

DUNGEONS & DRAGONS

ADDITIONAL

Rules for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures



Supplement V:
CARCOSA
GEOFFREY MCKINNEY



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Supplement V

CARCOSA

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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

MEN & SORCERY

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MEN & SORCERY

CHARACTERS:

Two classes exist on the world of Carcosa:

Fighting-Men

Sorcerers: Can use any weapon and wear any armor as fighting-men
Prime requisite: intelligence
HD as fighting-men
Attack as fighting-men

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.

1. Banishing rituals dispel entities so that they flee from the sorcerer.
2. 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.
3. Invoking rituals contact mysterious entities, typically to obtain information from them so that the sorcerer can obtain the knowledge necessary to perform other rituals.
4. 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.
5. 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.
6. 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:

1. The ritual itself might be defective and thus will never work.
2. The sorcerer might not have performed the ritual correctly.
3. 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. spells or physically age one or more years. Roll on the following 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

Thirteen races of men exist on the planet of Carcosa:

Black Men (ebony skin)
Blue Men
Bone Men (transparent to bone)
Brown Men
Dolm Men
Green Men
Jale Men
Orange Men
Purple Men
Red Men
Ulfire Men
White Men (very pale)
Yellow 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.

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.

Character Alignment, Including Various Monsters and Creatures: 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.

<u>Law</u>	<u>Neutrality</u>	<u>Chaos</u>
Space Aliens	Spawn of Shub-Niggurath (25%) Great Race Amphibious Ones Lake Monsters Giant Jungle Ants Species 23750 Dinosaurs	Cthulhu Hastur Azathoth Nyarlathotep I'thaqua Cthugah Cthugah's Flame Creatures Yog-Sothoth Spawn of Yog-Sothoth Shub-Niggurath Spawn of Shub-Niggurath (75%) Primordial Ones Shoggoths Mi-Go Deep Ones B'yakhee Fetor of the Depths Slime God Lurker amidst the Obsidian Ruins Deep Gibbering Madness Putrescent Stench It of the Fallen Pylons Crawling God Leprous Dweller Below Shambler of the Endless Night Inky Crawler Lurker of the Putrescent Pits Weird God Violet Mist God of the Primal Void Tentacled One Foul Putrescence Suckered Abomination Colorless Ooze Watery Death
		Desiccating Slime of the Silent Halls Squamous Worm of the Pit Diseased Guardians Green Ooze Pool Mummies Mummy Brains Unquiet Worms

LEVELS AND NUMBER OF EXPERIENCE POINTS NECESSARY TO ATTAIN

THEM:

Sorcerers

Summoner	0
Conjuror	3000
Invoker	6000
Banisher	12000
Binder	24000
Imprisoner	48000
Tormentor	96000
Sorcerer	180000
Sorcerer, 9 th Level	360000

SAVING THROW MATRIX:

Class & Level	Death Ray or Poison	All Wands— Including				
		Polymorph or Paralyzation	Stone	Dragon Breath	Staves & Spells	
Sorcerer 1-3	12	13	13	15	15	
Sorcerer 4-5	10	11	12	13	14	
Sorcerer 6	10	11	11	13	12	
Sorcerer 7-9	8	9	10	10	12	
Sorcerer 10	6	7	8	8	10	
Sorcerer 11-12	6	7	8	8	8	
Sorcerer 13-15	4	5	5	5	8	
Sorcerer 16+	4	5	5	5	3	

PSIONICS

Every beginning 1st-level fighting man 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 tables:

<u>Intelligence Score</u>	<u>Percentile Chance for Psionics</u>
15	1%
16	2%
17	3%
18	4%

<u>Wisdom Score</u>	<u>Percentile Chance for Psionics</u>
15	0.5%
16	1%
17	1.5%
18	2%

Charisma Score

15	1.5%
16	3%
17	4.5%
18	6%

Percentile Chance for Psionics

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

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 following table shows how many times a man can use his psionic powers in a single day:

<u>Level</u>	<u>Times per Day Psionics May Be Used</u>
1 st -2 nd	1
3 rd -4 th	2
5 th -6 th	3
7 th -8 th	4
9 th +	5

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 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. Etc.

EXPLANATION OF PSIONIC POWERS:

Clairaudience: As the magic spell.

Clairvoyance: As the magic spell.

ESP: As the magic spell.

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

Mind Control: Similar to the charm person spell, 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. spells 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 saves vs. dragon breath.

