and immune to normal weapons. Outwardly this community appears to be dedicated to Law, but their zeal in slaying Sorcerers and Spawn is driven by the jealousy and fear of the ruling Spawn being supplanted.

1203

3 Dolm Worms.

An apparently intact laser rifle lies on the ground. The battery is fully charged, but the rifle is damaged. Pulling the trigger causes the weapon to emit a keening wail that increases in pitch and ends after ten seconds with the weapon exploding, causing 2 dice damage to everyone within 30'.

1204

Citadel of 26 Dolm Men led by a neutral 3rd-level Sorcerer.

At the edge of the jungle, a **stegosaurus** (AC 15, MV 60', HD 11, Neutral, transparent to the bone) and 6 ulfire **velociraptors** (AC 14, MV 180', HD 2, Neutral) battle to the death. They will put aside their differences to fight any newcomers.

1205

See ritual

**SUMMATION OF THE
TWELVE TINCTURES**See hex
1106

Once every 5–50 years the colony of **Giant Jungle Ants** (numbering 813 now) swarms from its nest in numbers approaching 100,000. They utterly consume all animal matter in the jungle before the mass die-off a few weeks later when the colony returns to its normal number of fewer than 1,000.

The ruins of an ancient pagoda slouch among the tangled vines and twisting growth of the jungle. The soapstone paving blocks are graven with eyes: human, animal, insect, etc. The eyes seem to follow intruders.

1206

A pit is filled with insects, myriapods, and arachnids. If a Sorcerer casts himself into the pit, the arthropods will swarm over him and enter all his orifices. While this causes excruciating pain, it is not fatal (though the ordeal will cause madness if the Sorcerer fails his saving throw vs. poison at +4). After several minutes the pain will cease and the Sorcerer will know the **CANTICLE OF THE CRAWLING GOD** ritual.

A small monastery is home to 25 Yellow monks led by “the Fragrant Dream,” a lawful 3rd-level Sorcerer. These men hold in trust a set of sacred chimes whose swirling melodies act as a repulsor emitter against any **Spawn of Shub-Niggurath** (including the six main Spawn).

1207

Village of 240 Red Men ruled by “He of Clear Countenance,” a chaotic 6th-level Sorcerer.

A bloated corpse rots in the sun, unremarkable but for its expensive finery. If disturbed, the corpse will burst open and disgorge 4 individuals of **Species 23750**.

1208

Castle of 91 Bone Men led by chaotic 11th-level Sorcerer. Deep within the castle is an unholy fane dedicated to the worship of **Shub-Niggurath**. Its arch is of crumbling soapstone that is covered in a wild riot of mildly poisonous fungi that drip, squirm, and undulate obscenely. A small spring bubbles up from beneath this tainted arch and trickles down a small paved spillway into a 4' deep pool containing a partially submerged altar studded with painful-looking restraints. This altar is the scene of regular orgiastic revels, where captives are forced to imbibe the polluted waters of the altar pool which infects them with a disease that slowly transforms drinkers into **Spawn of Shub-Niggurath**. Each following month, a victim rolls in reverse order on the Spawn of Shub-Niggurath **random generation tables** (i.e. first week determine special defenses, second week special attacks, third week mouth type, etc.). As the characteristics accumulate and the victim's appearance is changed, most men will shun him, though veneration and even worship may be found from cultists. When body type is determined, immediately roll on the remaining tables since the transformation is complete. The victim is now a Spawn of Shub-Niggurath under the control of the Referee.

1209

Village of 280 Yellow Men ruled by "the Glittering Glory," a neutral 9th-level Fighter.

High upon a mountainside is a shallow cave that is very difficult to find, and even more difficult to reach. It is empty, but a detailed painting on a wall reveals the location of the secret entry to the Icy Wastes in **hex 2112**.

1210

A band of 8 Ulfire slavers is poling down the river on barges with 20 young Yellow slave girls.

In a shallow cave, 4 Blue Men are arranged around a rough-hewn table. Their throats have been slit, and their clothing and personal belongings are scattered about. Careful searching will yield 75 sp, 15 g.p., a gold ring worth 10 g.p., a silver pendant worth 15 g.p., two swords, a hand axe, five daggers, and a short bow with 15 arrows.

1211

Village of 310 Bone Men ruled by "the Implacable Lawgiver," a neutral 4th-level Fighter.

A clan of 18 ape-men (AC 14, MV 150', HD 2+1) does its best to remain inconspicuous. They will attack only obviously weaker groups and will flee as a group if any of their number is killed. They have modest treasure scattered about their sleeping area: 250 c.p., 200 sp, 55 g.p., and a dozen pieces of mixed jewelry worth 450 g.p. total.

1212

Here stands a Sorcerer's grove approximately 300' in diameter. All flora within is both alive and made of variously-colored metals. Any plants taken from the grove will deteriorate into heavy dust in 7-10 days.

See **hex 1112**.

1213

See rituals
CONJURATION OF THE INKY CRAWLER

TORMENT OF THE UNDYING WORM

Half submerged and buried in the Poisonous Swamps is a prehuman temple of the Snake-Men dedicated to a mysterious pantheon of ophidian deities. It is crawling with snakes.

A giant, venomous serpent (AC 15, MV 120', HD 5, Neutral, can spit its venom up to 30') claims part of the swamps as its own domain. It accepted worship in prehuman times, but now recognizes all other inhabitants of Carcosa solely as food. The neighboring tribesmen are terrified of the insatiable appetite of this beast, and shun its territory.

1214

33 **Deep Ones**.

Spawn of Shub-Niggurath (AC 14, MV 120' [swim], HD 2, Chaotic): purple fungoid with one eye and a toothed feeding orifice. If killed, the carcass must be burned or 1-6 identical creatures will erupt from it following the next rainfall.

1215

When a wind strong enough to ripple the surface of the 10' by 20' pool of mercury blows, the pool releases an otherworldly music of deadly beauty. All who hear it must save vs. poison or die in a mingling of ecstasy and agony.

Village of 74 Black Men ruled by "the Virtue of the Void," a lawful 1st-level Fighter. These men are brusque, but their traditions demand that visitors be treated to a feast of welcome. This repast of scavenged vermin and pickled fungus doubles the healing rate for the next month.

1216

A 10th-level Fighter in gleaming black plate that completely covers his body will forbid anyone passage south. He is mounted on an aggressive giant lizard (AC 15, MV 90', HD 6, Neutral) with dark dolm skin. If the Fighter is slain, his armor will be found empty.

In a subterranean lair, a bloated and festering dolm worm slouches grotesquely upon a massive and obscene throne made of bone and petrified flesh. This worm is intelligent and depraved. It knows the ritual of **THE BLASPHEMOUS GLYPHS OF THE NIGHT OCEAN**, which it will trade for a score of human sacrifices of any color.

1301

Spawn of Shub-Niggurath (AC 16, MV 180'/90', HD 8, Chaotic): a purple amoeboid with smooth hide, five eyes, and a suckered mouth. It is surprised only on a 1.

The edge of the forest, near the encroaching dunes, is dotted with several dozen pools of what appears to be thick, briny water cloaked by a fetid, ulfire mist. In fact, these are foul 'Spawning Pools'. Any creature that enters a pool is immediately slain (no save), and a random **Spawn of Shub-Niggurath** will emerge 1 die hours later.

1302

See ritual
ADJURE THE FUNGOID ONE

Village of 310 Brown Men ruled by "the Essence of Invincibility," a chaotic 8th-level Fighter.

Well hidden by a clutch of twisted trees is a solid block of dull and pitted onyx 4' by 10' by 3' high. Using this altar for any sacrifice as part of a sorcerous ritual allows the Sorcerer a +2 bonus to any saving throws that need to be made. If a human male of any race is killed upon the altar by the bite of a poisonous snake, the snake will evolve immediately into a giant, poisonous serpent that can spit its venom up to 30'. Humans and animals alike avoid this part of the forest.

1303

Village of 360 Blue Men ruled by "the Purest Joy-Giver," a neutral 6th-level Fighter.

A mile-long ribbon of land is covered not by earth, but rather by a transparent, shatter-proof barrier that is neither crystal nor glass. Beneath, a fast-flowing river rushes from south to north. Occasionally, strange creatures may be glimpsed swimming through the water.

1304

See ritual
EVOCATION OF THE DEEP GIBBERING MADNESS

Village of 260 Ulfire Men ruled by "the Gracious, the Merciful, the Stern," a neutral 7th-level Fighter.

A group of 19 Bone pilgrims is camped near the edge of the jungle. Several are injured, and they must rest seven days before continuing on to lands east of the Icy Wastes. They have no valuables, although to anyone that is helpful they will teach the manufacture of a coarse powder from sulfur and bismuth, which may be used by anyone to duplicate the effects of the ritual **LITANY OF THE LIGHTLESS SEA**.

1305

See hex
1405

An ancient and decaying fane of Brown headhunters is 90% overgrown by the jungle.

Village of 315 Blue Men ruled by "Death's Sovereign," a neutral 8th-level Fighter. These men hold the secret to taming **dinosaurs** as mounts and guard animals. Once a month, in a raucous and violent auction, they offer a dozen or more dinosaurs for sale at outrageous prices to numerous bidders.

1306

Village of 280 White Men ruled by "the Crystalline Thought," a lawful 6th-level Sorcerer.

Spawn of Shub-Niggurath (AC 12, MV 150' [swim], HD 8, Chaotic): dolm-suckered annelidoid with a suckered feeding probe. It is immune to heat. It lurks in a stream that empties from the nearby jungle, and it guards two submerged amphorae that hold 500 s.p. and 200 petty gems worth 2–5 g.p. each.

1307

Village of 310 Purple Men ruled by "the One True Voice," a neutral 8th-level Fighter.

Spawn of Shub-Niggurath (AC 13, MV 60' [land] / 150' [fly], HD 1, Chaotic): an ulfire amoeboid with three eyes and a circular, gaping maw. This obscenity preys primarily upon infants. The locals will regard the monster's slayer as a hero.

1308

See ritual
THE DEPTHESS RITE

Spawn of Shub-Niggurath (AC 17, MV 120', HD 8, Chaotic): a colorless ooze with six eyes and a sucker-like mouth.

A wooden sign pounded deep into the ground bears a single arrow, scribed in ulfire chalk, that points northeast towards Lake Hali and the alien city of Carcosa. Burning the sign will unleash a curse upon all who watch the flames.

1309

9 **Tyrannosaurus Rexes** (AC 17, MV 150', HD 14, 3 dice damage, Neutral) with fungoid growths swelling from their bodies.

Village of 45 Bone Men ruled by "the Exceeding of All," a lawful 1st-level Fighter. A learned sage resides here, wise in the ways of healing. If supplied with blood from an octopoid Spawn of Shub-Niggurath and a single ampoule of cesium, he can brew a murky jale potion that immediately restores 1 HD of damage (side effect: 10% chance of a random mutation). Outsiders of obvious lawful alignment can buy such potions for 250 g.p. each.

1310

See hex
1409

A narrow cleft in the stony hills leads 20' inwards to a 50' diameter cavern. Inside lairs the **Green Ooze Pool**. In the pool is a beautiful and naked female Green 4th-level Sorcerer enslaved by the pool.

Hideout of 21 Orange brigands led by a neutral 5th-level Fighter. These bandits periodically journey south and stalk the Green primitives of the Poisonous Swamps when they deliver tribute to the Octopotamus. They have accumulated a hoard of coins and jewelry in excess of 1,500 g.p. value.

1311

Spawn of Shub-Niggurath (AC 13, MV 30'/120' [swimming], HD 1, Chaotic): a grey amoeboid covered with eyes and with a beaked mouth. It is immune to heat and fire.

Riverside hideout of 51 Ulfire brigands led by a neutral 3rd-level Fighter. The river narrows to approximately a hundred yards at several places in this hex, and the brigands set traps and ambushes for boats in these areas. The brigands have assembled a modest trove, hidden in buried urns: 1,100 sp, 500 g.p., and mixed gems and jewelry worth 750 g.p.

1312

Citadel of 79 Purple Men led by a chaotic 5th-level Fighter.

2 pterodactyls (AC 13, MV 60'/180' [flying], HD 2, Neutral) with transparent skin hunt stragglers and lone travelers.

1313

See hexes
1114
1412

Castle of 79 Bone Men led by a chaotic 4th-level Fighter.

Tribe of 279 Green primitives led by "the Empty Mirror," a chaotic 7th-level Fighter. They worship the Octopotamus in **hex 1413** as a god and provide regular sacrifices of men and treasures.

1314

Ulfire Mold.

A herd of 7 mutant **camarasaurus** (AC 12, MV 90', HD 12, Neutral, semi-gelatinous bodies that suffer only half damage from weapons that are not electromagnetic or elemental) grazes this portion of the swamp. Despite being herbivores, they are extremely aggressive.

1315

Village of 250 Purple Men ruled by "the Lustrous King," a chaotic 11th-level Fighter.

A forlorn citadel overlooks the nearby swamps. In the dungeon beneath is a large room, containing 25 **Amphibious Ones** held in stasis by a sorcerous charm. Touching one will wake them all, provoking an attack. The phrase that will undo the charm is commonly known to any Sorcerer of 9th level or higher. If freed in this manner, the Amphibious Ones will serve their new master until the next full moon.

1316

Citadel of 74 Brown Men led by a neutral 6th-level Fighter.

Strange energies left over from an ancient conflict pollute this land. Roll a ten-sided die each day for each power cell.

- | | |
|-----|--|
| 1-8 | No effect. |
| 9 | Power cell instantly drained. |
| 10 | Power cell explodes, 1 die damage to everyone within 20' (save vs. breath weapon for half damage). |

1401

3 Quetzalcoatlus (AC 13, MV 90'/210' [flying], HD 2, Neutral), able to breathe radiation (save vs. poison or be stricken with a mutation) three times per day with a range of 120'.

A mutant *stegosaurus* (AC 14, MV 60', HD 11, Neutral, ulfire fur; hit from poisoned tail spikes has the effect of green lotus powder) lurks among the boulders of this rocky desert hex.

1402

Spawn of Shub-Niggurath (AC 13, MV 120'/90' [swimming], HD 7, Chaotic): a black hexapod with five eyes and a gaping maw. It is immune to heat and fire.

This land regularly expels invisible vapors. Check hourly for a 33% chance of wandering into a cloud, and roll a six-sided die for effect (save vs. poison to avoid effects).

- 1 paralyzed for 1–4 hours
- 2 shrink to 1/10 size for 1–4 days
- 3 as green lotus powder
- 4 commune with the obscene god as per the *CANTICLE OF THE CRAWLING GOD* ritual
- 5 gain psionic ability for 1–4 weeks
- 6 roll on the Element Table and gain invulnerability to that element for 1 month.

1403

The ruin of a gargantuan crashed starship of the *Space Aliens* has long since been converted by them into a thriving city.

6 *Spawn of Shub-Niggurath* (AC 17, MV 180' [fly], HD 4, Chaotic): red-feathered annelidoids with two eyes and a circular, gaping maw. A to-hit roll of 19 or 20 indicates it has engulfed the head of its victim and automatically does 1 die damage per round until it or its victim is dead.

1404

1 Jale Slime.

The fresh corpse of a Brown headhunter lies in an untidy heap beneath a tree. The ragged entrails are exposed, and it appears that this unfortunate was torn open from within. Bloody, three-toed claw prints lead away from the body and disappear into the tangled jungle foliage to the southwest.

1405

Castle of 99 Brown Men led by a chaotic 6th-level Fighter.

Village of 141 Blue Men ruled by “the Radiance of Stillness,” a neutral 5th-level Fighter. They have accumulated an enviable trove of riches by crafting dinosaur tack for their neighbors in *hex 1305*. Their vaults are guarded by 16 rainbow-feathered *ornitholestes*.

1406

See ritual
*DIRGE OF THE
OUTER DARK*

The land within several miles of the still, black waters of Lake Hali is gray wasteland completely devoid of animal or plant life. Within the wasteland are numerous caverns wherein are dark fanes of Hastur, officiated over by the Old One's blue-cloaked priests.

Spawn of Shub-Niggurath (AC 18, MV none, HD 5, Neutral [unintelligent]): a dolm aviooid with one drooping eye and a suckered mouth. It is psionic (1–8 powers up to 3 times per day). This wretch squats atop an ancient stone bier on the shore of Lake Hali, forever facing the city of Carcosa. Its single eye never blinks.



See hex 1406.

1407

The scorched hull of a funeral barge is washed up on a small sandy beach. The charred skeleton on the catafalque holds an Elder Sign in its clenched fist.

1408

See hex
1706

Spawn of Shub-Niggurath (AC 13, MV 60', HD 6, Chaotic): a green land octopoid covered with suckers, three eyes, and five mouths. It can attack with all eight of its tentacles per round. A successful hit indicates that the victim has been snatched. On each following round the victim will take one die damage from biting.

Castle of 72 Yellow Men led by a chaotic 3rd-level Sorcerer. He is a bumbler, and the men chafe under his rule. His only claim to power is possession of the Crown of Unspent Days. Of unknown origin, this iron crown is plainly fashioned and otherwise unremarkable. If worn by a Sorcerer of chaotic alignment, the Sorcerer will never unnaturally age from performing a ritual. Additionally, his minions need never check morale so long as the Sorcerer remains within their sight. Any Sorcerer of non-chaotic alignment or any non-Sorcerer who wears the crown must save vs. magic or fall into a deep swoon, losing 1–8 points from each ability score. If any ability is reduced to zero or less death is immediate. Otherwise one point of each ability is recovered per week after the crown is removed.

1409

See hex
1610

Village of 270 Dolm Men ruled by “the Ocean of Mercy,” a neutral 8th-level Fighter.

A coven of 8 Jale cultists (AC 12, MV 120', HD 1, Chaotic) prowls these barren moors, looking for passersby to waylay and cast into the Green Ooze Pool in hex 1310.

1410

See rituals
**CONJURATION OF THE
FOUL PUTRESCENCE**

**RITUAL OF THE PALE
FUNGUS GARDEN**

See hex
1414

Spawn of Shub-Niggurath (AC 13, MV 150'/120', HD 1, Neutral [intelligent]): a winged, gray quadruped with a large maw. It is invisible until it attacks.

The river is over a mile wide in this hex, winding slowly through a 1,000' deep gorge. The only bridge is an ancient construct of the **Great Race**. Broad basalt stairs slope downward 500' to a majestic span made of an unknown and indestructible metal. On the far side, identical stairs climb back up. A group of 19 **Mi-Go** lairs in the cliffs and will attack any who try to cross. Scattered across the length of the bridge is treasure of 1,000 g.p. value in various coins and small gems.

1411

Village of 310 Brown Men ruled by “the Heart’s Ravishment,” a neutral 5th-level Sorcerer.

An ancient canal runs north to the river. It has been dry for decades, blocked by several locks that have rusted shut, and the surrounding lands suffer from perpetual drought.

1412

See hex
1114

Village of 270 White Men ruled by “His Serene Grace,” a neutral 7th-level Fighter.

Tribe of 64 Green primitives led by “the Lunar Refulgence,” a neutral 5th-level Fighter. They are nominally ruled by “the Empty Mirror” of hex 1313 and pay grudging tribute to the Octopotamus of hex 1413; they long to escape the despot’s thrall.

1413

See hexes
1313
1412
1414

Spawn of Shub-Niggurath (AC 13, MV 120' [swimming], HD 10, Neutral [intelligent]): a mouthless gray octopoid covered with spiny suckers and with a single large green eye.

The gargantuan Octopotamus (AC 16, MV 30' [land and swim], HD 16) has the head of a hippopotamus atop the body and tentacles of an octopus. It has the intelligence of a man, and it lairs in the crumbling masonry of a temple complex that has been inundated by the swamp. Beneath the scum-choked waters, scattered amongst thousands of bones, is a treasure trove of offerings cast in by superstitious primitives: dozens of uncut gemstones egg-sized and larger, countless pieces of jewelry and precious baubles, tens of thousands of coins of all types, and a vast array of arms and armor, some still intact.

1414

Spawn of Shub-Niggurath (AC 12, MV 30', HD 7, Neutral [intelligent]): a red amoeboid covered in suckers and mouths. It has four ulfire eyes.

A 14' tall Red Man languishes in a bower of vines and swamp trees. He has journeyed from the Radioactive Desert and is incapacitated by radiation poisoning, which has caused his fantastic size and will prove fatal in 30 hours. If plied with spirits, he will relate the wonders of hexes 1410, 1413, and 2303 before he dies.

