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20 Encounters in the Ruins of the Elder Beings (V-SBCS)



Version 1.0; written by Kai Pütz
(c) 2020

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What this is all about:

After I finished H.P. Lovecraft’s story “At the Mountains of Madness”, the GM in me dreamed about an adventure that would take place in some (other) subterranean ruins of the Elder Beings. Another city or outpost, perhaps smaller, or just the caverns that would lead to its entrance. As I was not able to create a full-blown adventure out of my ideas, I rather created a set of 20 structured encounters. The difference to (completely) random encounters is that some of them are preliminary encounters that will trigger certain other as a follow-up (or will be triggered instead of their follow-ups). A simple frame was given for the encounters, as well as stats for six creatures and two strange items.

This is the second incarnation of this product, the first had been written for [Lamentations of the Flame Princess \(tm\)](#), this one was written to be compatible with [Solar Blades & Cosmic Spells™](#).

While I tried to include everything for an Overlord to turn this assortment of encounter ideas, none of this is likely to make sense to somebody that is not familiar with H.P. Lovecraft’s “At the Mountains of Madness” or the Elder Beings and the Mi-Go. Thereby, I only suggest this work of mine to fellow friends of the Mythos. I assure everyone, that it is enough when the Overlord knows the aforementioned works: this will be enough to deliver an interesting slice of cosmic fantasy to the players, even without the fundamental *dread* of the unknown that was a feature in most of Lovecraft’s works.

Enjoy!

Disclaimer:

While the ideas I share with you here are inspired by and rooted in the works of H.P. Lovecraft, I took my own “artistic freedom” to change things here and there, and to fill up “gaps” with my own ideas. These are all tailored towards creating a nice, enjoyable dungeon-experience with a “lovecraftian touch” rather than strictly adhering to provided source material. Keep an open mind while reading this, otherwise you might fall into a fit of nerd-rage.

The Works of Lovecraft in the Universe of Solar Blades & Cosmic Spells

The works of H.P. Lovecraft were ground-breaking for both horror and science-fantasy. The Mythos he created describes a hidden universe of unfathomable alien beings, with powers and machinations far beyond the scope and reasoning of mankind. Many of his stories have elements of travelers and entities from beyond the stars or other planes of existence, of artifacts not meant for mankind, of greater schemes and of civilizations that had their prime long before the first man had created the first tool.

Some of these themes match well with the universe of ***Solar Blades & Cosmic Spells***. The mysterious and unknowable *Star Gods* can easily be supplemented with *the Outer Gods*, without any harm to established concepts. The consuming, entropic and corrupting forces and spawns of the Void have many things in common with what glimpses Lovecraft gave upon his visions of what may lie beyond our reality, and the theme of insanity and degeneration are found in both works.

Thereby, adapting the *Elder Beings* and the *Mi-Go* to the universe of SBCS is not a far step. One should not integrate them as yet just another alien race, but as something from afar, and perhaps even not from this plane of existence but from another universe altogether.

Where to Place the Ruins...

In theory, each and every uninhabited or barely colonized world could be home to the kind of ruins that these encounters were written for. Here are some sectors mentioned in the core rules that would fit well to the themes of the original story.

The Core is filled with ruins and secrets, as well as things older than mankind itself. The location of this adventure might be on a ruined world in the core or one of its moons.

The Great Breach and the worlds on its edges are home to a great many strange and otherworldly things. The ruins would fit in there, too.

Friaz Sector provides a scenery that has much in common with the location of the original story, and the isolation of the worlds therein makes yet undisturbed ruins believable.

The Outer Regions could have still underdeveloped colonies at their fringes that have not managed (or cared to) explored all the unknown alien ruins that are found there.

How to involve the PC...

A couple of **Star God Cultists** could hire the PC to take them to a certain location and then come along as guards while they explore some underground ruins in search for an old temple. The cultists would pay half the money up front, the other half when they bring them back (and make sure that it is more than the money the two or three of them could be sold as slaves for). Of course, the cultists would take the *Mi-Go* or *Elder Beings* (whoever they would meet first) as an ancient species favored by the Star Gods, and treat them accordingly. The encounter with the *Shoggoth* could very well have the PC flee, to bring their charges back alive (and get the money for doing so). That, or a delusional cultist could mistake this for their god, and die a horrible death after falling down to the knees in worship.