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: As the magic spell.

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.

DICE CONVENTIONS

DETERMINING TYPE OF DICE TO ROLL

Often the three rulebooks (as well as this supplement) 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 where the referee is unsure which dice to roll, he may roll on the following table to determine which dice to use:

Roll	Type of Dice
1-2	4-sided
3-4	6-sided
5-6	8-sided
7-8	10-sided
9-0	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, Yoghag the Binder (who has 5+1 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:

0 (read as "10")

8

5

3

3

He leaves the dice lying on the table as rolled.

A character with a constitution of 15 or higher gets +1 per die, and a character with a constitution of 6 or lower has a -1 penalty per die (with a minimum score of 1 on any die). When such a character rolls his hit dice, he must manually adjust each of his hit dice. Suppose Yoghag the Binder has a constitution of 15. The player of Yoghag 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 6 or lower who rolls a 1 on a given hit die would leave that die unchanged.

At many levels, a character has an addition to his hit dice, such as Yoghag the Binder with 5+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.

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 (which must be numbered 0-9 twice) 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 "3", 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 "9", 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, Yoghag the Binder took a total of 24 points of damage. The referee would have literally taken away Yoghag's hit dice that read:

11

9

The referee would also have turned the highest of Yoghag'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 Yoghthag decided to leave the dungeon in search of healing. On the way he is ambushed by a Swordsman. Yoghthag would roll on the table on page 11, and let us say he rolls a "0", 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. For example, a Super Hero has 8+2 hit dice. Suppose he lost all his hit dice and 1 of his hit points (being reduced therefore to a single hit point). It would take him 29 days of rest to be fully healed: Four weeks (28 days) to restore his 8 HD, and one more day to restore his 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.

SORCEROUS RITUALS TABLE

Rituals of Banishing

1. Banish the Nighted Essence
2. Banishment of the Lightless Chasm
3. The Blasphemous Glyphs of the Night Ocean
4. Cast into the Icy Vacuum
5. The Chambered Vaults of Wandering
6. Descent of the Six Thousand Steps
7. Dispel the Watery Death
8. Dispelling of the Primordial Flow
9. The Encrusted Glyphs of the Deep
10. The Glyphs of the Ebon Lake
11. Impediment of the Iridescent Fume
12. Litany of the Lightless Sea
13. Measureless Chimes of the Uttermost Rim
14. Obstruction of the Suckered Abomination
15. Stench of the Liquescent Amoeba

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
5. The Depthless Rite
6. The Ecstatic Rites of the Subterranean Blasts
7. Evocation of the Deep Gibbering Madness
8. Evocation of the Nameless Sea
9. Forbidden Knowledge of the Subterraneans
10. The Hanging Azure Madness
11. Invocation of the Maroon Dwelling
12. Liquescent Aspect of the Weird God
13. The Mad Ensorcelled Inscriptions
14. The Ninth Tracing of the Measureless Void
15. The Sixth Undulation of the Tentacled One

Rituals of Conjuring

1. Conjunction of the Colorless Ooze
2. Conjunction of the Foul Putrescence
3. Conjunction of the Inky Crawler
4. Conjure the Squamous Worm of the Pit
5. The Desiccating Slime of the Silent Halls
6. The Fetus of the Depths
7. The God of the Primal Void
8. The Haunter of the Phosphorescent Vault
9. It of the Fallen Pylons
10. The Leprous Dweller Below
11. Litany of the Endless Ascent
12. The Lurker amidst the Obsidian Ruins
13. The Lurker of the Putrescent Pits

14. Manifestation of the Putrescent Stench
15. The Shambler of the Endless Night
16. Summon the Amphibious Ones
17. Summon Diseased Guardians
18. The Tentacled Desiccating One
19. Weird Ascent of the Diseased Slime

Rituals of Binding

1. Adjure the Fungoid One
2. The Blasphemous Sacrifice
3. The Final Crimson Sacrifice
4. The Ineluctable Name
5. The Ineluctable Pallid Commandment
6. The Mad Domination of the Void
7. The Many-Octacled Binding
8. The Ninety-Six Chants of the Leprous One
9. The Primal Formula of the Dweller
10. The Primal Name of the Worm
11. Sacrifice of the Pendent Fungus
12. The Secret Name of the Devourer
13. The Secret Rune of the Dripping One
14. Serpentine Whispers of the Blue-Litten Pillars
15. Susurration of the Purple Cavern
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Rituals of Imprisoning