1415

1 Dolm Worm.

See ritual
**THE INELUCTABLE
PALLID COMMAND-
MENT**

See hex
1416

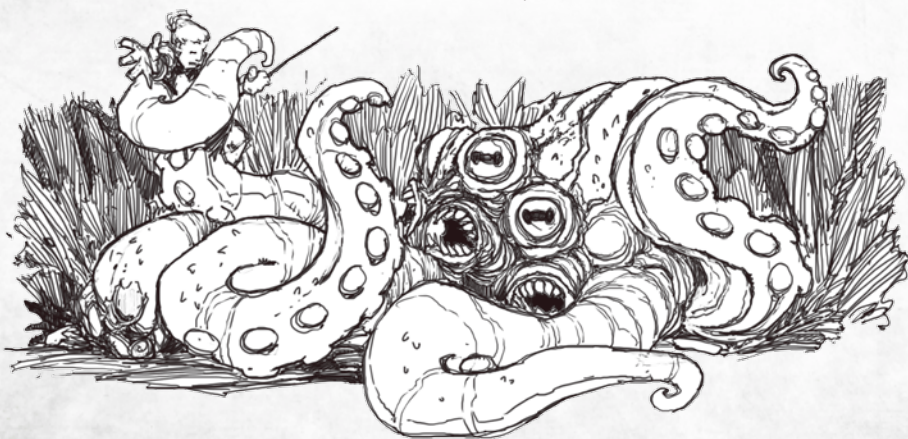
Spawn of Shub-Niggurath (AC 15, MV 90' [swim], HD 6, Chaotic): an ulfire-suckered ophidoid with six eyes and a circular, gaping maw. This huge snake-thing lurks in one of the larger streams that feed into the Poisonous Swamps. Even in death, its yellow, shining eyes will dart about and follow movement.

1416

See ritual
**IMPRISONMENT
OF THE ANGLED
LABYRINTH**

Village of 160 Black Men ruled by "the Worm King," a chaotic 9th-level Fighter. They sacrifice to and worship the dolm worm in hex 1415.

When the stars are right (1% chance per night), tiny drops of gray slime seep down from the stars upon a circular area of land roughly 1 mile in diameter. The slime sickens men and animals, which have all their abilities reduced by half (round down) for 1 die days.



1501

Castle of 18 Bone Men led by a chaotic 3rd-level Fighter.

Spawn of Shub-Niggurath (AC 14, MV 150', HD 5, Chaotic): red crustacean with insectile eyes and a beaked mouth. This creature shelters in the shattered carapace of an ancient war machine. It has gathered a treasure of 15 gemstones worth 10–60 g.p. each.

1502

Spawn of Shub-Niggurath (AC 14, MV 150', HD 6, Chaotic): an orange fungoid creature covered in suckers and eyes, with a toothed mouth. It is immune to normal weapons.

The steady, rhythmic thump of multitudinous war drums can be heard. No matter what direction one moves, the sound of the drums will steadily swell for a time, and then fade away slowly. Their source can never be found.

1503

Castle of 97 Green Men led by a chaotic 5th-level Fighter.

Winds arising from the cold shores of Lake Hali blow through this area, bearing with them the faint but unmistakable weird music of blind pipers howling in the darkness. Those who hear these maddening tones must save vs. magic or be compelled to journey south and drown themselves in the lake. A new saving throw is allowed at dawn each day.

1504

1 Ulfire Jelly.

A bright orange **ankylosaurus** (AC 19, MV 60', HD 11, Neutral) is trapped in a primitive snare.

1505

13 Giant Centipedes (AC 13, MV 90', HD 1, Neutral).

Village of 231 Jale Men ruled by "the Incautious Glance," a lawful 5th-level Fighter. These men appear helpful to visitors, and they have ample supplies of provisions. Groups of adventurers that do not appear to be overly powerful will be told of a (nonexistent) ruined citadel to the northwest that is rumored to contain fabulous treasures. Those who take the bait will find themselves ambushed the following day by these same villagers.

See [hex 1406](#).

1506

Small pockets of interstellar void are a hidden danger throughout this area. There is a 5% chance each hour that a pocket is temporarily stumbled into, causing 2–8 hp damage (no saving throw) from the intense cold.

1507

On a lifeless island of black stone stands the alien city of Carcosa.

Near the northern lakeshore stands the Pyramid of the Eight Blasphemous Steps, a step pyramid of eight levels cast from blocks of green-veined basalt. Reckless adventurers occasionally enter the pyramid though the tunnel at its base, but none has ever returned.

1508

See [hex 1406](#).

Villagers from the south journey here to leave their dead. They lay shrouded corpses upon the ground, their outlines traced with scattered handfuls of fragrant leaves. While the leaves remain fresh, only carrion birds will molest the bodies. Once the leaves have dried and turned brown, the loathsome blue-cloaked priests of Hastur steal away the remains for purposes unknown.

1509

Citadel of 20 Yellow Men led by a chaotic 6th-level Sorcerer.

A huge fungal pillar, well over 100' tall, towers over the surrounding land. This weird growth is studded with bulbous, spongy pustules that will erupt in a spray of sticky reproductive spores if examined. All within 20' must save vs. breath weapon or be infected with a debilitating and loathsome disease. After a gestation period of one week, fungal growths and oozing seepage will plague the victim and are impossible to eradicate. Discomfort reduces movement to 60', armor cannot be worn, all saving throws and to-hit rolls incur a penalty of –3, and ability scores are halved (round down). Disgusting and highly contagious, victims of this disease will be shunned and denied entry to all human communities.

1510

A small society of Irrationalist [Space Aliens](#) lairs in a natural cave system where they worship the Great Old Ones. As a result of prolonged exposure to the weird radiations of their cavern home, these Space Aliens have developed psionics (1–4 powers up to 4 times per day). They eschew their race's technology, though they will use the technology of the [Primordial Ones](#) and of the [Great Race](#). Other Space Aliens will exterminate these Irrationalists on sight.

Village of 103 Dolm Men, leaderless and torpid. The cloying reek of green vapors enshrouds these addicts. Every week a handful more lives are claimed by the potent barbiturate.

1511

5 Giant Crocodiles (AC 16, MV 90'/180' [swimming], HD 8, Neutral).

Village of 304 Blue Men ruled by "the Embrace of Regret," a neutral 9th-level Fighter. This village sits astride the river, and the denizens have constructed sturdy gates that regulate traffic. Boats traveling in either direction are charged a toll based upon their length, and incredible riches have been accumulated by these men.

1512

Castle of 54 Purple Men led by a lawful 2nd-level Sorcerer.

Steaming geysers and smoking fissures mark this as a geologically active area. Brigands sometimes shelter in the unforgiving terrain.

1513

See ritual
[SACRIFICE OF THE
PENDENT FUNGUS](#)

Ulfire Mold.

The undying and practically invisible brain of a chaotic Bone Man Sorcerer lies shallowly buried in the reeking fens of this hex. It is eager to find new flesh, though discriminating enough to consider only a fellow Bone Man as an acceptable vessel. Any Bone Man coming with 100' of the brain must make a saving throw vs. magic. Failure indicates that he is compelled to unearth the brain, tear his own brain from his head, and replace it with the Sorcerer's brain. If this occurs, the Sorcerer will take the first opportunity to escape to his secret lair in [hex 0715](#), there to resume his experiments into the forbidden.

1514

Much of this hex is plagued with countless swarms of biting insects. During daylight, a swarm will attack interlopers every hour (save vs. magical device or suffer 1 hp damage and be unable that day to heal any damage by resting). Heavy smoke, abundant fire, or sorcerous vibrations will reduce the frequency of attacks to one per day.

1515

See ritual
IT OF THE
FALLEN PYLONS

Castle of 57 Blue Men led by a chaotic 8th-level Fighter.

Spawn of Shub-Niggurath (AC 13, MV 150' [land] / 90' [swim], HD 6, Neutral [unintelligent]): a gray-scaled ophidioid with no eyes and a suckered mouth. This beast suns itself among shallow lakes and stagnant pools. Upon its death, it will deliquesce into a disgusting, burbling mess.

1516

61 Deep Ones.

Much of this hex is unnaturally cold, and icy winds drive blinding sheets of frost and sleet. In the center of the cold looms the source of the chill: a squat granite totem pole featuring several crudely carved aspects of **P'thaqua**. Anyone touching the pole will be instantly teleported to a random location within the Icy Wastes.

1601

1 Mummy Brain.

Dozens of leathery, rugose tentacles erupt from the sand. Everyone in a 30' circle is attacked 1 die times per round for 1hp damage per hit. If 60 points of combined damage are done to the tentacles, they withdraw back into the sand and will be dormant for 1 die days. Short of a nuclear blast, this creature can never be killed.

1602

Village of 370 Dolm Men ruled by "the Final Falling Star," a chaotic 4th-level Fighter.

4 Blue Men wander slowly, in a seeming stupor. They are White Lotus Zombies who have lost their master. Left to their own devices, they will soon perish from thirst. Someone with a particularly forceful personality may be able to turn them to his own service.

1603

Glyuathk'th is a giant (21 hit dice), tentacled patch of light-blue fungus which predates humanity by billions of years. Its first worshippers found it in the underground fissure in which it grows. To those who supply human sacrifices to Glyuathk'th, it grants them hallucinatory visions of weird landscapes and forbidden treasures. Some report that they have learned in such visions that spores of Glyuathk'th have infested other worlds.

Interlopers will be shadowed from afar by a glowing pterodactyl (AC 13, MV 60'/180' [flying], HD 2, Neutral) with a humanoid rider (a 1st-level Fighter) barely visible. If attacked, the rider will circle high above, hurtle downward in a steep dive, drop one explosive grenade, and then flee to the west.

1604

Village of 380 White Men ruled by "the Blanket of Defense," a neutral 11th-level Fighter.

An imbecilic Purple cultist will attack passersby from his hiding place. He is strong and armed with a huge axe (+3 damage). He spouts only gibberish, and no one can reason with him.

1605

Castle of 9 Dolm Men led by a neutral 4th-level Fighter.

The very air appears stained, as if with blood. Sunsets are a nightmarish crimson.

1606

See hex 1406.

On moonless nights, 10–100 Deep Ones gather by the shore to abase themselves and genuflect toward the city of Carcosa.

1607

1 Dolm Pudding.

Spawn of Shub-Niggurath (AC 16, MV 120' [swim], HD 4, Chaotic): a dolm-furred insectoid with one eye and a circular, gaping maw. It lurks in a murky stream that feeds into Lake Hali. It is immune to normal weapons.

1608

Other transfectors:

0716
1104
1803
2407

Nothing lives or grows within a half mile of the cursed stone tomb of a chaotic Sorcerer.

An abandoned citadel sits atop a crumbling mesa, and portions of the structure have already collapsed to the plains below. Within a still-intact portion of the edifice is a working Proximate Transflector (cf. [hex 0716](#)). A nearby scroll contains coordinates for the identical machine in [hex 0716](#). In the rubble below are several broken skeletons and assorted treasure of 125 g.p. value.

1609

Citadel of 83 Bone Men led by a chaotic 6th-level Fighter.

Smooth-walled catacombs mark an ancient lair of the [Primordial Ones](#). 3 [Shoggoths](#) lurk within and guard a peculiar pool that is actually an occult viewing device. The pool will impart an understanding of how to operate the [Fecund Protoplasmic Pit](#), as well as the location of that artifact in a chamber deep within the Primordial One city in [hex 0808](#).

1610

Village of 370 Red Men ruled by “the Lover of Peace,” a lawful 5th-level Sorcerer.

18 Red Men (AC 15, MV 90' / 60', HD 1, lawful) astride 9 misshapen [ankylosauruses](#) (AC 19, MV 60', HD 11, Neutral), searching for the cultists in [hex 1409](#) responsible for several recent abductions. They are armed with bows and spears, and they will presume ill intent on the part of any strangers they meet.

1611

Castle of 38 Black Men led by a chaotic 4th-level Fighter.

Lost among the reeds and tall grasses at the river's edge is a corroded metal cylinder, an unspent projectile from an ancient [Primordial One weapon](#). Careless handling may cause it to detonate.

1612

Village of 210 Yellow Men ruled by “the Enthroned upon the Polychromatic Butterfly Throne,” a chaotic 10th-level Sorcerer.

[Spawn of Shub-Niggurath](#) (AC 18, MV 180' [land] / 180' [fly] / 150' [swim], HD 1, Neutral [unintelligent]): an ulfire-feathered aviooid with three eyes and a multitude of screeching mouths. It is immune to poison.

1613

Village of 310 Orange Men ruled by “the Most Desirous One,” a chaotic 6th-level Fighter.

Quicksand is an ever-present danger on the fringe of the swamps. Incautious wayfarers must save vs. paralyze each hour to avoid stepping in quicksand. Anyone stepping in quicksand must roll an additional save vs. paralyze each round. Three failures in a row indicate death by suffocation, while three successes in a row allow escape. Comrades in a position to lend assistance may provide a bonus to saving throw attempts, or they may themselves become stuck in the quicksand.

1614

Citadel of 68 Jale Men led by a neutral 6th-level Fighter.

A huge herd of 54 [stegosauruses](#) (AC 15, MV 60', HD 11, Neutral) is eating its way west across the grasslands. Attacking one will draw the ire of all. They can shoot their tail spikes up to 60'.

1615

[Spawn of Shub-Niggurath](#) (AC 15, MV 120'/150', HD 2, Chaotic): a membrane-winged hexapod with smooth dolm skin, insectile eyes, and a beaked mouth.

Village of 210 Purple Men ruled by “Wisdom's Chalice,” a neutral 5th-level Fighter. Nearly a quarter of the men are missing a limb. The amputations appear surgical.

1616

Citadel of 33 Jale Men led by a lawful 4th-level Fighter.

[Spawn of Shub-Niggurath](#) (AC 14, MV 60' [swim], HD 2, Chaotic): purple-suckered ichthyoid with no eyes and a pulsating, suckered mouth. It cannot be surprised. This aberration lurks in a pool on the grounds of a shattered palazzo.

1701

See [hex 1108](#)

15 Giant Snakes (non-poisonous).

An ancient pyramid towers above the glowing sands. No entrances are evident. The legendry of local primitives purports the existence of a tunnel that descends from beneath this pyramid to a secret world within the interior of the planet.

1702

Castle of 41 White Men led by a neutral 7th-level Fighter.

A dolm ooze, mutated to a vivid ulfire hue, slinks along the edge of the Radioactive Desert. It is otherwise identical in all respects to a typical dolm ooze.

1703

Here is a pit approximately 400' in diameter which is filled with huge single-celled organisms between 1' and 2' in diameter.

An abandoned cart contains four complete suits of plate armor and four shields. All are covered with bizarre runes and elaborate decorations. If any of the armor is taken and worn, the thieves can expect to be hunted down within the next month by the group of fanatical lawful Purple Men to whom the armor belongs.

1704

Village of 400 Green Men ruled by "the Light by Whom All See," a neutral 7th-level Fighter.

A pack of 8 poisonous **velociraptors** (AC 14, MV 180', HD 2, Neutral) prowls the edge of the mountains. They prefer to surround prey and strike as two separate groups of four.

1705

See ritual
**CONJURATION OF THE
INKY CRAWLER**

Village of 280 Dolm Men ruled by "the Delicate Dew of the Morn" a chaotic 7th-level Fighter.

2 **Spawn of Shub-Niggurath** (AC 12, MV 150', HD 3, Chaotic): purple-feathered octopoids with two eyes and a gaping, circular maw.

1706

Village of 240 Green Men ruled by "the Bright and Constant Star," a neutral 6th-level Fighter.

An adventuring party of 3 lawful Red Sorcerers and their 6 Yellow Men guides is journeying southwest to **hex 1408**, where they intend to eliminate the local Sorcerer and destroy the Crown of Unspent Days. They welcome help from others, and they will share in any spoils. The Sorcerers are headed into a trap. Their guides will betray the group's location and lead them into an ambush.

1707

Village of 320 Dolm Men ruled by "the Glory of the Frozen Lightning," a neutral 8th-level Fighter.

A stinking pool of contaminated runoff collects at the bottom of an abandoned uranium mine. Cultists of **Shub-Niggurath** have turned it into a fane to their god where they meet to conduct obscene rites and cast sacrifices into the pool. There is a 10% chance that any corpse cast into the pool will reemerge in 1-4 turns as a **Spawn of Shub-Niggurath**.

1708

Citadel of 92 Blue Men led by a chaotic 3rd-level Fighter.

A gang of 23 Ulfire slavers hunts for captives. They are lightly armored and armed with spears and slings. Once they have collected a dozen slaves, they will return with them to their village in the Blighted Lands.

1709

Village of 390 Black Men ruled by "the Sagacious Light," a neutral 9th-level Sorcerer.

An immense pit scars the land. It has several tunnels at the perimeter of the floor that run deep into the earth. In past centuries it was a rich source of niobium and tungsten. Now the mine is abandoned and shunned.

1710

11 Saber-Toothed Tigers.

In a well-hidden natural amphitheater is a nauseating tableau. The putrescent corpses of six Purple Men are arranged in a rough circle, surrounding the intact remains of a Yellow Man garbed in the regalia of a Sorcerer. Several books lie nearby, containing elaborate notes for the ritual of the **CONJURATION OF THE FOUL PUTRESCENCE**. The notes are complete and can be mastered after seventy-two hours of intense study. One of the six required fungi, however, is noted incorrectly. The stench here is unbearable.

1711

Spawn of Shub-Niggurath (AC 14, MV 120', HD 8, Chaotic): a white amoeboid with two orange eyes and a gaping maw.

Monastery of 70 Purple Men ruled by "the Unquiet Peace," a lawful 9th-level Fighter. These monks spend endless hours in quiet contemplation. Visitors will be invited to join in reflection. After one week, those of lawful disposition may roll to see if they develop psionic abilities (as per character generation rules, with an additional +5% bonus), while those of neutral or chaotic bent will be murdered while deep in meditation.

1712

Spawn of Shub-Niggurath (AC 15, MV 90' [land]/90' [flying]/120' [swimming], HD 5, Chaotic): a yellow annelidoid covered with suckers. It has one ulfire eye in the center of its body, and at each of its ends is a mouth. This spawn can attack with both mouths each round. It is immune to heat and fire.

From the river bank juts a small metal pipe, out of which spews a steady stream of oily, foul-smelling black sludge into the water. Anyone who drinks or swims in this tainted water must save vs. poison or roll on the Mutation Table.

1713

Citadel of 2 Black Men led by a lawful 7th-level Fighter.

Spawn of Shub-Niggurath (AC 15, MV 150' [swim], HD 10, Chaotic): a white-scaled octopoid with six eyes and a circular, gaping maw. It both generates and is immune to cold. This creature typically freezes a portion of the river in order to halt and then waylay passing boats.

1714

See ritual
**SERPENTINE
WHISPERS OF THE
BLUE-LITTEN PILLARS**

21 **Space Aliens.**

An **Unquiet Worm** of immense power lairs in rank tunnels beneath a forgotten burial ground. It wears a circlet around its 'neck' of scorched molybdenum. This device is known as the Adornment of the Impure. This artifact absorbs stray sorcerous energies and infuses them directly into the wearer. Any time this item is worn during a successfully performed sorcerous ritual, the wearer has a 90% chance to gain 2 hp permanently, and a 10% chance to lose 1 HD permanently.

1715

Half-fallen and partially buried obelisks are covered with Snake-Men hieroglyphs that reveal the secret of the ritual of Chaining of the Formless Aspect.

Spawn of Shub-Niggurath (AC 14, MV 150' [land] / 30' [fly] / 60' [swim], HD 10, Chaotic): This massive creature is a brown-suckered octopoid with six eyes and a circular, gaping maw. The brave men who slay this beast are rewarded with a minor boon, as even the foul gods of Carcosa frown upon its many travesties. Anyone who participates helpfully in its death will have a randomly-determined ability permanently raised by a single point. (Re-roll if this would raise an ability above 18.)

1716

See ritual
**CONJURATION OF THE
COLORLESS OOZE**

See monster
NYARLATHOTEP

In the depths of this foreboding lake writhes Nyarlathotep, the Crawling Chaos. Around the lake are temples and archives of blasphemous knowledge.

When the stars are right; when the night is without a moon; when a dense and forbidding fog shrouds the lake; when dark-cowled cultists utter obscene chants and blasphemous incantations; when these things occur, a sunken island once more rises above the waves. The cultists disappear into the fog, gibbering wildly in their coracles and skiffs in a mad race to make landfall. The isle sinks again beneath the waters of the lake at dawn, and none who set foot upon it ever return.

1801

Castle of 2 Dolm Men led by a neutral 4th-level Sorcerer.

Strange lights of disturbing patterns, colors, and geometries haunt the night skies.

1802

1 **Shoggoth.**

In a sheltered valley is a crashed **Space Alien** scout ship. Nothing is salvageable except for a small medical **robot** (AC 14, MV 120', hp 10). It is coil-shaped, has 30 doses of healing gel (heals 4 HD per dose), and has internal batteries that will be depleted after 45 days if not recharged. The robot will obey the orders of the first sentient to find it.

1803

See hexes
2201
2403

Other transfectors:
0716
1104
1608
2407

1804

See rituals
**THE MAD
ENSORCELLED
INSCRIPTIONS**

**SUMMATION OF THE
TWELVE TINCTURES**

1805**1806**

A fissure in a mountain's rocky face allows one to crawl on hands and knees for 200' to reach a dimly green-litten cave. Upon the ceiling are engraved sorcerous glyphs. After a number of hours (20 minus the Sorcerer's level, with a minimum of 3 hours) study, a Sorcerer will be able to perform the ritual to **DISPEL THE WATERY DEATH**.

Sealed within a titanium-doored vault is a working Proximate Transflector (cf. **hex 0716**). The door can be opened only by means of a huge bronze key, the location of which is lost to antiquity (cf. **hex 2403**).

Dug into the side of an active volcano is the Topaz Temple of **Cthugah**. The granite surfaces in the temple are rich with low-grade topaz (worth only half as much as gold). Two dozen Orange worshippers in yellowish orange vestments keep continual fires burning within.