A Mysterious Stranger could hire the characters for an expedition to a certain place. When they arrive, he offers even more money (in an esoteric currency or in form of a mighty artifact, or even in star dust) to have them come along. "*I want to investigate this place. There might be a threat that -has- to be dealt with.*" The stranger will turn out to be a **Dark Sentinel**. The Sentinel is not really sure what to find in that place, but knows that it is linked to the powers of the Void and wants to cleanse it.

The characters were sent to this place to look for **Crystal People**, which are believed to hide here underground. Perhaps they are meant to recharge an item or provide "cleansing energy", perhaps the characters are to capture one. They may or may not be found there. If so, they retreated into the parts that lie behind the area with the *Shoggoth* (as this beast is neither able to nor able to harm them).

Finally, a **Treasure Hunt** is a tried-and-true method. There might be alien artifacts or star crystals in a place like this. Or the PC are looking for a piece of lore that might have been engraved somewhere there. **#20: The Passage** should be the place to find whatever the PC are after.

Getting down to business...

The Overlord should make up some starting scenes that fit the player group and their recent adventures. Depending on the location of the ruins, a flight there and perhaps an encounter in the orbit or at the surface of the planet or moon might be a good idea. The core rules do provide some inspiration in the form of random tables for each sector. After a bit of searching and perhaps "scanning the area", the party should locate the entrance to the underground tunnels, and will soon descend into a different world below the surface.

A World in a Nutshell:

The following encounters are supposed to happen underground, either directly in some ruins of a former city (or outpost) of the *Elder Beings* or in a series of caverns that lead to such. No map is provided, but any map with enough rooms and corridors (or caverns and tunnels) will do the trick. The place will have been abandoned centuries ago, and thereby not much will be left (aside from the odd relief or some other structures that were too large to remove). Some of the creatures the *Elder Beings* kept as pets, life stock and workforce were left behind, and now populate this subterranean realm.

On top of the food chain are the **Shoggoth**, also the term "food chain" is a misnomer here. The Shoggoth do not eat, at least not in the regular way. They sustain themselves through the absorption of cosmic energies, but they never the less attack and devour what comes into their way. Once they were the main work force of the *Elder Beings*, but some of them later became rogue and turned onto their former masters. The Shoggoth are erratic and not of human intellect. It is up to the GM if there is more than one Shoggoth in the area, but one should be more than enough. The encounters are structured in a way that turns the Shoggoth into a kind "final monster" that lurks in the dark, just as in the novel. The residue the Shoggoth leaves behind while it moves around functions as a nutrient medium for a slimy lichen that can be found in some places (mostly in those where a Shoggoth has rested for couple of days in its erratic, semi-mindless travel before it moved on).

The lichen are the main food source for both a number of crawlers and the **Pale Slugs**. The latter are a breed that the *Elder Beings* kept to clean the ground and to provide food for other animals, but they have gone feral after the place had been abandoned. They are omnivorous and can grow up to the size of a large dog.

Another now-feral species are the **Albino Cave Bats**. The *Elder Beings* were fond of meat, and Albino Cave Bats were kept the same way humans keep poultry. They were bred for size, with the added benefit of reducing the amount of vermin underground. The Albino Cave Bats prey on the crawlers and lick the slimy lichen.

A predatory species of insects developed over the centuries that preys on the Albino Cave Bats: the **Albino Stinger**. These creatures are nearly translucent and the size of a singing bird. Their venom is strong enough to kill an Albino Cave Bat (unless the Cave Bat kills it first).

Different parties in search of....

The *Elder Beings*, who retreated from this universe before the dawn of man, decided to reclaim what was theirs and have sent out explorers to seek the ruins of their once abandoned settlements. They want to learn about their condition and if anything of value was left behind by their ancestors. They are aware of the possible dangers, but only fear the rogue Shoggoth, as they are themselves formidable fighters when necessary. One exploration party of the *Elder Beings* is currently investigating the same ruins as the characters.

And they are not the only members of an alien civilization that are there. The **Mi-Go** are aware of the recent activity of the *Elder Beings* as a whole, and don't take it kindly. Their scouts try to find out where their old enemies' exploration parties are heading, to seize whatever they are after for themselves. Such a recon party found out about these ruins, a fact that their rivals are not even aware of by now.

...the "prize"

The *Elder Beings* search for a certain passage (encounter 20#). If the game takes place in a set of caverns and tunnels, this might very well be the entrance to the ruins of a city below. If the game takes place in some ruins, it leads to a special place: perhaps a sanctuary, or a completely different world.