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2. Chaining of the Empty Maze
3. Chaining the Formless Aspect
4. Consign to the Lightless Lake
5. Enshacklement of the Rotted Chain
6. Entombment in the Pyloned Hall
7. The Entombment of the Fearful Monolith
8. Formula of the Geometries of the Pit
9. Geometries of the Labyrinthine Spaces
10. Imprisonment of the Angled Labyrinth
11. The Mad Chiming of the Vacuum
12. The Pillar of Awful Aspect
13. Ritual of the Pale Fungus Garden
14. The Sunless Watery Blight
15. Tomb of the Writhing One

Rituals of Tormenting

1. Accursed Sorcelling of the Poisoned One
2. Affliction of the Buried God
3. The Curse of the Heaving Mass
4. The Curse of the Violet Mist
5. Dirge of the Outer Dark
6. Eldritch Chants of Transmutation
7. The Exoteric Consuming

8. Icy Wrack of the Void
9. The Inner Hieroglyphs of Dissolution
10. The Oozing Column
11. The Outer Hieroglyphs of Affliction
12. The Sixteen Forbidden Tortures
13. Summation of the Twelve Tinctures
14. Sundering of the Primal Glob
15. Torment of the Undying Worm
16. Transmutation of the Slime God

EXPLANATION OF SORCEROUS RITUALS

The Accursed Pits of Sighing: 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: 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: 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: 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: 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: 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 dragon breath 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: 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 Columns. 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: 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: 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 carven 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. spells is failed) will become a raving lunatic, doomed to lurk and starve in the Night Ocean.

The Blasphemous Sacrifice: This ritual cannot be performed on its own, but only as an adjunct to the Summon the Amphibious Ones ritual (cf.). 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: This two-hour ritual can be performed only in a cavern that contains either a huge gr. 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 gr. slime until the two hours of chanting is finished. Then the slime must be allowed to drip onto him, turning him to gr. 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 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. spells, 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 Vacuum: 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 Maze: 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.

Chaining the Formless Aspect: 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 Wandering: 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 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: 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: 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 bl. 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 bl. 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: 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. stone 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: 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: 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. stone is not made each day, the sorcerer will not naturally heal any hit points for that day.

The Curse of the 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 Depthless Rite: 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 subterranean gods.

Descent of the Six Thousand Steps: 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: 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: 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: 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: 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: 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: 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: 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: 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: This fifteen-hour ritual can be performed only in the swampy areas in the southern region of the Carcosa map included in this booklet, 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: 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 booklet).

Evocation of the 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: 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 hex map included in this booklet 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: 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: 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 slavering 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 mewl 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: 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 Subterrene: 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: 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: With fifty pounds of the intricate and clear quartz crystals taken from the underground watery grotto in hex 701, 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: 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, illuminated only by the phosphorescent purplish fungus found elsewhere in the extensive subterranean caverns.

The 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: 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:

Constitution 13 or higher: Will survive
Constitution 12: 90% chance of surviving
Constitution 11: 80% chance of surviving
Constitution 10: 70% chance of surviving
Constitution 9: 60% chance of surviving
Constitution 8: 50% chance of surviving
Constitution 7: 40% chance of surviving
Constitution 6: 30% chance of surviving
Constitution 5: 20% chance of surviving
Constitution 4: 10% chance of surviving
Constitution 3: 1% chance of surviving

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.

The Haunter of the Phosphorescent Vault: 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: 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: 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: 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). Twelve female virgins (six Orange and six Purple) 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: 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.

The Ineluctable Pallid Commandment: 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.

The Inner Hieroglyphs of Dissolution: 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.

Invocation of the Maroon Dwelling: 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: 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. spells 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.

The Leprous Dweller Below: 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.

Liquescent Aspect of the Weird God: 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 on p. 46). At the ritual's end, the idol will become liquefied and envelop the sorcerer, who temporarily becomes a part of the Weird God's liquefied 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: 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: 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: 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: 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: 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: 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: 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. wands 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: 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.

The Many-Octacled Binding: This ritual can be performed only in conjunction with the Summon Diseased Guardian ritual (cf.). 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: 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: 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: 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: 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: 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: 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 Inner Hieroglyphs of Dissolution.