Carved into the back wall of a shallow lava tube is a statue of a hideous **Spawn of Shub-Niggurath**. The likeness depicts a purple-suckered insectoid with no eyes and a suckered trunk-like feeding appendage. Crude attempts have been made to apply paint and other embellishments. If the icon is molested, there is a 25% chance that fresh lava will erupt from the floor, delivering 1 dice damage per round to all within the tube (save vs. breath weapon for no damage).

Castle of 35 White Men led by a neutral 4th-level Fighter.

A large boulder set in the hillside blocks the entrance to a natural cavern that winds deep into the earth. Within these dank caves, all manner and colors of bizarre jellies, slimes, oozes, and puddings cavort. None is dangerous. They merely feed upon fungus and lichens within. Any specimens removed from the cave will perish within a day.

Citadel of 16 Yellow Men led by a chaotic 3rd-level Fighter.

Thick underbrush within a small ravine conceals a hatch and a ladder leading down into darkness. Within is a short, plain tunnel, at the end of which is another ladder, leading up to an identical hatch in **hex 0209**. The teleportation/warp effects of the tunnel will not be apparent to those that walk through it.

1807

See ritual
**THE PRIMAL
FORMULA OF
THE DWELLER**

1808**1809****1810****1811**

10 **Primordial Ones**.

The land in much of this hex is broken and tumbled, as if a great hammer came down and smote the very earth. Movement occurs at only one-third the normal rate. Opportunities for concealment and ambush are abundant.

Village of 290 Orange Men ruled by "the Shimmering Curtain of Glory," a lawful 9th-level Fighter.

Castle of 43 Orange Men led by a lawful 6th-level Fighter. They are surrounded by a besieging army of 212 Brown Men led by a lawful 7th-level Fighter. If defeat becomes inevitable, the Orange Men will detonate a nuclear device that will destroy everything within two miles and severely irradiate everything within five miles.

3 individuals of **Species 23750**.

Spawn of Shub-Niggurath (AC 12, MV none, HD 10, Chaotic): a gray slime with two eyes and a toothed oral cavity. This abomination lairs deep beneath the earth in a natural cavern of stunning beauty. There is a 25% chance that 1 die cultists are also present.

Village of 280 White Men ruled by "the Servant of the Bringer," a neutral 8th-level Fighter.

Atop a small, rocky hill is a mossy boulder. Arrayed around it are the relatively fresh remains of three **Unquiet Worms**. If this large and heavy boulder is moved, the entrance to a subterranean vault will be revealed.

Spawn of Shub-Niggurath (AC 18, MV 150', HD 1, Chaotic): a yellow annelidoid covered in suckers. It has four blue eyes and a maw like a dolm worm's.

Citadel of 132 Purple Men, led by a lawful 4th-level Fighter. They pay a bounty of 45 g.p. for the corpse of each **Spawn of Shub-Niggurath** brought to them.

1812

Citadel of 86 Ulfire Men led by a neutral 5th-level Fighter.

A massive ancient steel cable-stayed bridge sits astride the mile-wide river, still sturdy after eons of existence. Equally massive amounts of thick webbing cling to every surface, as this bridge is now home to a colony of over 1,200 giant spiders (AC 13, MV 180', HD 3, Neutral). Littered on the bridge and at the bottom of the river below the bridge are mixed treasures and valuable items worth over 10,000 g.p.

1813

Upon a low cliff-face is engraved a vast panorama of a battle between two armies of humans. Close inspection reveals flecks of paint that indicate that the battle was between Green Men and Ulfire Men.

A full suit of chain mail, a black cloak and leggings, and a hand axe are neatly laid out on a small beach at the river's edge. Footprints in the sand lead into the water.

1814

See hex
1010

On a natural stone outcrop is a 2' high statue of Hastur, made of an indestructible dull black stone. In front of it is a human skeleton. If anyone touches the statue, he will be cursed to carry the 40 pound statue with him always. The only way to lift the curse is to give the statue to a willing recipient, but no one wants the vile thing.

Village of 325 White Men ruled by "the Passion of Circumstance," a lawful 7th-level Sorcerer. They are well-armed with high-tech weaponry.

1815

See ritual
THE INNER
HIEROGLYPHS OF
DISSOLUTION

Village of 330 Ulfire Men ruled by "the Perfection of All Graces," a chaotic 9th-level Fighter.

Spawn of Shub-Niggurath (AC 13, MV 180' [land] / 60' [swim], HD 1, Chaotic): a green plant with four eyes and a circular, gaping maw. Eating the dead flesh of this plant summons visions of the Fungoid Gardens of the Bone Sorcerer in hex 2005.

1816

In the ruined domicile of one of the Snake-Men Sorcerers is a stone tablet inscribed with the hieroglyphs revealing the secret of the ritual of the **SERPENTINE WHISPERS OF THE BLUE-LITTEN PILLARS**. It can be mastered in twelve hours.

Intensely destructive psychic forces torment non-psionics with hallucinations, wild emotional swings, and painful headaches. Each day they must save vs. magic to avoid a -3 penalty to all saving throws. The effects are cumulative. If this penalty exceeds the value of a person's lowest ability score, immediate death via brain aneurysm results. The saving throw penalties disappear within one day of leaving the hex. Psionic individuals will hear haunting melodies, faint laughter, and indistinct whispers that, while quite peculiar, are harmless.

1901

12 Mummies.

A hole in the floor of the rocky desert reveals stairs leading 100' down to an irregular chamber. Within is a large cistern filled with clear, cool water. The lip of the cistern is graven with terrible images of the Old Ones feasting upon men and casting down their cities. Any Sorcerer who drinks from the cistern gains immediate knowledge of one randomly determined ritual of conjuration. Until the ritual is successfully performed by that Sorcerer, he will be attacked by 2-20 Deep Ones on each moonless night.

1902

Citadel of 85 Purple Men led by a neutral 5th-level Sorcerer.

15 Bone cultists have partially excavated a Space Alien defense cannon. The cannon weighs 1,000 pounds and is intact. If powered, it has three settings: insanity, logic, and paralyzation.

1903

See ritual
**THE SECRET NAME
 OF THE DEVOURER**

Insane cultists of **Azathoth** (of various races) dwell in twisted and narrow caverns. Deep within is the unspeakable shrine of the Old One. The cultists rave that their caverns ultimately lead to the vast cavern at the planet's core in which is the madness that is Azathoth.

Secluded deep within these mist enshrouded hills is a spring-fed pool, clear and cool. Gazing within its depths reveals a glimpse of futures that may be, and the gazer will not know how accurate the vision is. The Referee must secretly roll a saving throw vs. magic for the gazer. Success indicates an accurate revelatory vision of the future, which grants a +3 bonus to a saving throw (the character's choice) within the next week. Failure indicates an inaccurate vision, which gives a -3 penalty a saving throw (the character's choice) within the next week. The pool grants a vision to each viewer once per month.

1904

Village of 250 Jale Men ruled by "the Omnipotent King," a chaotic 7th-level Fighter.

Numerous shallow caves dot the sides of these peaks, the former dwelling places of an extinct human civilization. Diligent searchers may find ancient tools, small weapons, and the odd piece of crude jewelry.

1905

Castle of 39 Blue Men led by a chaotic 6th-level Fighter.

Monastery of 33 Purple Men led by "the Sound Unheard," a chaotic 4th-level Sorcerer. These men guard a 4' bell of pitted iron. If the bell is rung, listeners must save vs. magic or fall prone in worship of the Old Ones for 1 die rounds. Non-monks who do not bow down will be attacked.

1906

Spawn of Shub-Niggurath (AC 14, MV 120'/120', HD 5, Chaotic): an ulfire-feathered crustacean with no eyes and a large maw.

A gang of 26 Red brigands, led by a neutral 4th-level Fighter, blocks a caravan road that skirts the edge of the desert. The surrounding land for several miles is broken and nigh-impassable. The brigands demand tribute of all who pass.

1907

Village of 270 Yellow Men ruled by "the Ever-Full Pool," a neutral 6th-level Fighter.

A mutant **tyrannosaurus** (AC 15, MV 150', HD 15, Neutral, breath weapon as gamma radiation bazooka beam three times per day; if killed explodes for 2 dice radiation damage to all within 100') scours this hex relentlessly.

1908

Citadel of 15 Brown Men led by a neutral 5th-level Fighter.

Humanoid **robot** (AC 17, MV 120', hp 50) with phosphorous pulse pistol, radar, and illusion generator.

1909

1 Dolm Pudding.

Hidden camp of 14 Brown brigands led by a neutral 2nd-level Fighter. They have been unsuccessful in preying upon the nearby caravan routes, and they will recklessly attack any groups smaller than theirs. They have only a few dozen silver pieces amongst them.

1910

2 **B'yakhee**.

Monastery of 45 Jale Men led by "the Ardent Gleam of Winter," a lawful 4th-level Sorcerer. These monks prefer the clarity of seclusion, but they may be roused to war by accounts of chaotic sorcery abroad.

1911

Citadel of 65 Brown Men led by a neutral 5th-level Fighter.

Spawn of Shub-Niggurath (AC 12, MV 120', HD 1, Chaotic): a green-suckered anthropoid with six eyes and a tooth-filled mouth. This monster is attracted by the sound of laughter.

1912

Village of 370 Yellow Men ruled by "the Coruscating Celestial Vault," a neutral 7th-level Fighter.

Weird extra-dimensional energies warp the fabric of space in this area. Following any period of rest, all travel takes place in the exact opposite direction desired. Victims of this effect will notice that something is amiss only 1 die days later.

1913

Village of 210 Brown Men ruled by “the Perpetual Spring,” a neutral 7th-level Fighter.

A pistol power cell with 9 charges left is in a small uncovered hole. A shovel lies next to the hole.

1914

Village of 240 Yellow Men ruled by “the Fullness of Benedictions,” a chaotic 10th-level Fighter.

Spawn of Shub-Niggurath (AC 19, MV 120' [swim], HD 2, Chaotic): dolm-suckered aviooid with three eyes and no mouth. This beast will attack Bone Men before all others.

1915

A 5' diameter spherical **robot** (AC 16, MV 120', hp 30) that moves by rolling. It can project 10' diameter nets with a range of 20', and it has a retractable violet laser ray bazooka. Special detection systems: night vision, infrared, and motion detector.

Much of this hex is overgrown with all manner of fungus and mold. Movement is halved. Each person has a 15% chance per day amongst the fungi to be infected with a debilitating and loathsome disease. After a gestation period of one week, fungal growths and oozing seepage will plague the victim and are impossible to eradicate. Discomfort reduces movement to 60', armor cannot be worn, all saving throws and to-hit rolls incur a penalty of -3, and ability scores are halved (round down). Disgusting and highly contagious, victims of this disease will be shunned and denied entry to all human communities.

1916

Village of 290 Jale Men ruled by “the Fountain of Wisdom,” a lawful 9th-level Sorcerer.

Space Alien tones broadcast on subsonic frequencies have an adverse affect on Spawn of Shub-Niggurath (including the six main spawn). They suffer -3 to saving throws and to-hit rolls while exposed to the frequencies.

2001

See hex
2002

Citadel of 16 Jale Men
led by a lawful 5th-level Fighter

A tall, black, perfectly-formed rectangular monolith, forged from an unknown non-reflective metal, stands alone on the fringe of the Radioactive Desert. If disturbed, it emits a piercing wail that renders all within 200' unconscious for 1-6 hours (no save). If treated reverentially, those who sleep at its feet gain one point of intelligence upon waking (one time only and maximum score of 18).

2002

See ritual
**THE OOZING
COLUMN**

Spawn of Shub-Niggurath (AC 15, MV none, HD 5, Chaotic): a brown octopoid with a smooth hide, two eyes, and seven mouths. It grabs a victim on a successful to hit roll, and each round thereafter does 1 die of automatic damage from biting. It can attack each round with all seven of its tentacles. It is immune to poison.

Several small clans of vicious ape-men (AC 14, MV 150', HD 2+1) stalk these hills and make war upon one another. The largest clan comprises two dozen individuals of unusual cunning who fight with crude bone clubs. They worship the black monolith in **hex 2001**.

2003

2 **Stegosaurus** (AC 15, MV 60', HD 11, Neutral) with tentacles instead of legs.

Spawn of Shub-Niggurath (AC 14, MV 240', HD 2, Chaotic): an orange-furred octopoid with three eyes and a circular, gaping maw. It is immune to normal weapons.

2004

5 phosphorescent **Allosaurus** (AC 15, MV 120', HD 10, Neutral).

A Brown Man, dressed in immaculate white robes fringed with golden embroidery, rests quietly by the side of the path. He acknowledges travelers with a barely perceptible nod. It would be wise to return this show of respect with a dignified bow or curtsy.

2005

2005

See hex
1815

Village of 370 Yellow Men ruled by “the Incomparable Crown,” a chaotic 5th-level Fighter.

In a rocky defile is a wide crack in the earth, out of which a cool, steady breeze blows. Within lie the Fungoid Gardens of the Bone Sorcerer. See the introductory adventure on page 214 for details.

2006

3 Unquiet Worms.

Scattered stone foundations are all that remains of an ancient city. One foundation holds a rather obvious trapdoor that leads into a small basement. Within is a fountain, long since dry. If the faucet at its base is manipulated, a torrent of jale slime will spill forth and envelop all within 10’.

2007

Citadel of 98 White Men led by a neutral 2nd-level Fighter.

A short section of 50’ high cliffs is inscribed with massive characters in the eldritch language of the Snake-Men, as well as with a mixture of obscene figures committing horrific acts. Any sorcerous rituals performed at the base of these cliffs will not cause the Sorcerer to unnaturally age.

2008

Castle of 58 Jale Men led by a lawful 7th-level Sorcerer.

Citadel of 50 Black Men led by a neutral 9th-level Fighter. They are well-armed with electromagnetic weapons.

2009

Village of 180 Purple Men ruled by “He beyond All Superlatives,” a neutral 9th-level Fighter.

A smashed and burning caravan is surrounded by two dozen bodies. Apparently the caravan was composed of Purple Men and the brigands were Ulfire Men. Nothing is left to loot from the wreckage, but obvious tracks lead away toward the Icy Wastes.

2010

6 Spawn of Shub-Niggurath (AC 12, MV 120’, HD 5, Chaotic): dolm-feathered ichthyoids with two mouths. They are immune to cold.

21 Yellow Men, clad in light gray cloaks and leggings, perch high atop the plateau of the Icy Wastes and watch those below. They will pepper any who linger with inaccurate sling fire and tumbled boulders.

2011

2011

At the edge of the ice is a fearsome totem pole of unknown feathered creatures.

Frigid winds from the Icy Wastes blow down and across much of this hex with unceasing ferocity. Anyone camping here must save vs. paralyze or freeze to death during the night.

2012

77 Space Aliens.

Village of 225 Jale Men ruled by “the Many Careful Steps,” a neutral 6th-level Fighter. This community is torn between embracing the rule of “She of the Lake” (hex 2013) and maintaining their independence. New intrigues swirl with each passing day, and strangers have an equal chance of being welcomed or annihilated.

2013

9 bright red Ankylosaurs (AC 19, MV 60’, HD 11, Neutral).

See hexes
2012
2114

Village of 497 Jale Men ruled by “She of the Lake,” a chaotic 7th-level Sorcerer. She has assembled the beginnings of a petty empire by subjugating surrounding Jale communities to her rule. Her hunger for slaves and captives to fuel her sorceries is bottomless.

2014

Spawn of Shub-Niggurath (AC 15, MV 120’, HD 4, Neutral [unintelligent]): a scaly blue slime.

Persistent winds from the east bring with them the scent of the desert, and the lure of untrodden lands is strong. Travel in that direction is 50% faster.

2015

Castle of 44 Red Men led by a neutral 6th-level Fighter.

A massive meteorite is embedded in the earth, glowing and smoking with weird, dangerous energies. It emits a pulsating aura of dolm light in a radius of one mile, and anyone entering this aura is sickened (no save, lose 1 point of constitution per day until dead when constitution drops to 0). This zone of contagion expands by one mile every year. Only the Spawn of Shub-Niggurath in hex 0116 knows how to destroy this meteorite and cure the taint it spews.

Anyone who touches the meteorite will immediately devolve (no saving throw) into a horrible mass of mindless, inchoate protoplasm and rioting appendages. (Roll as if generating a unique Spawn of Shub-Niggurath. Body type is automatically “ooze/slime,” and there is no chance of special attacks or defenses.)

Village of 360 White Men ruled by “the Stainless Mind,” a neutral 10th-level Fighter.

A chaotic 7th-level Purple Sorcerer resides here in an unassuming ramshackle hut. He is filthy and insane. The Sorcerer will request that adventurers accompany him to lands northeast of the Bottomless Lochs, in search of a powerful device once held by a Lord of Green Men. He promises a lavish recompense from the ruins of the Green Lord's citadel. Adventurers may go with him, but their only reward will be treachery soon thereafter.

5 **Mi-Go**.

Spawn of Shub-Niggurath (AC 15, MV 30', HD 9, Neutral [unintelligent]): black and white-scaled ophidioid with no eyes and a serrated beak. The sight of it causes fear, and it is immune to heat/fire.

A **cyborg** (AC 18, MV 180', hp 70) with a body that is 60% robotic arachnid and 40% biologic black octopoid. In addition to its running speed, it can jump 10' (giving it a +1 to initiative when it leaps). Its offensive systems include a cosmic radiation pulse rifle, a tractor beam, a carbon pulse bazooka, a choking gas grenade launcher (makes victims unable to do anything other than choke and cough for 1–6 rounds unless a save vs. poison is made), and a gamma radiation beam rifle. As defensive measures the cyborg is invisible (until it attacks) and has a smoke screen generator. Its two special detection systems are radar and a motion detector. The cyborg's biologic enhancements include eight octopoid tentacles, all eight of which can attack per round. A hit causes no damage, but the victim is pulled to the cyborg's suckered mouth and takes an automatic 1 die of damage per round.

Spawn of Shub-Niggurath (AC 12, MV 30' [land] / 180' [fly], HD 4, Neutral [unintelligent]): an ulfire and dolm-furred batrachian with four eyes and a beaked feeding appendage. Its gaze causes confusion.

1 **Cthugah's Flame Creature**.

Spawn of Shub-Niggurath (AC 13, MV 240', HD 2, Chaotic): an orange quadruped with one eye and a beaked mouth. It is harmed only by fire. This beast will use its speed to hit and run.

Behind a small rocky ridge is a fully-charged stationary gadolinium pulse cannon embankment. It can swivel 90°, from northwest to southwest.

Anyone who has endured the maniacal visions provoked by the ritual **THE MAD ENSORCELLED INSCRIPTIONS** will recognize the strange, whorled sigil burned into the rocky ground. The sight of it here will render such a viewer gibbering and insane for 1 die days.

Village of 280 Black Men ruled by “the Utter Totalitor” a chaotic 8th-level Fighter.

Drums, the clash of war cymbals, and the deep clangor of a mighty gong can be heard coming from the desert. The sounds taper and crescendo with the bluster of the wind, but their source can never be found.

Half-buried in the desert sands is a mausoleum of the Black Men, containing the tombs and elaborate coffins of past rulers.

The very fabric of time in this area is warped and accelerated. For every full day spent in this hex, roll on the Unnatural Aging Table and apply the results.

1 **Dolm Ooze**.

Spawn of Shub-Niggurath (AC 18, MV 60', HD 3, Chaotic): a blue-scaled annelidoid with three eyes and a savage, hooked beak. It drains blood on a successful hit, thereafter automatically doing 1 die damage per round. This repulsive monster will attack White Men before all others.

2108

Village of 380 Orange Men ruled by “the Inestimable Height of Splendor” a neutral 10th-level Fighter.

A small copse of trees conceals a cairn built of twisted seashells. Buried in the soil 11' beneath the cairn is a sealed metal box with a lock trapped with a poison needle. Within the box are several scrolls, all written in the language of the long-dead Snake-Men. One reveals the full details of the ritual **SERPENTINE WHISPERS OF THE BLUE-LITTEN PILLARS**.

2109

Castle of 53 Green Men led by a chaotic 7th-level Sorcerer.

Village of 53 Orange Men led by “the Music of the Nighted Void,” a neutral 2nd-level Fighter. The dry soil of this region is difficult to farm, and the hi-tech groundwater pump used by these villagers has recently broken. They face starvation unless they can find able-bodied adventurers to escort payment to the villagers in **hex 2413**, and escort a team of technicians back. They offer a reward of 250 g.p. to any group who can accomplish this for them.

2110

2 B'yakhee.

A dark cave opens the side of an icy hill. The cave is natural, though the entrance is carved unmistakably to resemble the mouth of an unknown creature. A save vs. magic is required to enter. Failure indicates panic and reckless flight to a distance of no less than 5,000'. The cave winds down into the ice and stone for over 100', ending in a small carved chamber containing the frozen corpse of a B'yakhee. Several stoppered urns contain 3,000 c.p. and an Elder Sign.

2111

9 Woolly Mammoths (AC 15, MV 120', HD 8, Neutral).

Frozen atop a 250' tall spire of jagged ice is a **Mummy Brain**. Tricked into absorbing a dose of white lotus powder, its last sentient act was to banish itself to the Icy Wastes to avoid domination. If recovered and thawed it will 'live' once again.

2112

See hexes
0912
1209

Village of 310 Jale Men ruled by “the Apotheosis of All Excellences,” a chaotic 10th-level Sorcerer.