Whatever it is, a Shoggoth stays near it....

How to use the Encounters:

A roll of a d20 tells with entry to consult. For a longer build-up phase, the first three rolls may be made with a d6 instead of a d20, and a cumulative +1 modifier is then added to each successive roll.

A sentence like this tells the Overlord that a certain other encounter will happen instead of the entry, unless this very other encounter has happened already.

A sentence like this tells the Overlord that this encounter will have some special effect that carries over to the next encounter.

The stats for the different creatures and monsters, as well as special items, can be found at the end of the module.



The Encounters

01# Marks on the Wall

The characters will notice crude marks that have been scratched into the walls. Obviously, another explorer has been here before them and left those for orientation.

If the characters try to follow the markings, the third encounter from now on will be 14# A Lost Soul

02# A Moaning Breeze

A gust of air moves through the subterranean place and blows into the faces of the PC. It is accompanied by a low, moaning noise. After about a minute the phenomena repeats itself, just like the slow breath of a chthonian titan.

The phenomena is just that: a natural (but perhaps scary) underground air current.

03# Slime Trail

The ground in front of the characters is coated by a thin layer of milky, translucent slime that forms a trail, about two feet wide.

If the characters don't head back where they came from, the next encounter is going to be 09# Pale Slugs

04# The Buzzing of Insects

Suddenly, the characters begin to hear the faint buzz of an insect in flight. Soon thereafter they will notice tiny, pale moth-like creatures that dance around them, seemingly attracted by their light source. After about a turn, a small cloud of those will have gathered, and follow them where-ever they go.

The next encounter is going to be 06# Albino Cave Bats.

05# A Patch of Lichen

The majority of the place is covered by a slimy lichen that grows in large patches. It makes the ground slippery and drips from the ceiling. Numerous small insects swirl about in the air, and a multitude of small slugs crawl over the ground. In addition to that, the characters may encounter both *Pale Slugs* and *Albino Cave Bats* here (1d6-3 slugs and 2d6-6 cave bats. Any result of zero or lower means that the creature type is not encountered).

06# Albino Cave Bats

1d3 Albino Cave Bats have been attracted by the light source of the characters and the noise they make. They will flutter around them and get pretty close, but unless the characters strike at them they will not attack but fly away after a while.

07# Unstable Area

The area the characters currently move through is unstable, any loud noise (like weapons fire) may result in a cave-in. A character may learn this with a successful *Intellect Test*.

As soon as any loud noises are made, the cave ceiling above the characters begins to groan and dust drizzles down from cracks in the stone. The Overlord may call for a **Luck Roll**: those who fail it must dodge large pieces of rock that break off the ceiling above them (**Agility Test** to avoid 1d6 points of damage).

08# Chthonic Mist

A strange, thick white mist wafts through the area. It is moist, cold and reflects the light so that the characters will be unable to see further **short distance**. The mist is otherworldly in nature, and most disquieting to mundane beings. It is impossible to **rest** in the mist.

This rules apply till the end of next encounter.

09# Pale Slugs

1d3+1 *Pale Slug* creatures move into the characters way. They will have to deal with them, unless they want to turn back.

10# Albino Stinger

The characters will hear the buzzing of an insect. It will remind them of a hornet, but much louder. When they look around for its source they will not find it a first (see *Albino Stinger*).

11# A Colony of Albino Cave Bats

If encounter 06# *Albino Cave Bats* has not happened yet, run 06# now and 11# as the following encounter.

The ground the characters walk over is covered in guano, and a whole colony of *Albino Cave Bats* hangs from the ceiling high above. There are dozens of these creatures, and as the PC look up the first of them drop down from their resting places like dive bombers. Loud noises and the presence of bright light will have a small swarm of the *Cave Bats* harass and even attack the characters till they leave the place. Running through the area before the bats begin to attack takes an **Agility Test** at a **disadvantage**, as the whole ground is slick with guano.

12# Unnerving Relief

One wall is covered from floor to ceiling in a relief that shows something that is hard to grasp. It looks like hundreds of writhing forms, dotted with tiny stone marbles and engraved with irregular cavities, that snake and wind along and above another, that swallow each other... or do they regurgitate? While the forms and patterns are highly complex the work itself looks shoddy and somehow unfinished and unpolished. A character that studies the relief and passes an **Intellect test** will gain **advantage** on the **Willpower test** to avoid Sanity loss in an encounter with the Shoggoth.