The Pillar of Awful Aspect: 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 fighting-men) 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 Primal Formula of the Dweller: Buried in hex 1807 is an ornate suit of black plate armor that confers an AC of 2 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: 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 Garden: 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-liquecent 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 liquecent 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 Fungus: 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 pur. worm. After the last sacrifice is consumed, the Fetor of the Depths will be bound to the sorcerer.

The Secret Name of the Devourer: 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 engraven 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 One: 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 Pillars: 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 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: 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: 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 Amoeba: 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: 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 following:

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: 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: 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.

Sundering of the Primal Glob: 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 another sacrifice, etc. until the saving throw is failed or no sacrifices remain. Each decapitated sacrifice weakens the Desiccating Slime by one HD. 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: 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.

Susurration of the Purple Cavern: 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 susurration that seduces and deludes the Violet Mist into willing bondage to the sorcerer. The susurration accompanies the sorcerer for 2-4 days, at which time the Violet Mist is no longer bound and will probably attack the sorcerer.

The Tentacled Desiccating One: 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: 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: This six-hour ritual can be accomplished only by 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: 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: 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: 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.

MONSTERS & TREASURES

MONSTER REFERENCE TABLE

Monster	# Appearing	AC	Move	HD	% in Lair	Treasure
Cthulhu	1	8	15/36	57	100%	H
Hastur	1	6	24	57	100%	H
Azathoth	1	2	--	60	100%	Nil
Nyarlathotep	1	6	9	56	99%	H
I'thaqua	1	2	36	55	50%	Nil
Cthugah	1	6	9	55	90%	10-100 Gems
Cthugah's						
Flame Creatures	1-3	7	6	12	Nil	Nil
Yog-Sothoth	1	6	15	58	40%	Nil
Spawn of Yog-Sothoth	1	6	12	16	50%	Nil
Shub-Niggurath	1	6	--	59	100%	Nil
Spawn of Shub-Niggurath		All variable				
Primordial Ones	1-10	5	12/18	9	98%	Nil
Shoggoths	1-3	6	9	18	85%	Nil
Mi-Go	3-12	8	9/24	2	60%	Nil
Great Race	1-12	6	12	7	98%	Nil
Deep Ones	1-100	5	9/24	1+1	85%	B
B'yakhee	1-3	9	9/24	4	10%	Nil
Fetor of the Depths	1	6	9	20	100%	H
Slime God	1	6	6	20	Nil	10-100 Gems
Lurker amidst the						
Obsidian Ruins	1	3	12	15	99%	20-50 Gems
Deep Gibbering Madness	1	6	9	16	99%	Nil
Putrescent Stench	1	--	24	12	Nil	Nil
It of the Fallen Pylons	1	2	12	20	95%	Nil
Crawling God	1	2	18	30	100%	Nil
Leprous Dweller Below	1	7	9	9	90%	10-60 Gems
Shambler of the Endless						
Night	1	9	9	16	Nil	Nil
Inky Crawler	1	5	24	15	99%	Nil
Lurker of the						
Putrescent Pits	1	9	12	12	90%	Nil
Weird God	1	9	15	17	100%	B
Violet Mist	1	--	24	--	90%	Nil
God of the Primal Void	1	9	12	12	100%	Nil
Tentacled One	1	6	24	19	95%	H
Foul Putrescence	1	9	3	16	99%	D
Suckered Abomination	1	7	12	14	95%	E
Colorless Ooze	1	6	6	15	Nil	Nil
Watery Death	1	8	12	7	85%	10-40 B.Pearls
Desiccating Slime						
of the Silent Halls	1	7	12	13	70%	H
Squamous Worm of the Pit	1	2	9	11	45%	H

Monster	# Appearing	AC	Move	HD	% in Lair	Treasure
Amphibious Ones	10-100	8	18	1	Nil	Nil
Diseased Guardians	6-36	9	9	1-1	98%	Varies
Green Ooze Pool	1	9	--	15	100%	Nil
Mummies	1-12	9	12	1+1 & up	75%	A
Mummy Brains	1	9	--	8+2 & up	100%	A
Unquiet Worms	1-4	9	9	4	90%	D
Lake Monsters	1-4	9	6/24	1 to 12	Nil	Nil
Giant Jungle Ants	1-1,000	6	15	1	50%	Nil
Space Aliens	1-100	9	12	1-1	80%	High-Tech
Species 23750	1-6	5	6	1	Nil	Nil

MONSTER DESCRIPTIONS:

CTHULHU: 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. stone 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.")

Psionics: All powers up to ten times per day

HASTUR THE UNSPEAKABLE: 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. spells 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.