A narrow opening at the bottom of a deep crevasse meanders north for several hundred yards, finally broadening into an icy cave that zigzags steeply upwards. The far side of the cave leads to the Icy Wastes through a well-concealed tunnel.

2113

Village of 280 Red Men ruled by “the Lustrous Bestower of All Gifts,” a neutral 5th-level Sorcerer.

Citadel of 58 Jale Men led by a chaotic 4th-level Fighter. These bloodthirsty berserkers pillage the lakeside, leaving behind piles of burnt skulls to mark their depredations.

2114

Spawn of Shub-Niggurath (AC 17, MV none, HD 4, Chaotic): a brown-feathered insectoid with two eyes and a toothed mouth. It regenerates 1 HD every round.

Village of 270 Jale Men ruled by “Favor of She of the Lake,” a chaotic 5th-level Fighter. These fanatics are amongst the most enthusiastic of the followers of “She of the Lake” (**hex 2013**), and they are pushing into the nearby desert to seize captives and expand her domain.

2115

12 of the **Great Race**.

An ancient archive of the Snake-Men peeks from beneath the sands. Amongst the dozens of books therein is a map that reveals a hidden tunnel beneath the Icy Wastes that allows easy passage between hexes **2209** and **2211**.

2116

See ritual
THE CURSE OF THE VIOLET MIST

Village of 220 Red Men ruled by “His Illustriousness,” a neutral 7th-level Fighter.

Nestled against the side of an escarpment is the exoskeleton of a gargantuan beetle. Even from a distance, it is clear that the empty shell has been turned into a makeshift domicile. There is crude furniture, shabby clothing, and personal items within. The exoskeleton appears recently occupied, but there are no clues as to the identity or whereabouts of the occupant.

2201

Here wanders a chaotic roth-level Bone Man Sorcerer armed with a two-handed sword of unbreakable metal the color of bleached bone. Every time the sword hits, its wielder gains a temporary (up to 24 hours) hit die in addition to his other hit dice. Also, each time the sword hits a human opponent it has a 50% chance of draining a level from the person wounded.

Spawn of Shub-Niggurath (AC 15, MV 90', HD 4, Chaotic): a grey aviooid with four eyes and a multitude of slavering mouths. It is immune to both cold and poison. In its death throes, this demon will psychically broadcast to its slayer the location of the vault in **hex 1803**, but not the secret of what lies within.

2202

Spawn of Shub-Niggurath (AC 14, MV 180' [swimming], HD 1, Chaotic): a red insectoid with five eyes and no mouth. It is covered with serrated suckers.

Village of 45 Dolm Men ruled by "the Final Scintillation," a neutral 3rd-level Fighter. They will welcome strangers with unusually warm hospitality. At the opportune moment, they will turn on their guests and attempt to capture them to sell them in the slave markets to the north.

2203

58 **Space Aliens**.

Small "village" of 16 identical coil-shaped **robots** (AC 17, MV 60', hp 55) with tentacles, self-repair, and motion detectors. They are ruled by a lawful 8th-level Bone Sorcerer. The robots obey all of the Sorcerer's orders, save any that would allow him to leave the village or injure them. He is weary of his charges, and he will secretly implore visitors to help him escape.

2204

Castle of 46 White Men led by a neutral 4th-level Fighter.

The secluded laboratory of a chaotic 5th-level Purple Sorcerer is concealed within a narrow ravine. This Sorcerer has but a tenuous hold upon his sanity, and the walls inside his sanctum feature a bewildering tapestry of incoherent scrawls and obscene etchings. Among the personal effects of the Sorcerer is a fist-sized, fragile, hollow globe made of an unknown dolm crystal, within which swirls and bubbles a dark vapor. The globe contains the consciousness of an unknown "Elder Thing," and breaking it will release the Thing. It will inhabit the brain of the nearest Sorcerer, conferring knowledge of the **LITANY OF THE ENDLESS ASCENT** ritual. While the Thing inhabits its victim's brain, the victim is tormented by strange voices and the compulsion to perform the ritual, resulting in a penalty of -3 to all saving throws and attacks. Performing the ritual dispels the Thing back to the dimension from whence it came, taking with it all knowledge of the sorcerous ritual.

2205

For a list of rituals and wandering encounters associated with the desert in and around this hex, see page **218**

In shallow underground caves lives a wretched tribe of Brown cannibals. Feral and naked, they are barely recognizable as human.

Deep in the desert, an odd sight may be revealed in the aftermath of a particularly severe sandstorm: the prow of an intact galleon. It will take a great deal of labor to excavate the ship, but within are: 2,000 g.p. in mixed coins and assorted gems and jewelry worth 5,000 g.p. Unearthing the ship will invite the attention of the **Tentacled One**, which has lusted after this lost vessel for long years. Adventurers who flaunt these treasures will soon be hunted down by Sorcerers and cultists held in thrall to this loathsome entity.

2206

2206

6 Triceratops (AC 16, MV 120', HD 11, Neutral), able to shoot energy beams (4 dice damage, save vs. magical device for half) from their eyes three times per day with a range of 100'.

Spawn of Shub-Niggurath (AC 19, MV none, HD 4, Chaotic): jale-furred hexapod with four eyes and a savage beak. This bloated fiend squats atop a wooden chest in a vault deep beneath the desert sands. Within the chest are four beakers of a fine grit that will completely desiccate any mold, pudding, ooze, slime, or jelly with which it comes into contact. Additionally, each beaker does 4 dice damage to **Nyarlahotep**, the **Slime God**, the **Inky Crawler**, the **Lurker of the Putrescent Pits**, the **Foul Putrescence**, the **Colorless Ooze**, the **Desiccating Slime of the Silent Halls**, and the **Green Ooze Pool**.

2207

1 Ulfire Jelly.

Village of 125 Ulfire Men ruled by "the Heart of the Ebony Throne," a neutral 4th-level Fighter. A wizened sage lives in this tiny slum, possessed of forgotten knowledge. If supplied with venom from a dolm worm and a trace amount of xenon, he can create a stinking orange balm that protects against the effects of radiation for one week (side effect: -1 to strength for the same period). Each dose costs 75 g.p.

2208

Citadel of 73 Ulfire Men led by a neutral 8th-level Sorcerer.

Playing music here of any type will immediately attract 1-3 **B'yakhee**.

2209

See hex
2115

Village of 160 Bone Men ruled by "the Servant of the Gatherer" a lawful 5th-level Fighter.

The northern entry to the plateau of the Icy Wastes is a steep path that winds precipitously up the face of the cliffs. In most places the path is no more than a foot wide. Howling winds and driving sleet make this an extremely treacherous ascent of at least ten hours. At the top is a castle of 135 Yellow Men, led by a chaotic 6th-level Fighter. They demand 50 g.p. and an oath of fealty to **I'thaqua** from each person entering or leaving.

2210

2210

Here is a shrine to **I'thaqua**, carved from the very ice.

A small tribe of degenerate Yellow Men, clad always in light gray garments, serves the shrine.

A shallow depression marks the site of a small frozen lake. Anything weighing more than 100 pounds will break the thin ice near the center and fall into a whirlpool. Roll a saving throw vs. paralyze to escape. Failure means 1 die drowning damage. Three failed saves indicates disappearance within the whirlpool. Anything that survives the trip down the whirlpool (two hours trapped in ice-cold, turbulent water) will be deposited deep within the planet, on a rocky beach lit by the dull red fires of several nearby volcanoes.

2211

See hexes
0701
2115

Barely visible under 8 feet of ice is a 6' diameter stone disk. Carved thereon are the runes for the ritual of the **MEASURELESS CHIMES OF THE UTTERMOST RIM**. It requires 11-20 hours of study and contemplation.

In an ice-shrouded longhouse, 7 **Mi-Go** attend to tasks both strange and obscene.

2212

Spawn of Shub-Niggurath (AC 12, MV 60'/120', HD 4, Chaotic): a yellow, gray, and blue batrachian covered with suckers and with a great suckered mouth. Its gaze causes confusion (save vs. magic).

Village of 310 Black Men ruled by "the Constant Eye of All the Lands," a neutral 8th-level Fighter. These men tend and worship the idols in hex 2313. They will quickly notice if any idol has been disturbed, and they will strike the blasphemers with great vengeance and furious anger.

2213

2 individuals of **Species 23750**.

Beneath the slack between two dunes lairs a concealed **Spawn of Shub-Niggurath** (AC 16, MV none, HD 9, Neutral [unintelligent]; brown fungoid with no eyes and a circular, gaping maw. It surprises on 1-5, is itself immune to surprise, and swallows whole on a roll of 20 (save vs. poison each round or die). It is little more than a toothy maw atop digestive apparatus, seeking only to feed.

2214

2214

See ritual
**THE DESICCATING
 SLIME OF THE SILENT
 HALLS**

Low, domed stone structures peak out of the sands. They extend for miles, and after each windstorm some are completely covered while others are newly exposed. They are entrances to a lost and abandoned city of the **Great Race**.

An ancient stone ziggurat rises sullenly from the burning sands. Any who approach within 100' of it will be stricken with weird visions and violent hallucinations. Victims cannot be reasoned with, and their fiery rage can be cooled only by their own death. After an hour, the victim must save vs. poison at +2. Failure means death, and success indicates debilitating exhaustion lasting for six hours. No man or monster has entered this blasphemous building in over a thousand years.

2215

Beneath the desert sands is a crypt of a Snake-Man Sorcerer. Clutched in its mummified claws is an orb (8" in diameter), black as outer space. A Sorcerer who dribbles his own blood upon the orb while holding it will begin to hear sibilant whispers. If the Sorcerer continues to grip the orb for longer than a minute, his mind will be violently pulled into strange black dimensions while his body goes into a catatonic state. If the Sorcerer makes a saving throw vs. paralyze, he will awaken after two days with knowledge of the ritual, **ICY WRACK OF THE VOID**. If he fails his saving throw, he will awaken a screaming madman. He will gradually regain his sanity after 30 days, but for each of those 30 days he will age 1 year.

A sunburned and semi-delirious Yellow brigand wanders the desert, desperate for food and water. In exchange for aid, he can give rough directions (10% cumulative chance per day of locating) to the remains of a caravan that his former band of thugs raided. The remaining loot includes 100 sp, 20 g.p., a dozen mixed pieces of Ankylosaurus tack worth 800 g.p. total, and a score of common hand weapons, short bows, and spears. In 2–8 days the remains of the caravan will be swallowed by a sandstorm and lost.

2216

2216

700 s.p. and 200 g.p. lay in small heaps inside a ring of dark blue standing stones. Those who are within the ring for more than a minute will be teleported to a random hex. Any coins such unfortunates possess will be left behind in the ring of stones.

Those with psionics will sense a powerful and oppressive presence nearby. They must save vs. magic or flee 1–4 miles in terror. No amount of searching will reveal the source of the disturbance.

2301

Village of 260 Brown Men ruled by "the Inapproachable Presence," a neutral 11th-level Sorcerer.

An abandoned underground **Space Alien** complex contains a number of dangerous creatures and several odd features, including a dolm pudding pressure-sealed within a small stoppered titanium flask, several hallways trapped with hardening foam dispensers, and a very real-looking hologram of a **Mi-Go** that will follow intruders.

2302

Piercing the sky is the enigmatic monument known only as The Shards. These sharp spires of an unknown dark gray metal rise a mile above the surface. The Shards are completely impervious to any known force, including nuclear blast.

3 **Spawn of Shub-Niggurath** (AC 13, MV 180' [swim], HD 7, Chaotic): green-suckered oozes with three eyes and a beaked feeder. They are immune to surprise. A large lake of reeking effluent has condensed amongst The Shards. These monsters prowl the lake, waiting for prey to approach the edge.

2303

See hex
1414

Citadel of 51 Red Men led by a neutral 5th-level Fighter.

A shattered citadel squats sullenly on the flank of a hill. Three times a year, cultists dedicated to the service of **Azathoth** gather here by the hundreds. After a week or orgiastic revels, this army shambles away, bent on destruction, naked and screaming the name of their vile lord.

2304

The Temple of Nine Hundred Forty One

Abominations is a single-story stone edifice housing the idols of 941 gods of terrible aspect: insectoid gods, cephalopod gods, arachnid gods, myriapod gods, protean gods, etc. No regular clergy serves the temple.

Over a million years ago, warring Snake-Men cabals battled here with arcane energies of unfathomable power. These energies linger to taint the very fabric of perception. All combats here must be to the death, the participants driven to kill without regard to mercy or fear.

2305

Citadel of 92 Yellow Men led by a neutral 3rd-level Fighter.

A large, deep pit lined with metal siding contains several dozen smoldering corpses. No sign remains of who did the burning.

2306

9 Giant Scorpions.

Deep beneath the desert sands, a **Mummy Brain** lies entombed within an impenetrable vault. The Mummy Brain has been driven insane by eons of confinement and has lost its sorcerous abilities, but each day there is a 10% chance that it sends out a mental blast that affects any sentients within 5 miles.

2307

On the lone mountain stands the castle of an Ulfire mad scientist. Aided only by his deformed henchman, he unceasingly experiments upon molding and melding life, producing crossbreeds, making cyborgs, keeping brains alive in liquid-filled vats, etc. His laboratory is filled with massive electrical machinery.

Spawn of Shub-Niggurath (AC 17, MV 120' [land] / 60' [fly], HD 10, Chaotic): gray-scaled ooze with six eyes and a serrated beak. It surprises on 1-4, and it is surprised only on a 1. This demon delights in destroying the cyborgs created by the mad scientist who resides in this hex. It nests in a ruined citadel where it gathers trophies from its kills, including an impressive array of high-tech weapons and spare parts.

2308

Village of 250 Dolm

Men ruled by "the Transcendent Illumination," a neutral 6th-level Fighter.

Strung by its feet from a tree is a dead **Spawn of Shub-Niggurath**. Its dolm-furred hide is slashed and torn, viscera hang out of its gaping maw, and black-fletched arrows protrude from each of its three eyes. A glyph depicting an eye and two teardrops has been branded or laser-burned into its back.

2309

Village of 290 Red Men ruled by "the Exalted Brightness," a neutral 10th-level Fighter.

An ancient citadel, carved into the side of the glacier, has been covered for millennia by an avalanche. It is almost unbearably cold within. In a forgotten room upon a low pedestal sits a crystal ball with multi-colored vapors swirling within. Grasping the ball firmly and thinking a yes or no question at it activates its oracular powers. It will answer such a question once a year with unfailing accuracy. Removing the crystal ball from the room will cause it to crack, losing both the vapors within and its powers.

2310

4 **Primordial Ones**.

Twenty square miles of barren land are daily rocked by psychic screams of unbelievable pain and privation. Those with psionics will be so disturbed that they have a 10% chance per day of permanently losing their powers. It is impossible to determine the source of the disturbance.

2311

See ritual
**CONJURE THE
SQUAMOUS WORM
OF THE PIT**

Spawn of Shub-Niggurath (AC 12, MV 120', HD 2, Chaotic): a jale fungoid creature with three eyes and a suckered mouth. It radiates intense cold (1 die damage per round to all within 20'), and it is surprised only on a 1.

"Through the desolate summits swept ranging, intermittent gusts of the terrible antarctic wind; whose cadences sometimes held vague suggestions of a wild and half-sentient musical piping, with notes extending over a wide range, and which for some subconscious mnemonic reason seemed to me disquieting and even dimly terrible." (H. P. Lovecraft, *At the Mountains of Madness*, section I)

Citadel of 20 White Men led by a lawful 6th-level Fighter.

The southern entry to the plateau of the Icy Wastes is a high-tech elevator platform (50,000 lb. maximum weight) that can make the 1,200' trip up the cliffs safely in five minutes. At the top is a citadel of 84 White Men led by a neutral 9th-level Fighter. They demand 500 g.p. of anyone entering or leaving.

Village of 260 Black Men ruled by "the Night's Dominion," a neutral 6th-level Sorcerer.

A dozen weird idols are scattered throughout this hex. Made of rock splashed with black pigment, each is a 15'-20' tall stylized representation of a man squatting atop a large snake with a man's face splashed with red pigment. They are well tended, and the ground around them is littered with small offerings (copper coins, small food items and alcohol, handmade trinkets, and the like). There is a 10% chance per idol that 2-8 Black Men will be there worshipping it.

Outside of the desert is the long-forgotten grave of the Dead God. Nothing remains of the Dead God's body save for fatted worms which have absorbed fragments of the Dead God's consciousness. By digging down at least 2' from the surface of the grave, a Sorcerer can learn the **SUMMATION OF THE TWELVE TINCTURES** ritual if he lies throughout a night in the hole he has dug. There a worm that has fed upon the Dead God will enter the Sorcerer's nose or ear and squirm into his brain, thus imparting to him knowledge of the ritual.

At the edge of the desert is a 50' tall statue of a Snake-Man. It sternly faces west at the nearby desert with its right hand outstretched and raised in command. Though the winds here ever bluster out from the desert, the tousled sands never advance even an inch past the statue.

Village of 350 Jale Men ruled by "the Tranquil Mirror," a neutral 10th-level Fighter.

A stout rock wall 10' high and 130' long marks a portion of the eastern border of the desert. Set in the midpoint of this wall is a door-sized opening, within which stands a lawful 7th-level Bone Fighter. This warrior refuses to let anyone pass through the opening, into or out of the desert. He will not interfere with anyone who climbs over the wall, tunnels beneath it, or goes around it. The warrior is armored in plate and shield and wields a spear that does 2 dice damage. He is immune to the effects of any devices or technology of the Space Aliens, Great Race, or Primordial Ones, and he can die only in combat. The man who slays him is cursed to take his place.

A mysterious garden about half a mile in diameter is overgrown with the gaudiest and most gorgeous tropical blossoms. A close inspection will reveal that the flowers' creepers very slowly move and writhe. If humans enter the garden for more than 5 minutes, they must make a saving throw vs. breath weapon. Those who fail become intoxicated by the sweet, thick scents of the blooms. Such unfortunates are then swiftly entwined by the resilient creepers, which pierce the skin and enter the orifices. Within a few minutes the victims are completely transformed into flowering creepers.

Spawn of Shub-Niggurath (AC 15, MV 180', HD 4, Chaotic): purple-furred arachnoid with one eye and a razor-sharp beak. Its touch causes paralysis. This monster will eagerly serve any chaotic Sorcerer of 5th level or higher as a loyal henchman.

Inside a 3 mile diameter impact crater is an airless and sunless waste. No matter the time of day, the sun is never visible within the crater. Ten times more stars can be seen than on the clearest night, and the stars do not twinkle.

Spawn of Shub-Niggurath (AC 12, MV 120' [land] / 90' [fly] / 120' [swim], HD 3, Chaotic): green-feathered annelidoid with multiple eyes and a huge beak. It drains blood, automatically doing 1 die damage/round after a successful attack.

2402

Partially buried is the petrified skeleton of a 120-legged creature over one mile long.

Castle of 71 Dolm Men secretly ruled by a *Spawn of Shub-Niggurath* (AC 13, MV 240' [fly], HD 4, Neutral [intelligent]): a psionic orange ooze with no eyes or mouth. It regards the men of this castle as its children, and outsiders are forbidden to enter the castle grounds.

2403

In a depression grows a riotously-colored fungus forest covering about 1 square mile. Within are incomprehensible Fungus-Men (AC 12, MV 60', 2 hp) carrying out unintelligible tasks.

An ancient junkyard contains eons of accumulated rubbish. Much of it is rusted and rotting, unfit even as scrap metal. Diligent searching will eventually reveal a tarnished bronze key over five feet in length and weighing one hundred pounds. This key opens the vault door in *hex 1803*. This junkyard is occasionally visited by *Primordial Ones* as well as by the *Shoggoths* that hunt them.

2404

In a low hill is a 3' diameter natural tunnel that leads to a small, underground fane. The cavern is filled with 1' of water, and within the cavern are many natural shelves and steps. Upon the shelves are various small idols (carved from many sorts of nonprecious stones) of caecilians and eocaecilians. Further, hundreds of caecilians and eocaecilians squirm, crawl, and swim throughout the fane.

Hundreds of large, triangular teeth litter this minor dolm worm graveyard. 0-3 dolm worms squirm here. They have reduced stats to reflect their advanced age and/or infirmity.

2405

See ritual
**THE SECRET RUNE OF
THE DRIPPING ONE**

Village of 330 Purple Men ruled by "the Ascendant Master," a chaotic 5th-level Fighter.

A twisted, vile little Yellow hermit (AC 13, MV 60', HD 1-1, Neutral) lives in a lean-to amongst tumbled boulders. In exchange for exotic stimulants, potent hallucinogens, or forbidden pleasures of the flesh, he will barter green lotus powder. He has nothing else of value.

2406

Village of 320 Yellow Men ruled by "the Crowned of the Magisterial Diadem of the Air," a neutral 6th-level Fighter.

A dilapidated merchant caravan has a range of standard, though shabbily maintained, items for sale. Unknown to the merchants, concealed in one of their many chests of assorted junk is a fully-charged ultraviolet beam rifle. It will take customers 4-16 hours of patient rummaging to reveal this weapon, which can be bought for 5 g.p. Any other items purchased will break or deteriorate into uselessness within one week.