13# Tekeli-li! Tekeli-li!

Ahead of them the characters hear a strange sound, like a group of ghost pipers that play wailing tunes interrupted by sudden shrieks of their instruments.

If the characters do not avoid the direction where the sound comes from, roll a d6: A result of 1-3 means that the next encounter is going to be **17# The Owners Returned**, otherwise it is going to be **19# A Shoggoth**

14# A Lost Soul

Somebody or something runs towards the characters in the dark. After a moment a tall and lanky man comes into sight. He wears dirty, sturdy clothes, his eyes are bloodshot and he storms towards the nearest character (no matter what). Once in reach, he grabs him with his huge hands.

If the characters do not slay him outright the maddened adventurer, whose name is Hector, will grab a character with shaky hands and hoarsely yell "*we must flee! WE MUST FLEEEE!!*" and tries to drag the PC along. Hector is a merc and was part of a hired team to investigate the ruins, but is unarmed now and scared out of his wits. If he cannot convince the characters to flee with him (or drag one of them along) he will just run off into the darkness. He and his team (whose nature is up to the Overlord) met a *Rogue Shoggoth*. He was the only one who was able to flee, and dropped everything he had with him while doing so. Everything he says is "all are dead!" and "we must flee!". This will only change after 1d6 turns or after he left this place. If the characters search him (after they restrained or killed him) they will find an empty pistol holster, a length of rope slung around his torso, two spare clips for a heavy pistol, some other personal gear according to the situation and a small blade in his left boot.

When the characters head into the direction Henry came from, use **15# A Carcass in the Darkness** (The bodies of adventurers) as the over-next encounter.

15# A Carcass in the Darkness

The characters will find one or more dead bodies (d6).

1: The half-dissolved mass of a *Rogue Shoggoth* lies in a pool of its own, foul liquids. The stench is horrible. Characters may not get closer to the carcass or cross the area unless they pass a **Willpower or Phsyique test**.

2-3: The bodies of [2-3] *Elder Beings*, which look strangely withered. The heads are missing, and closer inspection reveals that they must have been torn or chewed off. Some of their limbs are missing as well, but those can be found in the area. Everything is splattered in a strange, purple-black slime. Those that look around will find an slime covered *Ether Scepter*.

4-6: The bodies of [4-6] adventurers, or what is left of them. They have literally been torn asunder, body parts and chunks of meat are all over the place. Everything is not only splattered with blood and gore but also with a strange, purple-black slime. The

scene is so grisly that it calls for a **Willpower test** to avoid 1 point **Sanity loss**. Characters that try to leave the scene as soon as possible or look away gain an **advantage**; characters that decide to search the scene will be at a **disadvantage**.

Anybody that looks around for loot will find a lot of common adventurer gear (rope, lights, medium weapons, etc.), but most will be useless due to battle damage or being drenched in slime. Players of a searching character may opt for a **Luck test**. If successful, the character may recover a number of mundane items (gear, weapons, armor, additional ammo) equal to the Luck score of the character. Anything might be there.

16# Lurkers in the Dark

The characters gain the attention of a group of 1d6+2 Mi-Go, all of whom are armed with Ray-Discs. They were able to locate and spot the PC in the dark long before those had any chance to become aware of them. A **Reaction roll** determines how the Mi-Go will respond to their presence. If the characters are accompanied by the *Elder Beings*, no roll is needed as the Mi-Go will attack at once.

Hostile/Dislike: the Mi-Go will ambush them out of the dark (**Agility or Intelligence test to avoid Surprise**) in order to get rid of them before they can interfere with their plans. If the reaction was Hostile, they will chase them if they flee.

Neutral: the Mi-Go will try to avoid and evade them. Should the Mi-Go encounter them again, a new reaction is determined and a new result of Indifferent means that the Mi-Go will tail them until they either encounter #20 **The Passage** or meet the *Elder Beings*.

Affinity/Friendly: one of the Mi-Go reveals its presence and approaches the characters while the other try to stay out of sight (which attentive characters may notice with an **Intelligence test**, affected by the **Powerful Opponents** rule). It will try to question the characters, but will reveal very little about itself, or feed the PC some simple lies. If the characters answer its questions and seem cooperative, it will offer to join them (while the others follow out of sight). If the characters are uncooperative the Mi-Go will order them to leave this place. If the characters don't, the other attack out of the dark (see above).