Psionics: All powers up to ten times per day

AZATHOTH: 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" ("The Rats in the Walls", H. P. Lovecraft). This mindless Old One is a shapeless mass over 1,000' in diameter. Anyone entering its caverns will go irretrievably mad (save vs. spells at -5). If attacked, it attacks with numberless pseudopods, doing 18 dice damage. The cultists of Azathoth are all insane.

Psionics: None, but completely immune

NYARLATHOTEP: 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.

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

I'THAQUA: 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.

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

CTHUGAH: 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.

Psionics: All powers up to ten times per day

CTHUGAH'S FLAME CREATURES: 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'.

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

YOG-SOTHOTH: 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. spells 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.

Psionics: All powers up to ten times per day

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

SHUB-NIGGURATH: 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. spells 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.

Psionics: All powers up to ten times per day

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. To aid the referee in generating the particulars of these creatures, the following random generation tables are provided.

Table 1: Unique or Part of Group

1-19:	unique
20:	roll on Table 2

Table 2: Number Appearing

1-5:	1-2
6-9:	1-3
10-12:	1-4
13-15:	1-6
16-17:	1-8
18-19:	1-10
20:	2-12

Table 3: Armor Class

1-4:	9
5-8:	8
9-11:	7
12-13:	6
14-15:	5
16-17:	4
18-19:	3
20:	2

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:	3
2-3:	6
4-7:	9
8-12:	12
13-15:	15
16-17:	18
18-19:	21
20:	24

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: % in Lair

1-16:	Nil
17:	10% - 40%
18:	30% - 60%
19:	50% - 80%
20:	70% - 100%

Table 7: Alignment

1-6:	Chaotic
7:	Neutral (intelligent)
8:	Neutral (unintelligent)

Table 8: Body Type

1-2:	ooze/slime
3:	insectoid
4:	ophidoid
5-6:	octopoid
7:	anthropoid
8:	quadruped
9:	hexapod
10:	arachnoid
11:	ichthyoid
12:	batrachian
13:	aviod
14:	fungoid
15:	arboreoid
16:	plant
17-18:	amoeboid
19:	annelidoid
20:	crustacean

Table 9: 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 10: Hide

1-4:	smooth
5-8:	suckered
9-10:	scaled
11:	feathered
12:	furred

Table 11: Eyes

1:	none
2:	one
3:	two
4:	three
5:	four
6:	five
7:	six
8:	multiple/insectile

Table 12: Mouth

1:	none
2:	multiple
3:	toothed
4:	beaked
5:	suckered
6:	circular gaping maw

Table 13: Special Attacks

1-84:	none
85:	poisonous
86:	touch causes paralysis
87:	touch causes sickness (lose 1 point of constitution per 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 14: 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

PRIMORDIAL ONES: 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 expandable 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.

"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.

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

SHOGGOths: 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.

Mi-Go: 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.

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

GREAT RACE: 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.

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

DEEP ONES: 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.

B'YAKHEE: 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.

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

FETOR OF THE DEPTHS: 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. dragon breath 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.

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 Geometries of the Pit
to torment: The Curse of the Heaving Mass

SLIME GOD: This putrid glob of slime combines all the horrid qualities of bl. pudding, gr. ooze, gr. slime, and och. 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.

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

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

LURKER AMIDST THE OBSIDIAN RUINS: 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. stone to avoid, -2 on the dice at night). Its treasure consists solely of black gems.

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

DEEP GIBBERING MADNESS: 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. spells to avoid). A second saving throw is also required vs. spells 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.

to invoke: Evocation of the Deep Gibbering Madness

PUTRESCENT STENCH: 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.

to conjure: Manifestation of the Putrescent Stench
to banish: Measureless Chimes of the Uttermost Rim

IT OF THE FALLEN PYLONS: 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.

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

CRAWLING GOD: 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).

to invoke: Canticle of the Crawling God

LEPROUS DWELLER BELOW: 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.

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

SHAMBLER OF THE ENDLESS NIGHT: 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.