2407

See ritual
**THE INNER HIERO-
GLYPHS OF DISSOLUTION**

Other transfectors:
**0716
1104
1608
1803**

Village of 300 White Men ruled by "the High Lord Plenipotentiary," a neutral 12th-level Fighter.

Castle of 110 Red Men led by a chaotic 2nd-level Sorcerer. In his chambers is a working Proximate Transflector (cf. *hex 0716*). Visitors may pay a fee of 1,000 g.p. per person to use it. The Sorcerer knows the coordinates of the machines in *hexes 1608 and 1803*.

2408

52 *Deep Ones*.

A modest hole in the ground is actually the mouth of an ancient missile silo. The attached launch complex consists of only a handful of rooms. Within are many intact engineering volumes and technical schematics that will prove valuable to anyone with an interest in repairing and maintaining technological items.

2409

Village of 280 Purple Men ruled by "the Imperious Emperor," a chaotic 5th-level Fighter.

Spawn of Shub-Niggurath (AC 18, MV 180', HD 3, Chaotic): an orange-scaled crustacean with no eyes and a circular, gaping maw.

2410

Spawn of Shub-Niggurath (AC 17, MV 120'/120', HD 6, Chaotic): a white amoeboid with a large, toothed mouth. It is immune to cold.

Citadel of 31 Orange Men led by lawful 6th-level Fighter. They are well-supplied with warm furs and electromagnetic weapons. They plot to invade the Icy Wastes and slaughter the minions of I'thaqua.

2411

Citadel of 40 Yellow Men led by a chaotic 3rd-level Sorcerer.

A chaotic 4th-level Green Sorcerer and 6 **Diseased Guardians** live at the edge of the Icy Wastes. He delights in immersing the Diseased Guardians in the glacial melt water next to his hut, contaminating the lands to the southeast. His twin brother in **hex 0815** seeks him.

2412

Spawn of Shub-Niggurath (AC 17, MV 150'/180', HD 5, Chaotic): a winged, green annelidoid covered with suckers, three eyes, and a huge, circular maw.

Bleached bones (mostly reptilian) surround an unusually dark pool. A dolm pudding hides here, covered by a thin layer of water. It surprises those attempting to drink from the pool on 1-4.

2413

See hex
2109

1 individual of **Species 23750**.

Village of 265 Yellow Men ruled by "the Reflection of Invincibility," a lawful 8th-level Fighter. This village has several individuals who are proficient with the **high-tech equipment of the Space Aliens**. Such equipment may be repaired here for outrageous fees, and they operate a makeshift apparatus that can recharge equipment at a rate of 3 charges per day (also for an outrageous fee).

2414

Citadel of 47 Dolm Men led by a chaotic 3rd-level Fighter.

Spawn of Shub-Niggurath (AC 14, MV 120', HD 6, Neutral [unintelligent]): a green-scaled amoeboid with three orange eyes. Lodged within the nucleus of this horror is one of the Thirty-Three Sunstones crafted eons ago by the Snake-Men. (Cf. the **DESCENT OF THE SIX THOUSAND STEPS** ritual.)

2415

A humanoid **robot** (AC 19, MV 120', hp 50) that fires a xenon pulse pistol from its right palm and a hallucinatory gas (10' spherical cloud, 10' range) from its left palm. It has a 44-point force field, and it can fire a repulsor beam from its chest. Special detection system: chemical identifier.

The blasted remains of a small forest give testament to a massive explosion several years ago. Toppled trees point in all directions away from a shallow central crater nearly 100 yards across, filled with stinking, oily water. Fasting and drinking naught but this water for three days will induce delirium and sickness requiring a save vs. poison. If the save is failed, the drinker dies of an internal melting disorder. If successful, the drinker glimpses the current location of the **God of the Primal Void**, and any Sorcerer will also have revealed to him the ritual of **THE MAD CHIMING OF THE VACUUM**.

2416

14 Giant Leeches (AC 12, MV 30', HD 2, Neutral).

A party of 17 Orange brigands lurks among these moors, awaiting any prey that might wander by. They have coins, gems, and jewelry totaling 175 g.p. in value.

2501

See ritual
**BANISHMENT OF THE
LIGHTLESS CHASM**

See hex
2502

Standing desolate upon the rocky waste are seven steps leading up to an altar flanked by two 12' tall pillars, all carved out of the very stone of the earth. The tops of the two pillars are engraved with sigils of the Snake-Men. On the middle stair stands an iron urn. If the urn is unstoppered a green gas will flow out and solidify into a horrid four-armed entity with a bare ribcage and cilia in place of a mouth under its bulging eyes. It will slay those who release it unless they give the entity worship and human sacrifice.

2 **Spawn of Shub-Niggurath** (AC 13, MV 240' [land] / 90' [fly], HD 5, Chaotic): brown-suckered fungoids with six eyes and a suckered feeder. They are surprised only on a 1. Circling carrion birds always betray the location of these aberrations.

2502

2502

Village of 200 Brown Men ruled by “the Overlord of Lords,” a lawful 9th-level Sorcerer. He is a servant of the god in [hex 2501](#).

Here dwells a chaotic 9th-level Fighter, a servant of the entity in [hex 2501](#). He seeks the destruction of his rivals for his god’s favor.

2503

Deep within the forest is a fane of [Shub-Niggurath](#) in caverns deep under the earth. There naked Brown Men engage in their orgiastic and bloody rites.

Intermittent cries of pain, surprise, and fear can be heard. Often they emanate from perilous locations such as abrupt cliffs masked by dense foliage, treacherous rocky areas, stinking pools of fouled water, etc. It may take some time for visitors to realize that local scavenger birds have learned to imitate human calls of distress.

2504

Here smolders the recent wreckage of a flying saucer. Within are two badly burned corpses of [Space Aliens](#). Nothing is salvageable.

A lone hut sits in the forest, beside a small creek. Its interior is completely blanketed in ulfire mold.

2505

Village of 240 Purple Men ruled by “the Iridescent Glory of the Eyes,” a lawful 8th-level Fighter.

A crumbling ruin stands atop a low hill. Inside lair 3 [Shoggoths](#).

2506

12 Pteranodons (AC 17, MV 60’/180’ [flying], HD 2, Neutral), bony spikes growing from all over their bodies.

A microwave pulse bazooka is concealed beneath a fallen tree. It requires expert repair and a charged power cell to function.

2507

Castle of 23 Ulfire Men led by a lawful 3rd-level Fighter.

[Spawn of Shub-Niggurath](#) (AC 18, MV 90’ [land] / 30’ [fly], HD 9, Chaotic): a green and dolm suckered crustacean with two eyes and numerous chirping mouths. This creature is immune to poison.

2508

2508

2 [Unquiet Worms](#).

Citadel of 57 Green Men led by a neutral 4th-level Fighter. This hardened band of cutthroats seeks to eliminate all Purple Men from the face of the planet.

2509

56 [Amphibious Ones](#).

Roaming this hex is a spherical [robot](#) (AC 16, MV 240’, hp 10) with retractable appendages, a single tread, tractor beam, and sonar. It can be cannibalized for a power cell and spare parts.

2510

A horror-stricken man has already been half-transformed into a fruit tree. He is rooted to the spot, and in two weeks the transformation will be complete. At that time the chaotic Blue 9th-level Sorcerer who conjured the arboreal thing that caused the man’s transformation will arrive with his sensual Purple lover. They plan to feast on the exotic dolm fruit that the tree will bear.

[Spawn of Shub-Niggurath](#) (AC 13, MV 150’ [land] / 90’ [fly], HD 6, Chaotic): red-suckered ichthyoid with four weeping eyes and a circular maw. It regenerates 1 HD every round. This Spawn is ancient and wicked, and it carries with it sorcerous secrets taught it directly by the Snake-Men. It will barter its knowledge, but the tasks it asks in exchange are invariably reprehensible.

2511

See ritual
[WEIRD ASCENT OF
THE DISEASED SLIME](#)

In damp natural caverns is a shrine to the [Slime God](#). The caverns are filled with puddings, oozes, slimes, and jellies, none of which will attack any of the eight Green cultists of the Slime God, nor their leader, a chaotic 2nd-level Sorcerer who has mastered only the [WEIRD ASCENT OF THE DISEASED SLIME](#) ritual. Any Sorcerer who will join the cult of the Slime God will be taught the ritual after three months.

Six [Deep Ones](#) are entombed deep within the glacier. The bodies may be recovered after a thousand man/hours of digging. One of the Deep Ones wears a weird gold necklace worth 360 g.p. If the bodies are allowed to thaw, they will return to life.

2512

2512

Spawn of Shub-Niggurath (AC 17, MV 240', HD 1, Chaotic): a smooth-skinned, orange ichthyoid with fly-like eyes and a mouth like a small dolm worm. Since it radiates fear, all within 50' of it must save vs. magic or flee. It is immune to heat and fire, and it is surprised only on a 1.

Village of 112 Ulfire Men ruled by "the Foremost of All Excellences," a neutral 4th-level Fighter. The huts are ramshackle, the men filthy, and the stench almost unbearable. Two dozen of these unfortunates suffer from a nauseating rotting disease, and that number grows by a handful every month. Strangers will be treated kindly in the hope that they might know how to undo the curse that has befallen this place.

2513

Village of 290 Blue Men ruled by "the Wielder of the Sapphire Scepter," a neutral 4th-level Fighter.

A wide circle of low ochre stones marks an ancient site of potent sorcerous energies. Entities receive a penalty of -3 to all savings throws against rituals that are performed within this circle.

2514

1 **Spawn of Yog-Sothoth.**

Buried deep beneath the earth is the ancient lair of a powerful Yellow Sorcerer. The dungeon has 192 rooms, chambers, and cells, arranged in 24 octacles (one for each of the greater constellations). The Sorcerer and the blasphemous knowledge he amassed are sealed behind traps, puzzles, wards, and ageless guardians.

2515

See rituals

**THE OOZING
COLUMN**

**THE PILLAR OF
AWFUL ASPECT**

Village of 220 Dolm Men ruled by "the Grand Adept of Dreamers," a neutral 6th-level Fighter.

Here lie the corroded remains of an arachnid-like robot of medium size. No parts can be scavenged.

2516

2516

8 hideously twisted and misshapen **Styracosaurus** (AC 16, MV 120', HD 10, Neutral).

Village of 160 Ulfire Men ruled by "the Bright Fountain of Sublime Wisdom," a lawful 3rd-level Sorcerer. These people have numerous superstitions, taboos, and prejudices and will kill on sight any men who are not Ulfire, Dolm, or Jale. They have amassed coins and trinkets equivalent to 600 g.p. in value, hidden beneath their leader's dwelling.





Fungoid Gardens of the Bone Sorcerer



This sample adventure is for beginning Carcosa campaigns. Herein are details of some points of interest in **hex 2005** of Carcosa Campaign Map One.

A **detailed map of hex 2005** is depicted in the endpapers of the book. As the large hex is 10 miles north to south, each sub-hex is 0.4 of a mile (or 704 yards) from one side to its parallel side.

The central swath of hex 2005 is sandy desert. The northern part of hex is the rocky, empty terrain of the Blighted Lands. The southern part of the hex is plains.

Blighted Lands

Wandering Monsters for blighted lands

- | | |
|-----|---|
| 1 | Yellow Men |
| 2 | Ulfire jelly |
| 3 | Dolm pudding |
| 4 | Jale slime |
| 5 | Dolm ooze |
| 6 | Mi-Go |
| 7-8 | Spawn of Shub-Niggurath (randomly select or choose from the list of twenty spawn appended to this module) |

Sub-Hex 0805

A bare human skeleton has been turned into an unknown black stone.

Sub-Hex 1503

Fungoid Gardens of the Bone Sorcerer. In a rocky defile is a wide crack in the stony earth, out of which a cool, steady breeze blows. See separate heading.

Sub-Hex 2004

People of the Consumed God

The village of 370 Yellow Men worships a spawn of Shub-Niggurath known as “The Consumed God.” It lurks in a 20’ deep watery pit, and sacrifices are thrown alive into the pit. “The Incomparable Crown” decrees who shall be cast into the pit on the night of each new moon. Typically rivals, criminals, the very old, or the very sick are the chosen sacrifices. Outsiders are prime candidates.

In exchange for the sacrifices, the god secretes from its body a sweet substance like undercooked bread. It wells up around the pit each night and enough is harvested each morning to feed the village.

The Consumed God (AC 15, MV 30’ [swimming], HD 10, Chaotic) is a colorless amoeboid covered with glaring ulfire eyes. The mere sight of it drives men insane (save vs. magic). It is psionic and can use 2–5 powers up to 5 times per day. The god is immune to normal weapons and cannot be surprised.

Population of the Village:

“The Incomparable Crown”

370 Yellow Men:

366 Normal Men

2 1st-level Fighters

1 3rd-level Fighter

1 2nd-level Sorcerer

Specialists:

Armorer

Craftsman (metalworker)

Guide

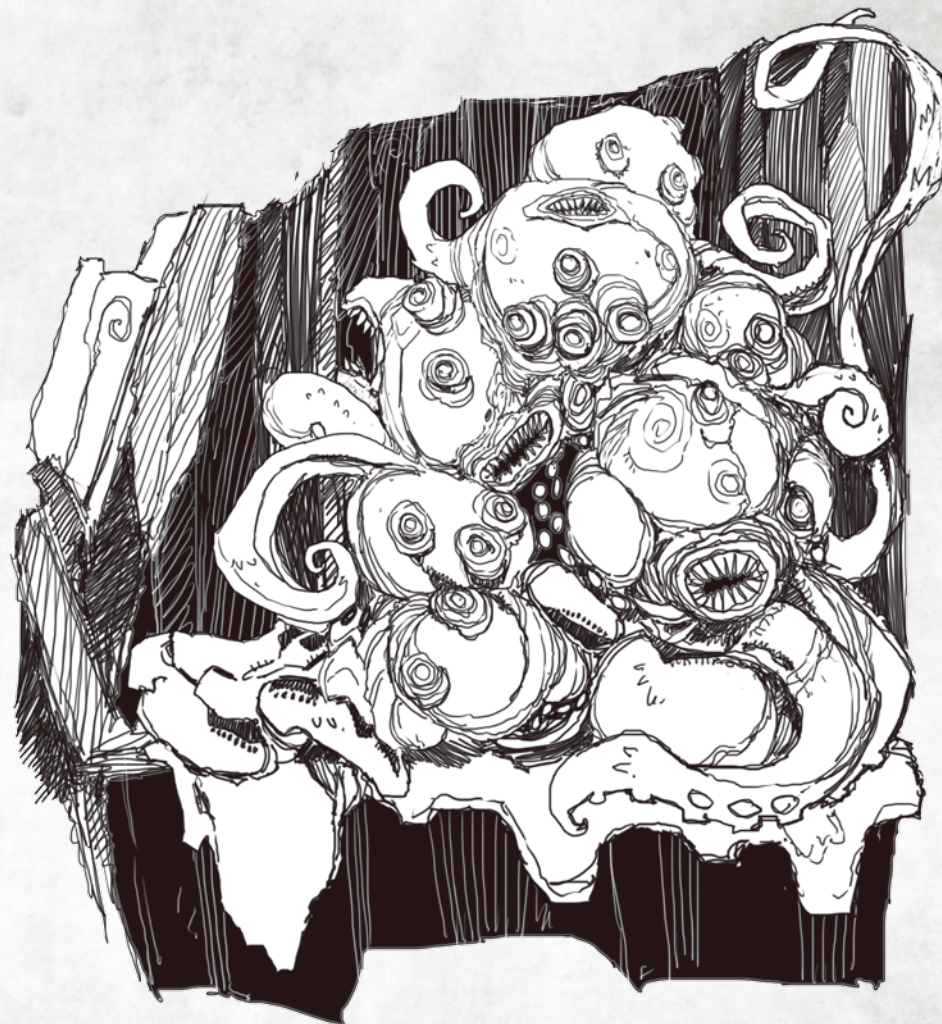
Scholar

Spy

Sub-Hex 2401

Shrine of Yog-Sothoth

Here stands a small, rough-hewn shrine cut from a rocky ledge. Within is an unworked stone bearing a vague resemblance to Yog-Sothoth. Blood and other stains discolor some of the shrine and the idol.



The Desert

Wandering Monsters For The Desert

1	Yellow cannibals
2-3	Dinosaur Riders
4	Space Aliens
5	Mummy
6	Species 23750
7-8	Giant scorpions
9	Purple worms
10	Spawn of Shub-Niggurath (randomly select or choose from the list of twenty spawn appended to this module)

In the desert areas of the hex can be found the following by those who know for what they are looking (1% cumulative chance per day for each individual type):

the pale green incense required for the **CONSIGN TO THE LIGHTLESS LAKE** ritual.

the violet incense required for the **CONSIGN TO THE LIGHTLESS LAKE** ritual.

the costly perfumes required for **THE DEPTHLESS RITE**.

the pale yellow hallucinogenic incense required for the ritual of **THE LEPROUS DWELLER BELOW**.

the jale incense required for the ritual of the **SUMMATION OF THE TWELVE TINCTURES**.

the saffron incense required for the ritual of the **SUMMATION OF THE TWELVE TINCTURES**.

the various colors of the desert lotus.

Sub-Hex 0714

Space Alien Scientific Outpost

A highly computerized and automated structure, 30' by 20', is the outpost of five **Space Aliens**. A 100 hp force field surrounds the building. While these Space Aliens have no personal weaponry, the outpost has two permanent weapons batteries. On its north side is a blue laser pulse cannon on a 180 degree swivel. On its south side is a missile launcher with a 5 mile range on a 180° swivel. Full complement of missiles is 12, and each missile does 10 dice of damage. Either of these weapons will be destroyed if it is removed from the outpost.

Sub-Hex 0921

Here is an oasis with a well and a stand of palm trees.

Sub-Hex 1220

Dinosaur Riders

A band of 30 lawful Purple barbarians (1st-level Fighters with +1 hp, AC 14, MV 120', never check morale, attack as 3rd-level Fighters) live in the desert, led by a lawful Red barbarian 4th-level Fighter (with +6 hp, never checks morale, attacks as 6th-level Fighter). Twenty-four of the Purple barbarians are lancers, and six of them are bowmen. Each barbarian is mounted on a bright red **allosaurus** (AC 15, MV 120', HD 10, Neutral), weighing about two tons. The Red 4th-level Fighter is armed with a rhodium pulse rifle (31 charges). The Red 4th-level Fighter would like nothing more than to hang the Bone Sorcerer's carcass from a tree (on general principles alone). These barbarians hate anything reeking of sorcery or of the Old Ones, and they seek to slay the Bone Sorcerer and his minions, "The Consumed God," "The Incomparable Crown," and to decimate his village.

Sub-Hex 1506

In shallow caves is a band of 18 naked Yellow cannibals. They attack with their bare hands.

Sub-Hex 1611

Here lie mangled corpses of a dozen Purple Men, apparently killed a day ago with weapons and with large bites.



Sub-Hex 2016

Here is a broken and half-toppled statue of a clear-faced warrior fashioned from light gray stone. The Dinosaur Riders reverence it.

Sub-Hex 2608

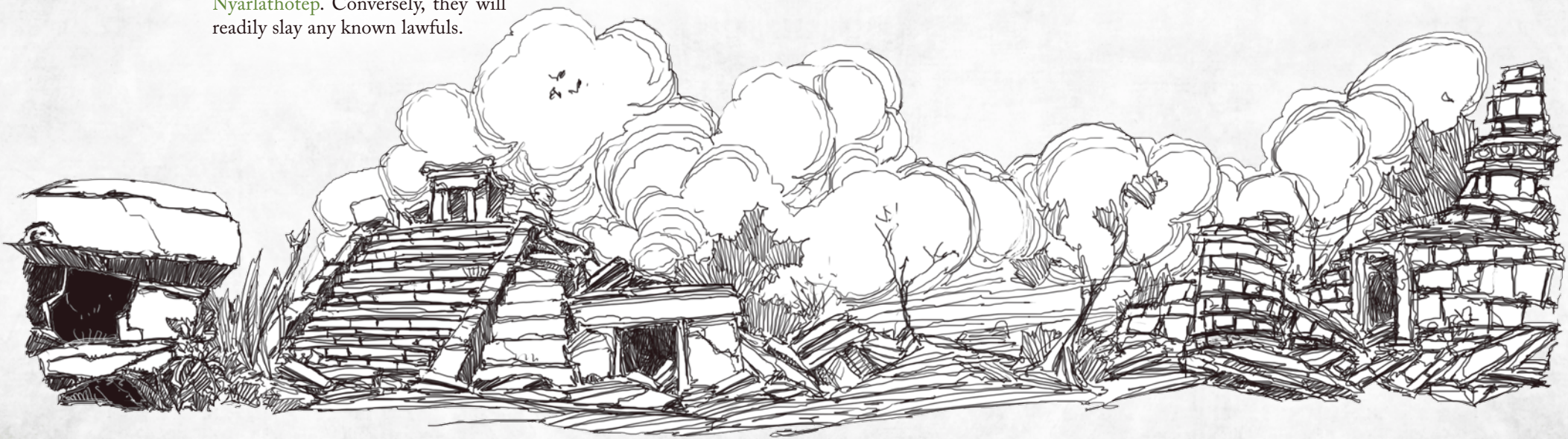
Here stands a black, rectangular monument: 18" thick, 4' wide, and 10' tall. It is pure black and covered with strange hieroglyphs that are visible only when covered in human blood. The monument cannot be damaged or moved, and it extends far down into the earth.