17# The Owners Returned

If the encounter 13# Tekeli-li! Tekeli-li! has not happened yet, run 13# now and then 17# as the following encounter.

The characters first hear a number of melodic whistling noises before 1d3+1 *Elder Beings* come into their sight. Their bodies sway as they move over the ground, their tentacles wave and whip about while their ocular stalks twist and turn to look at the characters from different angles. Every second of them holds an *Ether Scepter*, but they do not wear any other equipment.

If the characters do not attack immediately a **Reaction roll** determines the response of the *Elder Beings*. They consider themselves to be completely superior to the characters (and perhaps not without reason). PC that put away their weapons and act calmly receive a (+4) bonus to roll, but if they act threateningly they receive a (-2) penalty. If they are accompanied by a Mi-Go, no roll is needed as the reaction will be **Hostile**.

Hostile: the *Elder Beings* attack the characters, and will chase them if they flee.

Dislike: the *Elder Beings* will act threateningly and try to scare the characters off. If it does not work they will attack them, but will not give chase when they flee.

Neutral/Affinity: the *Elder Beings* are just curious and will inspect the characters from afar. If they act in a calm way, they even might try to touch the PC and their gear, or to take some of it away to have a look at it. At some point, they will just turn and leave. If the PC follow them, they won't be bothered by it unless the characters try to attack or interact with them. In the latter case the Reaction is re-rolled, with a +2 bonus. Any result of Neutral is re-rolled, and "Affinity" is treated as "Helpful" then.

Helpful: see above, but the *Elder Beings* will signal the PC to follow them and will even tolerate it if the characters touch and inspect them as long as it is done carefully (just like a human would treat a seemingly friendly stray cat or dog).

18# A Miasma of Foul Stenches

A disgusting stench none of the PC has ever smelled before* is noticed, and it grows stronger the further they go.

**(unless they have ever already encountered a Shoggoth)*

If the characters do not avoid the direction they were heading to (where the smell comes from), roll a d6: A result of 1-3 means that the next encounter is going to be **15# A Carcass in the Darkness** (with the dead Shoggoth), otherwise it is going to be **19# A Shoggoth**.

19# A Shoggoth

If the encounter 18# A Miasma of Foul Stenches has not happened yet, run 18# now and then 19# as the following encounter. If the encounter is rolled for again, use #20 instead.

Out of the darkness a *Rogue Shoggoth* rolls forth. The abominable creature begins to form eyes, mouths and tentacles while it comes for the PC. Its "limbs" extend, move around without reason and sometimes dissolve back into the boiling violet-black mass, or just pop open before shriveling away. Numerous unseen organs whistle a many-voiced, baleful tune of melodic sounds and short, shrieking calls while a multitude of lidless, greenish glowing eyes stare at the PC.

All characters have to pass a **Willpower** test to avoid the loss of 1d3 points of Sanity.

If the characters are accompanied by the *Mi-Go*, they will flee and leave the characters to their fate. If the characters are accompanied by the *Elder Beings*, they will stay and fight even if the characters flee.

20# The Passage

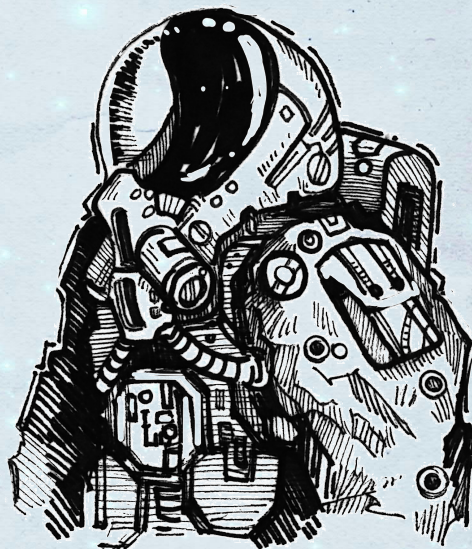
If the encounter 19# A Shoggoth has not happened yet, run 19# now and then 20# as the following encounter.

The ground ahead is smooth and actually paved with large stone slates. In the center of the room is a pentagonal opening, about five meters from one side to the next. It is bordered by rectangular slabs of greenish soapstone that are engraved with a mysterious hole pattern. The masonry works on one of the soapstone indicates that there may once have been a set of stairs leading down, but no trace of it can be found now. The opening leads into a shaft with walls covered in green soapstone slabs, but after a few yards nothing can be seen but pitch black darkness.