Sub-Hex 3114

A long, low-lying crypt made of sandstone blends with the desert sands. The crypt is invisible to all but Sorcerers. Within are four **mummies** (three 1st-level Sorcerers and one 2nd-level Sorcerer). Each of their ornate sarcophagi is worth 75 g.p.

All of the mummies can perform the rituals **CAST INTO THE ICY VACUUM** and **THE GOD OF THE PRIMAL VOID**. The 2nd-level Sorcerer can also perform **THE MAD DOMINATION OF THE VOID**.

The mummies will readily initiate others (particularly Sorcerers) into the unholy mysteries of the worship of **Nyarlahotep**. Conversely, they will readily slay any known lawfuls.



Plains South of Desert

Wandering Monsters for the Plains South Of The Desert

1-2	Ulfire bandits
3	Giant snakes
4	Giant tarantulas
5-6	Spawn of Shub-Niggurath (randomly select or choose from the list of twenty spawn appended to this module)

Sub-Hex 1224

A Brown 1st-level Fighter, the last of his tribe, is hunting here. He wears leather armor and is armed with a short bow and a dagger. Of neutral alignment and friendly, he will join the player characters for a reasonable share of any loot taken.

Sub-Hex 2325

Here tower the burned-out stone ruins of an abandoned keep.



Fearful Fungi

- 1 Spores cause forgetfulness of everything that has happened within the last month.
- 2 Spores put to sleep.
- 3 Spores inflict blindness.
- 4 Spores inflict drooling insanity.
- 5 Spores knock unconscious.
- 6 Spores inflict terrifying hallucinations.
- 7 Spores disorient (sense of direction completely gone).
- 8 Spores inflict weakness (deduct 3-12 points from both strength and constitution).
- 9 Spores inflict one die of damage.
- 10 Spores inflict a random mutation.
- 11 Spores inflict paralysis.
- 12 Spores make victims behave like beasts (all fours, grunting, pawing, etc.)
- 13 Spores inflict sickness (unable to fight or run, walking at half speed only).

Fearful Fungi

- 14 Spores change skin color.
- 15 Spores disfigure (deduct 3-12 points from charisma).
- 16 Spores cause random alignment change.
- 17 Spores give Sorcerers a clue to a random ritual. Others have only a horrific daydream.
- 18 Sticky fungus immobilizes.
- 19 Entwining stalks squeeze, causing one die of damage per turn.
- 20 Leech-like (lose 1 hp/hour for 1-6 hours; causes 2 hp damage to pull off, though fire removes it harmlessly).

Save vs. poison to avoid effects of Fearful Fungi. Spore clouds are 5' in diameter. Unless otherwise noted, effects of Fearful Fungi will last for 1 die turns (20%), 1 die hours (60%), 1 die days (19%), or will be permanent (1%). The Black Alchemist has a 50% chance of curing anyone suffering from Fearful Fungi. Each week that one lives in the Fungoid Gardens grants a +1 on saving throws vs. Fearful Fungi (until eventually immune, as are the Bone Sorcerer and his human servants).



The Fungoid Gardens

A map of the dungeon is on [page 230](#). Each square is 10' across.

All sorts of fungus (mushrooms, yeasts, molds, etc.) coat the walls and ceilings of caverns 1-16 to a depth of 1' to 2'. A relatively hard layer of pulverized fungi about 1" to 2" thick coats the floors.

Wandering Monsters for the Fungoid Gardens

- | | |
|-----|---|
| 1-2 | Giant slugs or giant snails (1 HD) |
| 3-5 | spawn of Shub-Niggurath (randomly select or choose from the list of twenty spawn appended to this module) |
| 6 | Apprentice from cave 12 (60%), Black Alchemist from cave 5 (25%), or Bone Sorcerer from cave 10 (15%) |
| 7 | White Lotus zombies |
| 8 | Fearful Fungi (see facing page) |

- | | |
|-----------------------|---|
| 1. BONE CAVE | Bones (human, animal, and otherwise) thickly litter the floor. |
| 2. CAVERN OF BATS | Hundreds of harmless bats twitter and hang from the ceiling. |
| 3. ULFIRE MOLD | Patches of ulfire mold grow in the southeastern reaches of the cavern. |
| 4. ALCHEMY LABORATORY | Tables, desks, benches, and chairs are set throughout. Most of their surfaces are filled with alembics, glass funnels, beakers, retorts, vials, vats, crucibles, cauldrons, etc. Many of these are full of bubbling, steaming, variously colored liquids. Small piles of powdered fungi also can be found throughout. If any of the liquids or powders are handled, there is a 25% chance of it being dangerous. Roll on the Fearful Fungi table for results. |



5. **BLACK ALCHEMIST'S QUARTERS**

Here resides a Black specialist alchemist employed by the Bone Sorcerer to help him discover sorcerous secrets from the caverns' fungi. The Black Alchemist has one HD, no armor, and a poisoned dagger (save at +2 or die).
6. **WHITE LOTUS SLAVES**

Thirty White Lotus zombies (mostly Yellow Men) enslaved to the Bone Sorcerer quarter here. They wear threadbare garments and are armed with clubs and knives. At any given time 3-12 will be here.
7. **WHITE LOTUS GARDEN**

White Lotuses grow here, tended and harvested by the Bone Sorcerer's White Lotus zombies. At any given time 3-18 will be here.
8. **MERE OF THE LAKE GOD**

Within the 20' deep dark waters swims a 12' long **Lake Monster** (2 HD). The Bone Sorcerer worships it and sacrifices a Yellow infant or young child to it once each month.
9. **JALE SLIME CAVERN**

A vast lake of jale slime fills most of this cave to a depth of 12'. Jale slime drips from the stalactites above the lake.



10. **DOMICILE OF THE BONE SORCERER**

The cultivator of the subterranean fungoid gardens is a neutral 3rd-level Bone Sorcerer. He wears plate mail and is armed with a neodymium beam pistol (6 charges). In melee he wields a large spiked club.
- A desk drawer holds a small silver mirror.

The Bone Sorcerer will consider taking other Sorcerers as apprentices and Fighters as guards.

The Bone Sorcerer knows the following rituals:

THE BLASPHEMOUS SACRIFICE

SUMMON THE AMPHIBIOUS ONES

IMPRISONMENT OF THE PUTREFYING CORPSE

IMPRISONMENT OF THE PUTREFYING CORPSE

This ritual allows the Sorcerer to maintain indefinite control of the Amphibious Ones he summoned and bound through the **SUMMON THE AMPHIBIOUS ONES** and **THE BLASPHEMOUS SACRIFICE** rituals. The corpse of the sacrifice is kept in a semi-preserved state by a rare, poisonous dolm fungus. Once every month this ritual must be renewed, which brings the corpse back to a semblance of life, and the Sorcerer must torment and engage in necrophilia with the reanimated corpse, after which the life leaves the corpse again. The Amphibious Ones get no saving throw, but the Sorcerer must save vs. magic or physically age one to five years. Note that the Sorcerer's saving throw needs to be made only when the ritual is first performed (not every month).





II. GRAND FUNGUS FOREST

A multitude of fungi of sickly colors grows riotously throughout. The fungi are of all sizes, from extraordinarily small to the size of towering trees.

The Bone Sorcerer has a humanoid robot (AC 19, MV 120', hp 10) that he has reprogrammed to oversee the gardens. It has treads instead of legs, and attacks with tentacles or with the equivalent of an orange laser ray pistol (with 26 charges) built into its chest. Special detection systems: infrared, chemical identifier, Geiger counter.

Here grow most of the drugs with which the Bone Sorcerer experiments. He seeks to discover the secrets of sorcerous rituals while his mind swims through the hallucinatory revelations gained from the drugs. Any who make a similarly concerted effort to gain knowledge from the fungi must roll on the following table once each month:

01-83	No result.
84-92	Gain knowledge relating to a random sorcerous ritual.
93-95	Go insane for 1-19 days (or permanently if a 20 is rolled). No save.
96-97	Suffer a mutation (save vs poison to avoid).
98-99	Turn to fungus (save vs poison to avoid).
00	Poisoned! (save or die)

12. APPRENTICES' CHAMBER

The Sorcerer has two apprentices (1st-level Ulfire Sorcerers) who wear chain mail and are armed with swords (and one has a short bow and a quiver of 20 arrows). Neither knows any rituals.

13. PROVISIONS CAVERN

Most of the fungus has been cleared away in this area of the caves. A cart holds a half-full wine barrel (containing 30 gallons of a deep purple wine) and 8 weeks of standard rations.



14. SHUNNED CAVERN

A well-trod pathway connects the two southern passages. Within lairs a semi-immobile spawn of Shub-Niggurath (AC 16, MV 0, HD 5, Chaotic) which cannot quite reach any who stay close to the southern wall. The spawn looks like a swollen bilbao tree with thick, undulating limbs. Its smooth skin is dark green, and it is 16' tall. Without eyes or mouth, it lashes at any movement with its limbs. It is immune to normal weapons, to fire, and to all forms of electromagnetic and elemental weaponry.

15. BARREN CAVE

Unlike the rest of the caverns, the dark gray stone walls, floor, and ceiling of this cave are completely bare of fungus. An undiscovered secret door opens onto a rough-hewn, 4' diameter shaft that runs straight down for 300'. At its bottom lies the 20' square crypt of an Unquiet Worm, which (having been trapped here for millennia) is quite insane. Formerly a 5th-level Sorcerer, the Unquiet Worm knows the secrets of the following rituals:

- BANISHMENT OF THE LIGHTLESS CHASM
- CHAINING OF THE EMPTY MAZE
- CONJURE THE SQUAMOUS WORM OF THE PIT

The Unquiet Worm greatly desires release from its crypt, as well as the secrets of binding or tormenting the Squamous Worm of the Pit.

16. RIVER CAVE

Here the Bone Sorcerer has permanently imprisoned 9 Amphibious Ones. They will allow only those with a token of passage from the Bone Sorcerer to enter the stream, which empties into the pool in cavern 17.

Lair of the Deep Ones

The lair consists of the areas 17–27. A phosphorescent fungus creates a uniform, pale green illumination throughout these caverns. Cool, humid air and damp surfaces throughout.

Wandering Monsters for the Lair of the Deep Ones

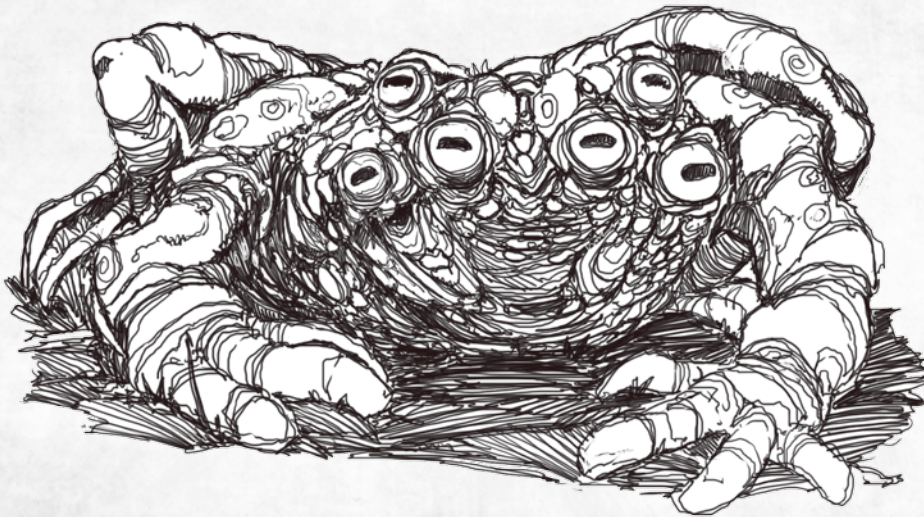
1–2 Deep Ones

3–4 Giant slugs or giant snails (1 HD)

5–6 spawn of Shub-Niggurath (randomly select or choose from the list of twenty spawn appended to this module)

17. **POOL CAVE** Characters take no damage from being swept down the river to plunge over the 20' fall into the 10' deep pool.

18. **COLUMNED CAVERN** A dolm ooze lurks here.



- | | |
|-----------------------------------|--|
| 19. GLYPH OF DEATH | A weird glyph inscribed upon the floor will slay any of the Deep Ones in cave 20 should they enter here. |
| 20. INSANE DEEP ONES | The four unarmed Deep Ones that lurk here are insane, driven here by the other Deep Ones in the caverns. |
| 21. GLYPH OF PETRIFICATION | A weird glyph inscribed upon the floor will petrify any of the Deep Ones in cave 20 should they enter here. A petrified Deep One stands near the south entrance. |
| 22. SHRINE OF CTHULHU | By the eastern wall of the cavern a 2' tall idol of Cthulhu glares down from a natural ledge. The idol is exquisitely carved from an extremely dark green (almost black) stone and weighs 150 pounds. The idol could fetch up to 1,000 g.p., though finding a buyer for such a horrific object might be difficult. A Cthulhu cultist might seek to slay any non-cultist owning the idol. |
| 23. DEEP ONES | Six Deep Ones armed with spears reside here. Slugs cover the southeastern walls of the cavern. |
| 24. CHARNEL CAVE | The dismembered and half-eaten body parts of at least a dozen Yellow Men litter the floor. |
| 25. DEEP ONE KING | Here lair 6 Deep Ones armed with spears and daggers. The leader wears a strangely-wrought gold crown worth 250 g.p. |
| 26. LAIR OF THE SPAWN | This spawn of Shub-Niggurath (AC 14, MV 60' [land], 120' [swimming], HD 4, Chaotic) is a splotched green batrachian with six purple eyes and no mouth. Its gaze causes confusion (save vs. magic or be confused as per the spell). It attacks by leaping and crushing opponents with its great bulk. |
| 27. THE FORBIDDEN CAVE | The Deep Ones avoid this cave, and they will under no circumstances go down its eastern exit. The air is very still within, and an oily stink rises from the eastern passageway. |

Fungoid Gardens of the Bone Sorcerer.



Lair of the Deep Ones





Twenty Spawn Of Shub-Niggurath

(AC 16, MV 120' [land], 180' [swimming], HD 4, Chaotic): a dolm annelidoid covered with suckers, with two eyes and no mouth.

(AC 14, MV 90', HD 5, Chaotic): a five-eyed smooth brown plant with no mouth.

(AC 12, MV 120', HD 1, Chaotic): a colorless fungoid covered with suckers, with two eyes and no mouth. It can be harmed only by fire.

(AC 16, MV 150' [land], 90' [flying], HD 4, Neutral [intelligent]): an amoeboid covered in orange and dolm scales with two jale eyes and a beaked mouth.

(AC 16, MV 60' [swimming], HD 10, Chaotic): a three-eyed colorless ichthyoid covered in suckers with a great, gaping maw. It is surprised only on a 1, and it is immune to cold.

(AC 17, MV none, HD 5, Chaotic): a four-eyed red ichthyoid with smooth skin and a suckered mouth. It is immune to poison.

(AC 17, MV 120', HD 4, Chaotic): a carapaced white arachnoid with two orange eyes and covered with small, fanged mouths. It regenerates 1 HD every round.

(AC 18, MV 90' [land, flying, and swimming], HD 2, Chaotic): a brown annelidoid covered in suckers and mouths. It has one great red eye.

(AC 12, MV 210', HD 5, Neutral [intelligent]): a jale quadruped covered in suckers. It has six pure white eyes.

(AC 13, MV 120' [land], 150' [swimming], HD 4, Neutral [unintelligent]): a yellow octopoid covered with suckers. It has a single gaping maw and five dolm eyes.

(AC 15, MV 60' [land], 210' [flying], 12 swimming, HD 5, Chaotic): a smooth green hexapod with two eyes and a sharp beak.



(AC 14, MV 180', HD 4, Chaotic): a three-eyed brown quadruped covered in suckers. It has a sharp beak, is immune to poison, and its touch causes paralysis.

(AC 17, MV none, HD 3, Chaotic): a brown ichthyoid covered in suckers. It has three black eyes, a toothed mouth, and is immune to cold.

(AC 12, MV 90', HD 1, Chaotic): a jale octopoid completely covered in suckers, insectile eyes, and small mouths. The sight of it drives one insane (save vs. magic). It is immune to normal weapons, and it regenerates 1 HD per round. The only way to prevent it from regenerating even after losing all its hp is to burn it.

(AC 18, MV 180' [swimming], HD 5, Chaotic): an aviooid covered with blue scales. It has three gray eyes and a sucker-like mouth. It is invisible until it attacks.

(AC 13, MV 240', HD 5, Neutral [intelligent]): a blue ooze covered with yellow eyes. It is harmed only by fire.

(AC 14, MV 120' [swimming], HD 4, Neutral [unintelligent]): a black amoeboid with four green eyes and a large maw. It is immune to normal weapons.

(AC 12, MV 120' [land], 150' [flying], HD 3, Chaotic): a purple, jale, ulfire, and brown aviooid covered in suckers. It has five eyes and a curved beak.

(AC 13, MV none, HD 5, Neutral [intelligent]): an eyeless insectoid with a blue carapace and a beaked mouth. Its beak is diseased, and attacks from it cause sickness (save vs. poison to avoid) that causes the loss of 1 point of constitution per day until death when constitution reaches 0. It is immune to surprise.

(AC 14, MV 60', HD 1, Chaotic): a gray slime covered with suckers and with a sucker-like mouth. It has six jale eyes and is harmed only by fire.



Anthropological description is intentionally kept to a minimum in this work so as to preserve the greatest latitude for each Referee to make Carcosa his own. What follows are the author's conceptions of human societies on Carcosa, which other Referees might disregard in whole or in part.

Man has not populated the world of Carcosa with the monsters of his imagination. Instead, the monsters of Carcosa infect the nightmares of men. Nor has man imagined mythological spirits and projected them upon his surroundings, later refining his mythologies with philosophy and theology. The world of Carcosa is fraught with the likes of the Old Ones and their spawn, the legacy of the extinct Snake-Men, and sorcery. The terrors of empirical reality render utterly unnecessary the pretense of imagined horrors.

Sorcerers and some few others know that the Snake-Men genetically engineered the thirteen races of man as sacrifices for their sorcerous rituals. The historical knowledge of most men is limited, and the lot of mankind does not permit it the luxury of theoretical speculation.

Mankind is acutely aware of the fact that man does not stand at the apex of anything. The Old Ones, the Space Aliens, some of the spawn of Shub-Niggurath, etc. all excel man in power and in intellect, as did the extinct Snake-Men. The oppressive historical weight of these entities' domination of long geological ages before mankind's relatively recent creation weighs down humanity, sapping ambition and replacing it with fatalism. Further, the knowledge that other intelligences (both the Space Aliens and those native to Carcosa) have already created technologies far in advance of man's has stunted scientific progress. Stealing such technologies is easier than inventing them.



Those men who worship anything deify entities with puissance dwarfing that of mankind. Whether the “god” is one of the Old Ones, some other monster, an artifact, or another center of power, men serve it out of fear and out of greedy desire for material gain.

The Earth’s cultures with the most outward similarities to Carcosa’s cultures are pre-Columbian Mesoamerica and pre-colonial sub-Saharan Africa, though Carcosa’s civilizations are considerably more degraded. The native civilization in Peter Jackson’s 2005 film *King Kong* bears striking resemblance to Carcosan cultures.

The largest political unit is the village-state, with populations not exceeding 500. Leaders are typically absolutist autocrats that bear magniloquent titles far exceeding the reality of their minor chieftainships.

Adulthood and reproductive capability are typically reached at ages 10-12. Childhood is in no sense idealized. It, along with old age, is the most vulnerable time of life.

Men typically spend their days in the struggle to acquire the necessities of survival and in servility to their emperors, hierarchs, and gods. Adventurers are a rare breed, and with them lie any hope for a long-range change to mankind’s unenviable predicament.

Men have but two tools that give them any chance of shaping their fate:

The double-edged sword of sorcery allows an elite of mankind to exercise various levels of uncertain control over inhuman entities, but usually at the price of the Sorcerers’ dehumanization. Sorcery is largely the ground upon which the different races of men regard one another with suspicion or outright hostility. This is not an unreasoning prejudice, for outsiders might be Sorcerers seeking human sacrifices



for their rituals. A small minority of Sorcerers is lawful and do not prey on men, instead using their sorcerous knowledge solely to banish forces inimical to mankind.

A less ambivalent tool is the technology of the Space Aliens. By fortunate and improbable coincidence, the technology of the Space Aliens is (relatively speaking) easily used by men. These tools and weaponry can put sufficient power in man’s possession to give mankind hope, even if a forlorn one, against the Old Ones and their spawn.





Random Monster Tables



Encounters in the Wilderness

Unless the Referee has his own ideas in mind, he might want to consider using the following procedure for wilderness encounters.

When traveling in the wilderness, player characters have a chance each day of encountering potentially hostile forces. Roll once each day to see if an encounter occurs, using the probabilities given in the Terrain Table. In the event of an encounter, roll on the Wilderness Encounter Table on the next page.