The characters will be unable to gauge the depth of this shaft. Sensors will return nonsensical results, any item they drop down will simply disappear from view. No sound will be heard from below. No matter how many yards of rope the characters brought with them, it will not reach the ground. If a character is roped down, this PC will still not be able to discern the ground below ...or if there is any. There just seems to be all-engulfing blackness.

*That kind of discover calls for **Willpower** test to avoid a point of **Sanity** loss.*

When the characters are accompanied by the *Mi-Go* when they reach this place, the alien creatures will simply unfold their wings and fly back the way they came, without a discharge or a word. If the characters were tailed by the *Mi-Go*, they will launch a surprise attack and try to kill them all. If the characters are accompanied by the *Elder Beings*, they will turn to them and make a strange gesture with three of their five limbs and give a low series of whistles. Then, they will unfold their wings, glide down the shaft and disappear in the darkness below.





Opponents & Items

The Rogue Shoggoth

"(...) a shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming as pustules of greenish light all over the (...) front, (...) slithering over the glistening floor that it and its kind had swept so evilly free of all litter. Still came that eldritch, mocking cry—"Tekeli-li! Tekeli-li!" and at last we remembered that the demoniac Shoggoths—given life, thought, and plastic organ patterns solely by the Old Ones, and having no language (...) had likewise no voice save the imitated accents of their bygone masters."

[H.P. Lovecraft; "At the Mountains of Madness"]

The Rogue Shoggoth the characters face is in size roughly equal to a mini bus and of purple-black color. It will form toothed maws and whipping tentacles to attack the characters.

HD: 6 **Vitality:** 36

Alien Mind: In regard to powers that effect the mind, the Shoggoth is treated as a HD:10 creature.

Alien Being: The Shoggoth does not need to eat or breath and is immune to most poisons, diseases or other harmful substances. Exceptions are up to the Overlord.

Terrifying: When encountering a Shoggoth for the first time, characters need to pass a **Willpower test** or will lose 1d3 points of Sanity.

Amorphous, Revolving Mass: the Shoggoth has DR:3 against mundane attacks and DR:2 against other kinds of attacks.

It may attack up to 6 times in a round in melee, but may only focus up to 2 attacks onto the same target. After the first successful melee attack, it will gain **advantage** against the target as it forces itself upon it with many tentacles and toothed maws.

It will regenerate 1 point of vitality every 1d6 rounds.

Fleeing from the Shoggoth is a chase (p.167), and the creature is considered to have an Agility of 12 for this purpose.

The Elder Beings (Explorers)

" (...) eight feet [tall] 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 [with a] serrated edge. Around [the middle of the body] are five (...) light gray flexible (...) tentacles (...) expandible to maximum length of over three feet [that] branch after six inches into five substalks, each of which branches after eight inches into small, tapering (...) tendrils (...)."

"[A] blunt, bulbous neck of lighter gray (...) holds [a] yellowish five-pointed starfish-shaped (...) head covered with three-inch wiry cilia of various prismatic colors. [The] Head [is] thick and puffy, about two feet point to point, with three-inch flexible yellowish tubes projecting from each point. (...) At end of each tube is [a] spherical expansion where yellowish membrane (...) reveal [a] glassy, red-irised (...) eye. Five slightly longer reddish tubes start from inner angles of starfish shaped head and end in sack-like swellings of same color which (...) open to bell-shaped orifices (...) lined with sharp, white tooth like projections (...)

"At [the] bottom [are] (...), rough but dissimilarly functioning counterparts of [the] head. [A] 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. (...) each point is attached [to a] small end of a greenish five-veined membranous triangle eight inches long and six wide at farther end. (...) From [the] inner angles of starfish-arrangement project two-foot reddish tubes tapering from three inches diameter at base to one at tip. (...) All these parts [are] infinitely tough and leathery, but extremely flexible. Four-foot arms with paddles [with] exaggerated muscularity.

[H.P. Lovecraft; "At the Mountains of Madness"]

HD: 4

Alien Mind: In regard to powers that effect the mind, the Eldar Beings are treated as HD:8 creatures.

Alien Being: Elder Beings may make up to 3 attack in melee, but may only focus up to two onto the same target. They have no "back", every facing is "front" to them. They are unimpaired by darkness, but unable to speak or understand the human language.

They may fly when not encumbered, but unfolding their wings takes a round during which they are helpless.