TERRAIN TABLE

Type of Terrain	Chance per Day of Encounter
Arctic	1 in 6
Desert	2 in 6
Forest	2 in 6
Hills	2 in 6
Jungle	3 in 6
Mountains	2 in 6
Swamp	3 in 6
Waste	2 in 6
Water	1 in 6

Monster	Arctic	Desert	Forest	Hills Mntns Waste	Jungle	Swamp	Water
B'yakhee	01-02	01-02	01-02	01-02	01-02	01-02	
Cthugah's Flame Creatures		03-04		03-04			
Deep Ones							01-10
Dinosaurs		05-14	03-12	05-14	03-12	03-12	11-30
Dolm Ooze	03-07	15-19	13-17	15-19	13-17	13-17	
Dolm Pudding	08-17	20-29	18-22	20-24	18-22	18-22	
Dolm Worms	18-22	30-34	23-27	25-29	23-27	23-27	
Giant Jungle Ants					28-32		
Great Race	23-24	35-36	28-29	30-31	33-34	28-29	
Jale Slime	25-29	37-41	30-39	32-39	35-39	30-34	
Lake Monsters						35-39	31-53
Men	30-50	42-56	40-51	40-51	40-51	40-51	54-73
Mi-Go	51-52	57-58	52-53	52-53	52-53	52-53	
Mummies	53-57	59-63	54-58	54-58	54-58	54-58	
Mummy Brain		64-65	59-60	59-60	59-60	59-60	
Primordial Ones	58-59	66-67	61-62	61-62	61-62	61-62	
Shoggoths	60-61	68-69	63-64	63-64	63-64	63-64	
Spawn of Shub- Niggurath	62-82	70-84	65-76	65-76	65-76	65-76	74-97
Space Aliens	83-84	85-86	77-78	77-78	77-78	77-78	98-99
Species 23750	85-86	87-88	79-80	79-80	79-80	79-80	
Ulfire Jelly	87-96	89-98	81-86	81-86	81-86	81-86	
Ulfire Mold			87-96	87-96	87-96	87-96	
Unquiet Worms	97-98		97-98	97-98	97-98	97-98	
Spawn of Yog-Sothoth	99	99	99	99	99	99	
Robot/Cyborg	00	00	00	00	00	00	00



Encounters Underground

For encounters underground, the Referee might wish to use the following tables. Suppose, for example, the players were exploring the 5th level of a dungeon, and the Referee rolled a 2 on a 6-sided die. He would then consult Table 3 on the next page for a list of monsters appropriate to that dungeon level.

Dungeon Level	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6
1	1-3	4-5	6			
2	1-2	3-4	5-6			
3	1	2-3	4-5	6		
4-5		1	2-3	4-5	6	
6-7			1	2-3	4-6	
8-9				1	2-4	5-6
10+					1-3	4-6

Generally speaking, the deeper that Space Aliens are encountered in the underworld, the more technological devices they will have. Similarly, encounters with men in the deeper levels will be with greater numbers of men, more powerful men, and/or better equipped men.

Table 1

Deep Ones
Men
Spawn of Shub-Niggurath (HD 1-2)
Space Aliens
Species 23750

Table 2

Deep Ones
Men
Spawn of Shub-Niggurath (HD 3)
Space Aliens
Species 23750

Table 3

Diseased Guardians
Men
Mi-Go
Spawn of Shub-Niggurath (HD 4)
Space Aliens
Ulfire Mold

Table 4

Amphibious Ones
B'yakhee
Dolm Ooze
Jale Slime
Men
Mummies

Table 4

Spawn of Shub-Niggurath (HD 5-6)
Space Aliens
Ulfire Jelly
Ulfire Mold
Unquiet Worms

Table 5

Dolm Pudding
Great Race
Jale Slime
Men
Spawn of Shub-Niggurath (HD 7-8)
Space Aliens
Ulfire Mold

Table 6

Cthugah's Flame Creatures
Dolm Worm
Jale Slime
Men
Mummy Brain
Primordial Ones
Shoggoths
Spawn of Shub-Niggurath (HD 9-10)
Space Aliens
Ulfire Mold
Spawn of Yog-Sothoth



The spawn of **Shub-Niggurath** are the innumerable and typically unique monsters that continually emerge from Shub-Niggurath, distinct from the six species that Shub-Niggurath spawns. These disparate spawn are the most common type of monster on the planet of Carcosa. To aid the Referee in generating the particulars of these creatures, these random generation tables are provided.

Table 1	Unique or Part of Group	Table 3	Armor Class
1-19	unique	1-4	12
20	roll on Table 2	5-8	13
Table 2 Number Appearing		9-11	14
1-5	1-2	12-13	15
6-9	1-3	14-15	16
10-12	1-4	16-17	17
13-15	1-6	18-19	18
16-17	1-8	20	19
18-19	1-10		
20	2-12		

Table 4	Types of Movement
1-9	land only (roll once on Sub-Table 4a)
10-12	land and flying (roll twice on Sub-Table 4a)
13-15	land and swimming (roll twice on Sub-Table 4a)
16-17	swimming only (roll once on Sub-Table 4a)
18-19	land, flying, and swimming (roll thrice on Sub-Table 4a)
20	none

Sub- Table 4a	Move
1	30'
2-3	60'
4-7	90'
8-12	120'
13-15	150'
16-17	180'
18-19	210'
20	240'

Table 5	Hit Dice
1-3	1
4-6	2
7-9	3
10-11	4
12-13	5
14-15	6
16-17	7
18	8
19	9
20	10

Table 6	Alignment
1-6	Chaotic
7	Neutral (intelligent)
8	Neutral (unintelligent)

Table 7	Body Type
1-2	ooze/slime
3	insectoid
4	ophidioid
5-6	octopoid
7	anthropoid
8	quadruped
9	hexapod
10	arachnoid
11	ichthyoid
12	batrachian
13	aviooid
14	fungoid
15	arboreoid
16	plant
17-18	amoeboid
19	annelidoid
20	crustacean

Table 8	Color
1:	colorless
2:	white
3:	black
4:	blue
5:	purple
6:	red
7:	orange
8:	yellow
9:	green
10:	dolm
11:	ulfire
12:	jale
13:	brown
14:	gray
15-16:	multi-colored (roll 2-4 times on this chart, rerolling duplicates)

Table 9	Hide
1-4	smooth
5-8	suckered
9-10	scaled
11	feathered
12	furred

Table 10	Eyes
1	none
2	one
3	two
4	three
5	four
6	five
7	six
8	multiple/insectile

Table 11	Mouth
1	none
2	multiple
3	toothed
4	beaked
5	suckered
6	circular gaping maw





**Table
12**

Special Attacks

1-84	none
85	poisonous
86	touch causes paralysis
87	touch causes sickness (lose 1 Con / day until dead)
88	sight of it drives insane
89	touch turns to slime
90	sight of it makes opponents flee in fear
91	2-9 heads
92	spew/breath weapon
93	surprises on 1-4
94	blood drain (after successful attack, automatically does 1 die damage per round)
95	shoots/flings spikes (1 die damage)
96	gaze causes confusion
97	heat generation (1 die damage per round to all within 20')
98	cold generation (1 die damage per round to all within 20')
99	psionic (1-8 powers 1-8 times per day)
100	randomly select two special attacks



**Table
13**

Special Defenses

1-10	none
11	immune to poison
12	immune to normal weapons
13	immune to heat/fire
14	immune to cold
15	immune to surprise
16	surprised only on a 1
17	regenerate 1 HD every 1-3 rounds
18	invisible
19	harmed only by fire
20	roll twice, rerolling duplicates





Space Alien Armament



The **Space Aliens** construct thousands of types of weapons based on elemental, electromagnetic, or any of a number of other principles. The following tables are provided for the referee's convenience in their generation.

Table 1	Type
1-7	Pistol (range: 300', base damage: 1 die, charges: 100)
8-13	Rifle (range: 1,000', base damage: 2 dice, charges: 50)
14-17	Bazooka (range: 3,000', base damage: 3 dice, charges: 25)
18-19	Cannon (range: 20 miles, base damage: 5 dice, charges: 15)
20	Tank (range: 10 miles, base damage: 4 dice, charges: 15)

Table 2	Projection Pattern
1-3	Pulse (3" long pulses)
4-7	Beam (line-shaped)
8-9	Ray (cone-shaped)
10	Emitter (two settings: 180° and 360°)

Table 3	Projection Type
1-6	Electromagnetic (roll on Table 4)
7-9	Elemental (roll on Table 5)
10	Special (roll on Table 6)

Table 4	Electromagnetic Radiation
1	Radio
2	Microwave
3	Infrared
4	Laser (roll on Sub-Table 4a)
5	Ultraviolet
6	X-ray
7	Gamma Radiation (add 1 die to base damage)
8	Cosmic Radiation (add 2 dice to base damage)



Sub-Table 4a	Spectral Color
1	Jale
2	Red
3	Orange
4	Yellow
5	Green
6	Blue
7	Violet
8	Dolm
9	Ulfire
10	White

Table 5	Element
1	Hydrogen (double damage to Red Men)
2	Helium (double damage to Green Men)
3	Lithium (half damage to Yellow Men)
4	Beryllium (half damage to Orange Men)
5	Boron (double damage to Ulfire Men)
6	Carbon (half damage to Purple Men)
7	Nitrogen (double damage to Jale Men)
8	Oxygen (half damage to Blue Men)
9	Fluorine (half damage to Ulfire Men)
10	Neon (double damage to Ulfire Men)
11	Sodium (half damage to Yellow Men)
12	Magnesium (half damage to Ulfire Men)
13	Aluminum (double damage to White Men)
14	Silicon (double damage to Red and Blue Men)
15	Phosphorus (double damage to Blue and Brown Men)
16	Sulfur (half damage to White Men)
17	Chlorine (half damage to Red Men)



Table 5	Element
18	Argon (double damage to Blue Men)
19	Potassium (double damage to Bone Men, half to Orange)
20	Calcium (double damage to Ulfire Men)
21	Scandium (double damage to White Men)
22	Titanium (double damage to Jale and Dolm Men)
23	Vanadium (double damage to Yellow Men)
24	Chromium (half damage to Purple Men)
25	Manganese (half damage to Dolm Men)
26	Iron (half damage to Brown Men)
27	Cobalt (double damage to Brown Men)
28	Nickel (half damage to Ulfire Men)
29	Copper (half damage to Bone Men)
30	Zinc (half damage to Red Men)
31	Gallium (double damage to Orange Men)
32	Germanium (half damage to Green Men)
33	Arsenic (half damage to Black Men)
34	Selenium (double damage to Brown Men)
35	Bromine (half damage to Brown Men)
36	Krypton (double damage to Red Men)
37	Rubidium (double damage to White Men)
38	Strontium (double damage to Dolm Men)
39	Yttrium (half damage to Orange Men)
40	Zirconium (half damage to Blue Men)
41	Niobium (half damage to Brown Men)
42	Molybdenum (half damage to Jale Men)
43	Technetium (double damage to Purple Men)
44	Ruthenium (half damage to Red Men)
45	Rhodium (double damage to Yellow Men)



Table 5	Element
46	Palladium (double damage to Black Men)
47	Silver (half damage to Yellow Men)
48	Cadmium (double damage to Orange Men)
49	Indium (half damage to Bone Men)
50	Tin (double damage to Yellow Men, half to Black Men)
51	Antimony (half damage to Blue Men)
52	Tellurium (half damage to Dolm Men)
53	Iodine (double damage to Purple Men)
54	Xenon (half damage to Purple Men)
55	Cesium (half damage to Jale Men)
56	Barium (half damage to White Men)
57	Lanthanum (half damage to Red Men)
58	Cerium (double damage to Red Men)
59	Praseodymium (half damage to Green Men)
60	Neodymium (half damage to Jale Men, double to Bone Men)
61	Promethium (half damage to Green Men)
62	Samarium (half damage to Jale Men)
63	Europium (double damage to Purple Men)
64	Gadolinium (half damage to Black Men)
65	Terbium (half damage to White Men)
66	Dysprosium (double damage to Dolm Men)
67	Holmium (half damage to Yellow Men, double to Brown Men)
68	Erbium (double damage to Ulfire Men)
69	Thulium (double damage to Green Men, half to Brown Men)
70	Ytterbium (half damage to Black Men)



Table 5	Element
71	Lutetium (half damage to White Men)
72	Hafnium (half damage to Orange Men)
73	Tantalum (double damage to Bone Men)
74	Tungsten (double damage to Jale Men)
75	Rhenium (half damage to Bone Men)
76	Osmium (double damage to White Men)
77	Iridium (half damage to Dolm Men)
78	Platinum (double damage to Orange Men)
79	Gold (double damage to Purple Men)
80	Mercury (double damage to Jale Men)
81	Thallium (half damage to Purple Men)
82	Lead (double damage to Dolm Men)
83	Bismuth (half damage to Green Men)
84	Polonium (double damage to Green Men)
85	Astatine (double damage to Green Men)
86	Radon (double damage to Yellow Men)
87	Francium (double damage to Orange Men)
88	Radium (double damage to Black Men)
89	Actinium (double damage to Blue Men)
90	Thorium (half damage to Blue Men)
91	Protactinium (half damage to Ulfire Men)
92	Uranium (double damage to Black Men)
93	Neptunium (half damage to Dolm Men)
94	Plutonium (double damage to Black Men)
95-00	Re-roll



Table 6 Special Projectiles

1	Acid
2	Dolm Pudding/Dolm Ooze/Jale Slime/Ulfire Jelly (equal chance of each)
3	Cold
4	Fire
5	Hardening foam
6	Insanity
7	Lightning bolt
8	Logic
9	Paralyzation
10	Plasma
11	Polymorph
12	Shrinking
13	Sonic
14	Stun
15	Teleportation
16	Webs

NOTES ON THE EFFECTS OF SPECIAL PROJECTIONS:

Dolm pudding, jale slime, dolm ooze, or ulfire jelly weapons have a range of only one-tenth the norm. They do not cause any damage other than that caused by contact with the specific type of slime, ooze, etc.

Hardening foam weapons have a range of only one-fifth the norm. Those hit must save vs. paralyze or be immobilized in the hardened foam.

Insanity weapons cause no damage. They instead wreak havoc with their target's neuron configuration. Those struck



must save vs. magical device or fall into gibbering insanity for 1-6 hours.

Lightning bolts do an extra die of damage to those wearing metal armor.

Logic beams, rays, etc. do no damage. Any Sorcerer struck by one during the performance of a sorcerous ritual will have the ritual ruined.

Paralyzation weapons do no damage. Those struck must save vs. paralyze or be unable to move for 2-5 hours.

Polymorph weapons cause those who fail their saving throw vs. magical device to be changed into whatever the weapon is designed to change targets into. Each weapon has a single setting. For example, one weapon might turn targets into stones, another weapon might turn targets into snails, etc.

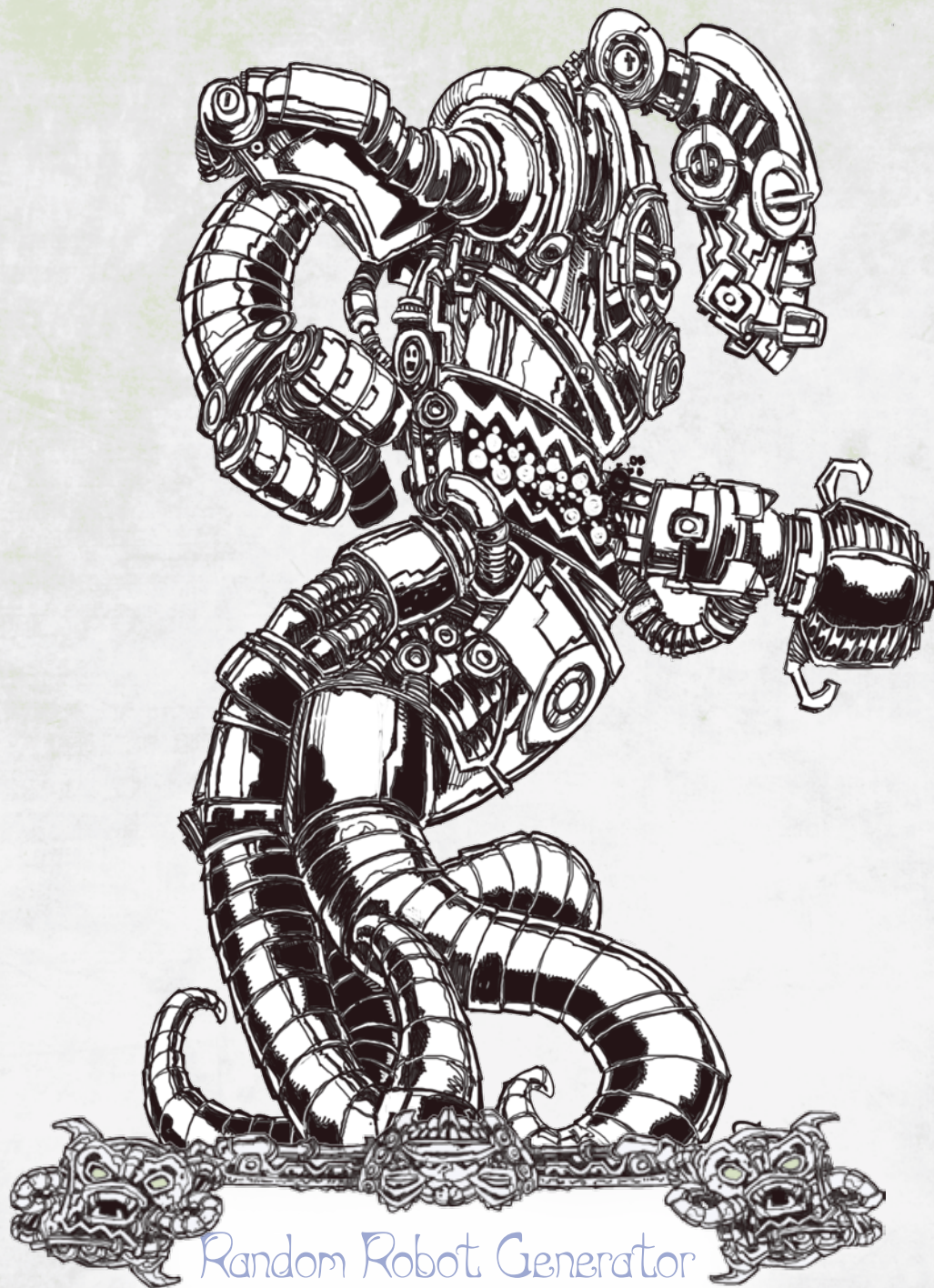
Shrinking rays, pulses, etc. do no damage. Instead, they cause those struck to shrink to one-tenth size for 24 hours (save vs. magical device to avoid).

Sonic weapons do base damage plus they will knock unconscious for 10-30 minutes any victim who fails his saving throw vs. magical device.

Stun weapons do no damage. They knock unconscious for 1-3 hours those who fail their saving throw vs. magical device.

Teleportation weapons cause no damage. They teleport each individual affected 10-100 miles away in a random direction (save vs. magical device to avoid).

Webs ensnare anyone coming in contact with them unless a saving throw vs. paralyze is made.



The **Space Alien** roboticists seem to disapprove of mass production. Most robots are unique. The following random tables are provided for the Referee as a starting point in creating robots.

Table 1 Morphology

1-10	Humanoid
11-12	Spherical with retractable appendages
13-14	Arachnid/insectile
15-16	Myriapod
17-18	Serpentine
19	Coil-shaped ("walks" end-over-end)
20	Bizarre

Table 2 Armor Class

1	16
2-3	17
4-5	18
6-10	19

Table 3 Hit Points

1	10-30
2-4	20-50
5-16	40-70
17-20	80-100

Divide hp by 4.5 to determine HD for the robot's to hit rolls.

Table 4 Type(s) of Movement

1-5	1 type (roll once on Sub-Table 4a)
6-8	2 types (roll twice on Sub-Table 4a, re-rolling duplicates)
9-10	3 types (roll thrice on Sub-Table 4a, re-rolling duplicates)

Sub-Table 4a

Movement in Media

1-6	land, surface (roll on Sub-Table 4b)
7	subterranean/burrowing
8	water, surface (50% also submerge)
9	atmospheric flight (MV 240' to supersonic)

**Sub-Table 4a Movement in Media**

10	deep space flight (sublight speeds)
----	-------------------------------------

Sub-Table 4b Land (Surface) Movement Type

1	Legs
2	Treads
3	Wheels
4	Tentacles
5	Hovering
6	Jumping (10' to 40')

Table 5 Speed

1	60'
2-3	90'
4-10	120'
11-14	150'
15-17	180'
18-19	210'
20	240'

Roll once for each type of non-flight movement.

Table 6 Number of Offensive Systems

1-2	1
3-5	1-3
6-9	2-4
10	5+

Sub-Table 6a Types of Offensive Systems

1-10	Projectile Weapon (Roll on the Armament tables)
11-12	Grenade launcher
13-14	Mini-missile launcher
15-16	Gas (poison, choking, caustic, hallucinatory, etc.)
17	Nets
18	Grappling lines
19	Tractor beam
20	Tentacles (1 or 2 dice damage)

**Table 7 Number of Defensive Systems**

1-10	None
11-16	1 (roll on Sub-Table 7a)
17-19	2 (roll twice on Sub-Table 7a, ignoring duplicates)
20	3 (roll thrice on Sub-Table 7a, ignoring duplicates)

Sub-Table 7a Types of Defensive Systems

1-2	Force field
3-4	Absorption field
5	Self-repair (1-3 hp per round)
6	Invisibility (as the spell)
7	Repulsor beam (keep one target from melee range)
8	Armor (all attacks on robot are at -1 to -4 to hit)
9	Illusion generator (appear to be 5' away: -4 to hit)
10	Smoke screen generator (-2 to hit)

Table 8 Special Detection Systems

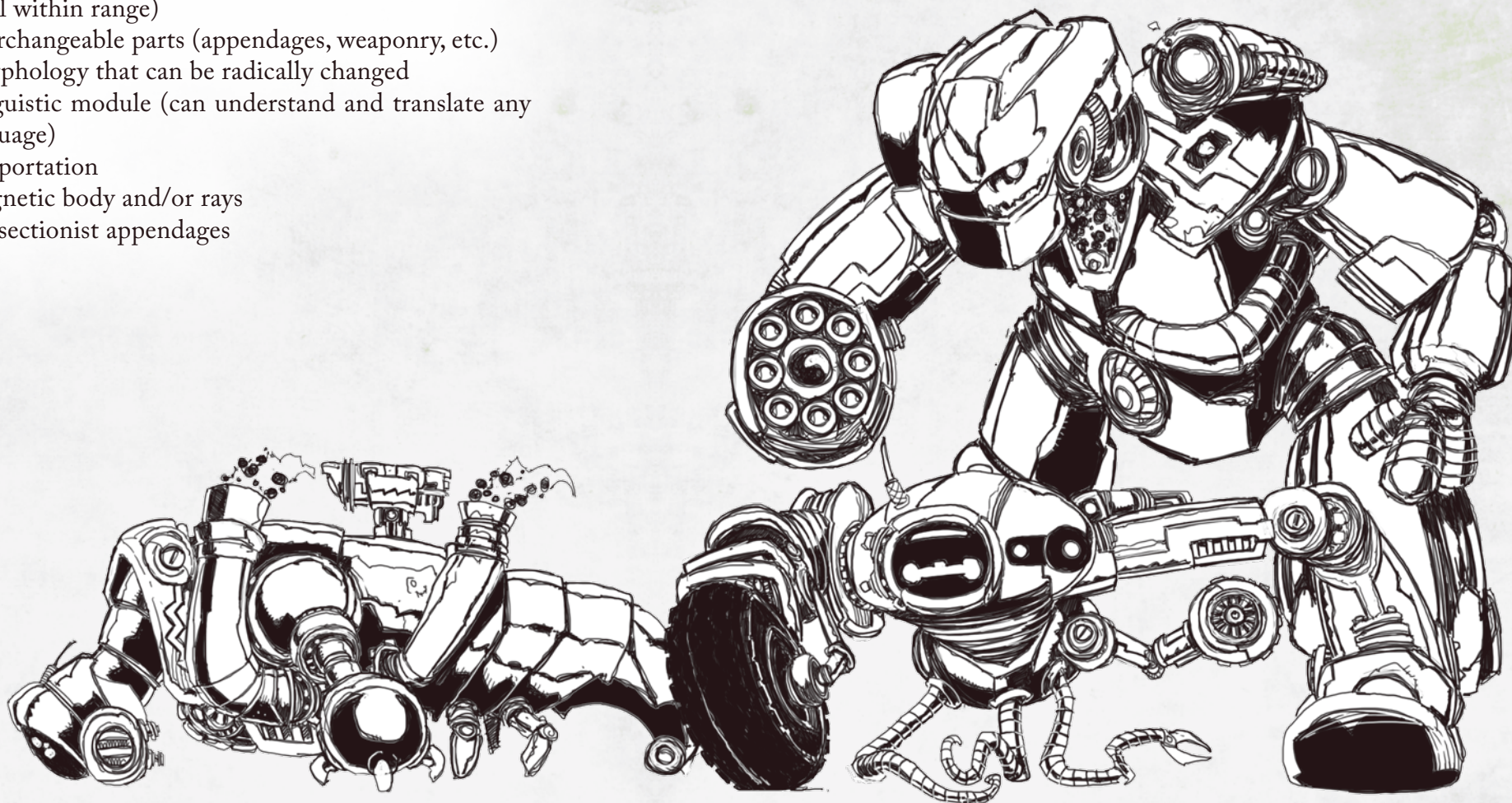
1	Radar
2	Sonar
3	Night vision
4	X-ray vision
5	Infrared
6	Long-distance vision (up to 2-20 miles)
7	Motion detector
8	Chemical identifier
9	Geiger counter

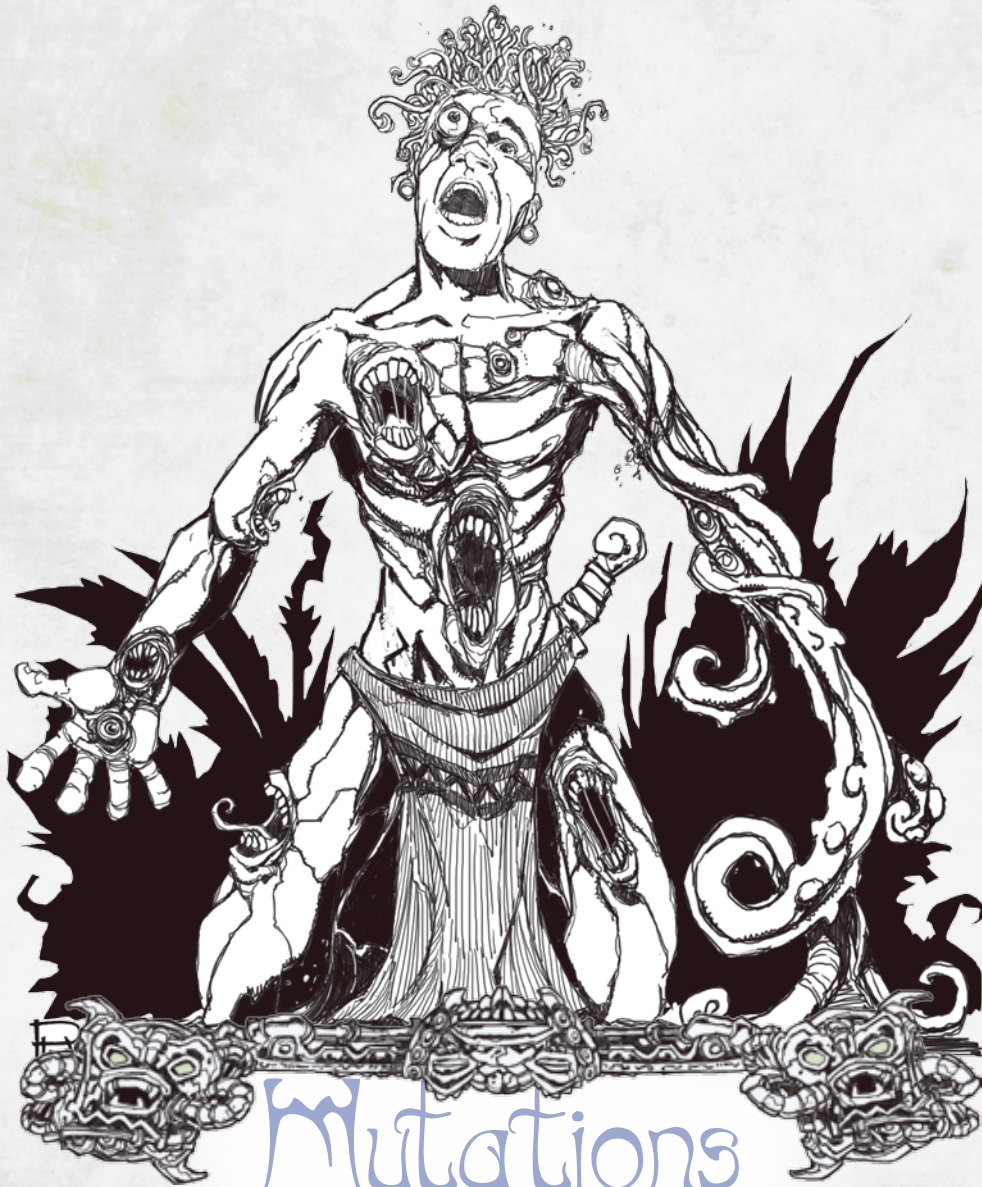
Roll 1-4 times, re-rolling duplicates.

Further Systems

Some other technological systems that the Referee might desire to give to robots:

- ⌘ Self-destruct mechanism (explosion causing damage to all within range)
- ⌘ Interchangeable parts (appendages, weaponry, etc.)
- ⌘ Morphology that can be radically changed
- ⌘ Linguistic module (can understand and translate any language)
- ⌘ Teleportation
- ⌘ Magnetic body and/or rays
- ⌘ Vivisectionist appendages
- ⌘ Etc.





Exposure to some of the weird radiations of the planet of Carcosa can cause physical organisms to mutate. When a living thing is thus exposed, it must save vs. poison. Failure indicates that it has mutated. The following table is intended as merely a starting point for an undoubtedly longer list of mutations that the Referee will use in his campaign:

Roll	Mutation
01-04	1-4 limbs turn into tentacles.
05-09	1-8 additional eyes open on random parts of the body.
10-14	1-4 additional mouths open on random parts of the body.
15-19	Fungoid growths all over body.
20-24	All hair lost.
25-28	Legs fused together into a worm-like lower body.
29-32	Snake-like jaws wide enough to engulf a human head.
33-36	Adverse to sunlight (-1 to hit and saving throws).
37-40	Amphibious, but can be out of water only 1-6 hours at a time, or lose 1 HD per 2 hours.
41-44	Venomous bite/nails/skin (equal chance of each).
45-49	Eyes become unblinking and bulging.
50-53	Eyes melt away (1 die damage and blindness).
54-58	Body becomes semi-gelatinous (third time with this mutation, become a puddle of slime).
59-63	Vile odor (chance of surprising reduced to 1).
64-67	Teeth become sharp like a carnivore's (1 die damage with bite).
68-72	Cannibal/man-eater: can digest only human flesh.
73-77	Tongue turns into tentacle.
78-82	Hair on head becomes a mass of waving cilia.
83-86	Hemophilia: wounds that cause bleeding do double damage.
87-91	Become a lumpy, misshapen semi-humanoid (half movement).
92-96	Skin transparent: Charisma 3.
97-00	Wounds take twice as long to heal.



Sorcerous Rituals Reference Tables



Every type of ritual except conjuration allows the target entity a saving throw to ignore it, with a penalty based on the sorcerer's level according to this table. Imprisoned entities need to succeed in a saving throw to heed a conjuration, with the modifier as a bonus instead of a penalty.

Level	ST modifier
1-5	0
6-10	-1
10-15	-2
16+	-3

The sorcerer himself has to make a saving throw versus magic every time he uses a ritual. Failure causes unnatural aging according to this table.

Roll	Years Aged
1-9	1
10-14	2
15-17	3
18-19	4
20	5

Rituals of Invoking

1. The Accursed Sounding of the Void
2. The Approach of the Farthest Rim
3. The Call of the Gelatinous Caverns
4. Canticle of the Crawling God (*per se*)
5. The Depthless Rite
6. The Ecstatic Rites of the Subterrene Blasts
7. Evocation of the Deep Gibbering Madness (*per se*)
8. Evocation of the Nameless Sea
9. Forbidden Knowledge of the Subterrenes
10. The Hanging Azure Madness
11. Invocation of the Maroon Dwelling
12. Liquescent Aspect of the Weird God (*per se*)
13. The Mad Ensorcelled Inscriptions
14. The Ninth Tracing of the Measureless Void
15. The Sixth Undulation of the Tentacled One (*per se*)



Rituals of Banishing

- 1 Banish the Nighted Essence (*Lurker amidst the Obsidian Ruins*)
- 2 Banishment of the Lightless Chasm (*Squamous Worm of the Pit*)
- 3 The Blasphemous Glyphs of the Night Ocean (*Fetor of the Depths*)
- 4 Cast into the Icy Vacuum (*God of the Primal Void*)
- 5 The Chambered Vaults of Wandering (*Shambler of the Endless Night*)
- 6 Descent of the Six Thousand Steps (*Slime God*)
- 7 Dispel the Watery Death (*per se*)
- 8 Dispelling of the Primordial Flow (*Lurker of the Putrescent Pits*)
- 9 The Encrusted Glyphs of the Deep (*Leprous Dweller Below*)
- 10 The Glyphs of the Ebon Lake (*Inky Crawler*)
- 11 Impediment of the Iridescent Fume (*Violet Mist*)
- 12 Litany of the Lightless Sea (*Colorless Ooze*)
- 13 Measureless Chimes of the Uttermost Rim (*Putrescent Stench*)
- 14 Obstruction of the Suckered Abomination (*per se*)
- 15 Stench of the Liquescent Amoeba (*It of the Fallen Pylons*)

Rituals of Tormenting

1. Accursed Sorcelling of the Poisoned One (*Foul Putrescence*)
2. Affliction of the Buried God (*Shambler of the Endless Night*)
3. The Curse of the Heaving Mass (*Fetor of the Depths*)
4. The Curse of the Violet Mist (*Violet Mist*)
5. Dirge of the Outer Dark (*Suckered Abomination*)
6. Eldritch Chants of Transmutation (*Watery Death*)
7. The Exoteric Consuming (*Inky Crawler*)
8. Icy Wrack of the Void (*God of the Primal Void*)



Rituals of Imprisoning

1. The Accursed Pits of Sighing (*Shambler of the Endless Night*)
2. Chaining of the Empty Maze (*Squamous Worm of the Pit*)
3. Chaining the Formless Aspect (*Colorless Ooze*)
4. Consign to the Lightless Lake (*Inky Crawler*)
5. Enshacklement of the Rotted Chain (*Leprous Dweller Below*)
6. Entombment in the Pyloned Hall (*It of the Fallen Pylons*)
7. The Entombment of the Fearful Monolith (*Desiccating SSH*)
8. Formula of the Geometries of the Pit (*Fetor of the Depths*)
9. Geometries of the Labyrinthine Spaces (*Watery Death*)
10. Imprisonment of the Angled Labyrinth (*Violet Mist*)
11. The Mad Chiming of the Vacuum (*God of the Primal Void*)
12. The Pillar of Awful Aspect (*Lurker amidst the Obsidian Ruins*)
13. Ritual of the Pale Fungus Garden (*Foul Putrescence*)
14. The Sunless Watery Blight (*Slime God*)
15. Tomb of the Writhing One (*Suckered Abomination*)

Rituals of Tormenting

9. The Inner Hieroglyphs of Dissolution (*It of the Fallen Pylons*)
10. The Oozing Column (*Lurker amidst the Obsidian Ruins*)
11. The Outer Hieroglyphs of Affliction (*It of the Fallen Pylons*)
12. The Sixteen Forbidden Tortures (*Squamous Worm of the Pit*)
13. Summation of the Twelve Tinctures (*Colorless Ooze*)
14. Sundering of the Primal Glob (*Desiccating Slime of the Silent Halls*)
15. Torment of the Undying Worm (*Leprous Dweller Below*)
16. Transmutation of the Slime God (*per se*)



Rituals of Conjuring

1. Conjunction of the Colorless Ooze (*per se*)
2. Conjunction of the Foul Putrescence (*per se*)
3. Conjunction of the Inky Crawler (*per se*)
4. Conjure the Squamous Worm of the Pit (*per se*)
5. The Desiccating Slime of the Silent Halls (*per se*)
6. The Fetor of the Depths (*per se*)
7. The God of the Primal Void (*per se*)
8. The Haunter of the Phosphorescent Vault (*Violet Mist*)
9. It of the Fallen Pylons (*per se*)
10. The Leprous Dweller Below (*per se*)
11. Litany of the Endless Ascent (*Watery Death*)
12. The Lurker amidst the Obsidian Ruins (*per se*)
13. The Lurker of the Putrescent Pits (*per se*)
14. Manifestation of the Putrescent Stench (*per se*)
15. The Shambler of the Endless Night (*per se*)
16. Summon the Amphibious Ones (*per se*)
17. Summon Diseased Guardians (*per se*)
18. The Tentacled Desiccating One (*Suckered Abomination*)
19. Weird Ascent of the Diseased Slime (*Slime God*)



Rituals of Binding

1. Adjure the Fungoid One (*Foul Putrescence*)
2. The Blasphemous Sacrifice (*Amphibious Ones*)
3. The Final Crimson Sacrifice (*Desiccating Slime of the Silent Halls*)
4. The Ineluctable Name (*Slime God*)
5. The Ineluctable Pallid Commandment (*Suckered Abomination*)
6. The Mad Domination of the Void (*God of the Primal Void*)
7. The Many-Octacled Binding (*Diseased Guardians*)
8. The Ninety-Six Chants of the Leprous One (*Leprous Dweller Below*)
9. The Primal Formula of the Dweller (*Lurker amidst the Obsidian Ruins*)
10. The Primal Name of the Worm (*Squamous Worm of the Pit*)
11. Sacrifice of the Pendent Fungus (*Fetor of the Depths*)
12. The Secret Name of the Devourer (*Colorless Ooze*)
13. The Secret Rune of the Dripping One (*Shambler of the Endless Night*)
14. Serpentine Whispers of the Blue-Litten Pillars (*It of the Fallen Pylons*)
15. Susurrations of the Purple Cavern (*Violet Mist*)
16. The Thirteenth Discipline of Entrapment (*Watery Death*)



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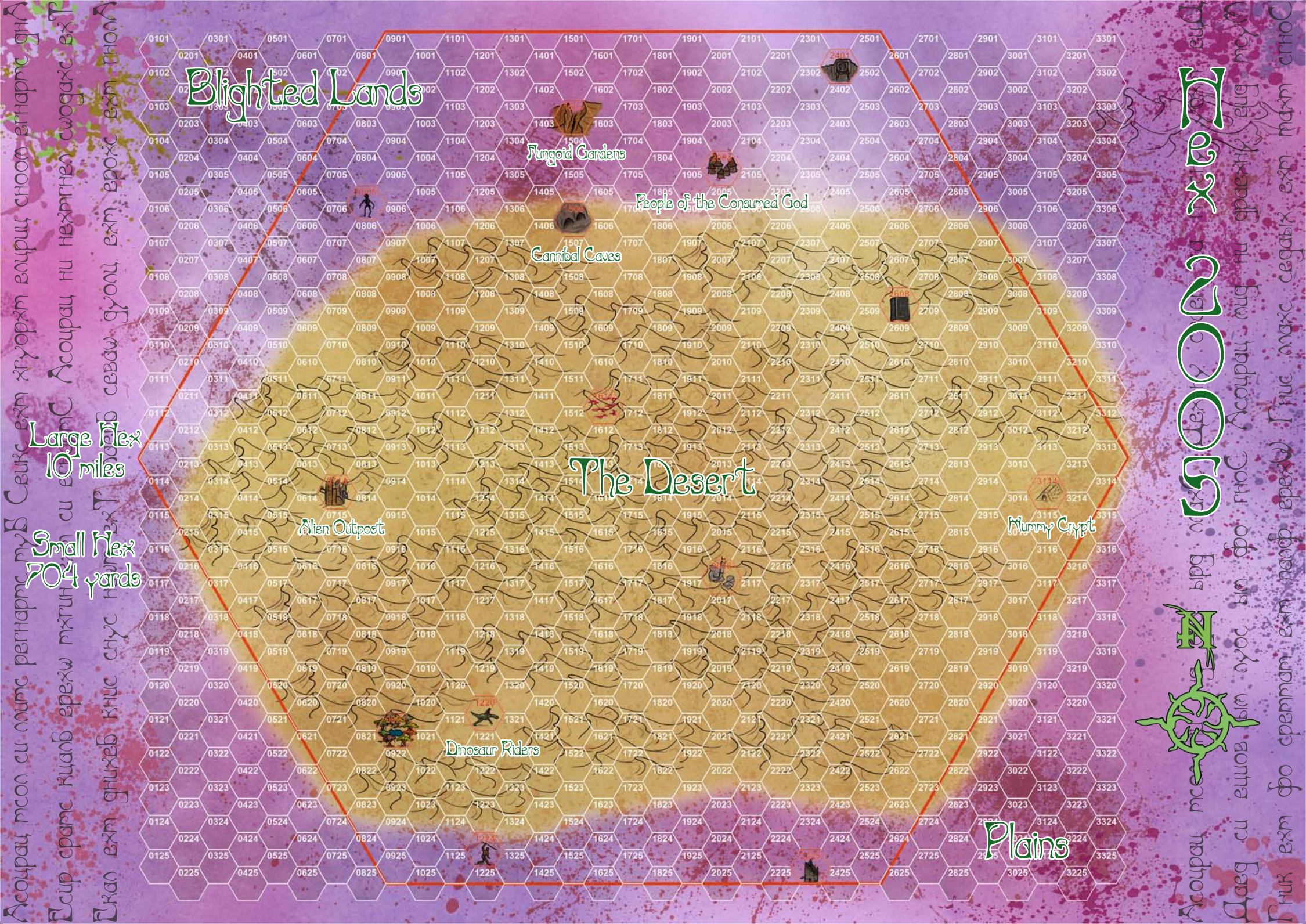
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Днa wawс

Carcosa Campaign Map #1

One Hex = 10 miles



Blighted Lands

Fungoid Gardens

People of the Consumed God

Cannibal Caves

The Desert

Alien Outpost

Mummy Crypt

Dinosaur Riders

Plains

Large Oasis

Small Oasis