[Ether Scepter]

An Ether Scepter is a special weapon of the Elder Beings that looks like a gleaming metal staff, about half an inch in diameter and two feet long. The rod itself is twisted like a cork screw but the intervals between each winding are irregular. At its far end, eight scythe-shaped thin metal pieces form the likeness of an opening bloom.

The Ether scepter counts as a medium range weapon for hiding and encumbrance, and is able to project a yellow-white ray of sizzling energy that leaves a strange, biting smell in the air, causes goosebumps and a metallic taste on the tongue to any mortal being in the vicinity.

It deals 2d6 damage against Shoggoths (which it was designed against) and 1d6 damage against all other living beings (and counts as energy weapon in both cases). Any *Ether Scepter* the characters get their hands on will be Durability:2, but to figure out how to use the weapon takes a successful **Intellect test**.

The Mi-Go (Scouts)

"They were pinkish things about five feet [tall] with crustaceous bodies bearing vast pairs of (...) 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 the Darkness"]

HD: 2

Special: The Mi-Go are adapted to complete darkness and count as HD:4 opponents for tests about sneaking upon someone using darkness as cover.

They do not need "air", are unimpaired by vacuum and the cold of outer space and may fly when not encumbered. Unfolding their wings takes them a round during which they are helpless.

They are able to understand and speak the human language, but do so with a voice that is both hollow and droning.

[Ray-Discs]

A Ray Disk is a ranged weapon of the Mi-Go. It looks like a flat, oval shaped silver disc, about one inch thick, that is wider and thicker at one end. Lines are engraved on its surface: one straight line that runs along the "long" axis and three half circles at the surface of the thinner half. All of them touch the center line with one end. The weapon projects a thin jet-black beam that seems to be surrounded by dancing, violet flames. It burns holes into a target while it fills the air with the smell of ozone.

A Ray-Disc counts as a small ranged weapon for hiding, range and encumbrance, but deals 1d6+1 energy damage. After each use, the Ray-Disc needs to "recharge" for a round before it can be used again. The Mi-Go usually **aim** during that round.

Any Ray-Disc the characters get their hands on will be Durability:2, but to figure out how to activate them takes a successful **Intellect test**.



Albion Cave Bats

These are cave bats the size of crows, their fur is as white as their blind eyes are. They are nosy but harmless, unless they are attacked our their colony is disturbed.

HD: 0 **Vitality:** 1

Puny Claws: every attack does 1-3 damage. The exact amount is determined a as follows (d6):

- 1-3: 1 point of damage
- 4-5: 2 points of damage
- 6: 3 points of damage

Quick Little Beasts: Melee attacks against an Albion Cave Bat are made at a *disadvantage* and *Difficulty*: 1. Ranged attacks are made at *Difficulty*: 3.

Pale Slugs

The slug creatures can be found all over the place, but only those are a danger that have grown to the size of a rottweiler. They seem harmless enough with their eyeless stalks moving this way and that while they shove their slimy bodies over the ground, but they react to vibration, air movement around them and sense living beings by their warmth. If any character gets to close the creatures, they will attack. While they may be easily avoided in a larger areas, they become a danger in narrow spaces.

HD:1 **Vitality:** 1d6+3

Slow Beasts: Any kind of attack against a Pale Slug is made at an *advantage* .

Acidic Attack: the creatures deal 1d3 damage in melee, and each successful attack continues to do 1 point of damage each round if not cleaned off. Once per combat, a pale slug may make a ranged attack with an acidic spit (1d6 damage; 2 points of damage per round afterwards) at up to short range.

Albino Stingers

A strange breed of insects has developed inside the cave complex over the decades. The wings are that of a dragonfly, body and stinger are more like that of a hornet and so is the sound it makes while flying. The size is that of singing bird, the poison it's stinger delivers kills the Cave Bats instantly, so that it can feast on their flesh and place larva into the carcass.

HD: 0 **Vitality:** 1

Translucent Albino: all attempts to spot an Albino Stinger in all but bright light are made at a *disadvantage*.

Quick Little Beasts: Melee attacks against an Albion Cave Bat are made at a *disadvantage* and *Difficulty*: 1. Ranged attacks are made at *Difficulty*: 3.

Stinger: the attack of an Albino Stinger is not doing damage in itself. The victim must pass *Physique test*, or is going to suffer 1d3 points of damage from a neurotoxin (Symptoms: increased heart rate, high blood pressure, dsypnea, cold sweat) at a rate of 1 point per round.

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