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

INKY CRAWLER: 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.

to conjure: Conjunction of the Inky Crawler

to banish: The Glyphs of the Ebon Lake

to imprison: Consign to the Lightless Lake

to torment: The Exoteric Consuming

LURKER OF THE PUTRESCENT PITS: 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".

to conjure: The Lurker of the Putrescent Pits

to banish: Dispelling the Primordial Flow

WEIRD GOD: 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. dragon breath 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. stone 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 liquefiant aspect only. Killing its liquefiant aspect merely destroys the idol. The multidimensional 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.

to invoke: Liquescent Aspect of the Weird God

VIOLET MIST: 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.

to conjure: The Haunter of the Phosphorescent Vault

to banish: Impediment of the Iridescent Fume

to bind: Susurration of the Purple Cavern

to imprison: Imprisonment of the Angled Labyrinth

to torment: The Curse of the Violet Mist

GOD OF THE PRIMAL VOID: 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. paralyzation or die.

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

TENTACLED ONE: 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.

to invoke: The Sixth Undulation of the Tentacled One

FOUL PUTRESCENCE: 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.

to conjure: Conjunction 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

SUCKERED ABOMINATION: 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. spells 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. spells 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.

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

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

COLORLESS OOZE: This is a large, invisible bl. 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.

to conjure: Conjunction 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

WATERY DEATH: 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. paralyzation 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.

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

DESICCATING SLIME OF THE SILENT HALLS: 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 carven from the black rock miles below the planet's surface.

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

SQUAMOUS WORM OF THE PIT: 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.

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

AMPHIBIOUS ONES: 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.

to conjure: Summon the Amphibious Ones
to bind: The Blasphemous Sacrifice

DISEASED GUARDIANS: 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.

to conjure: Summon Diseased Guardian
to bind: The Many-Octacled Binding

GREEN OOZE POOL: 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. spells at -4 or become the pool's willing slave. The pool must be destroyed to break the spell.

MUMMIES: Mummies are sorcerous devotees of Nyarlathotep 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 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. Thus, mummies range from Summoners to high-level Sorcerers. 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: 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.

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

UNQUIET WORMS: "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 fats and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl." (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.

LAKE MONSTERS: 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*.)

GIANT JUNGLE ANTS: 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).

SPACE ALIENS: 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: 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.

DINOSAURS: 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.

BEASTS OF BURDEN: 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.

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.

Many giant versions of certain real-world animals (but usually not giant birds or giant mammals) exist in the world of Carcosa. The only specific monsters from the 1974 rules that are found on the planet of Carcosa are the following:

Pur. Worms
Och. Jelly
Bl. Pudding
Gr. Slime
Gr. Ooze
Yel. Mold

SORCEROUS ITEMS

None of the magic items in the 1974 rulebook are present in the world of Carcosa. The following sections give an overview of the types of sorcerous items and high-tech items that can be found instead.

DESERT LOTUS

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.

SPACE ALIEN TECHNOLOGY

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 weapons based on elemental, electromagnetic, or any of a number of other principles. The following charts are provided for the referee's convenience in determining specifics of such weapons:

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 degrees and 360 degrees)

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 Men and to Blue Men)
- 15: Phosphorus (double damage to Blue Men and to Brown Men)
- 16: Sulfur (half damage to White Men)
- 17: Chlorine (half damage to Red Men)
- 18: Argon (double damage to Blue Men)
- 19: Potassium (double damage to Bone Men, half damage to Orange Men)
- 20: Calcium (double damage to Ulfire Men)
- 21: Scandium (double damage to White Men)
- 22: Titanium (double damage to Jale Men and to 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)
- 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 damage 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 damage 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 damage to Brown Men)
 68: Erbium (double damage to Ulfire Men)
 69: Thulium (double damage to Green Men, half damage to Brown Men)
 70: Ytterbium (half damage to Black Men)
 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: Bl. Pudding/Gr. Ooze/Gr. Slime/Och. 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 (as a staff of wizardry)

Notes on the effects of special projections:

Bl. pudding, gr. slime, gr. ooze, or och. 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. paralyzation 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. wands 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. paralyzation or be unable to move for 2-5 hours.

Polymorph weapons cause those who fail their saving throw vs. wands 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. wands to avoid).

Sonic weapons do base damage plus they will knock unconscious for 10-30 minutes any victim who fails his saving throw vs. wands.

Stun weapons do no damage. They knock unconscious for 1-3 hours those who fail their saving throw vs. wands.

Teleportation weapons cause no damage. They teleport each individual affected 10-100 miles away in a random direction (save vs. wands to avoid).

Other Space Alien Items

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.

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 2, 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 24)
Cloud giant strength
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.

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: Special Projections. 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'.

RANDOM ROBOT GENERATOR

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:	5
2-3:	4
4-5:	3
6-10:	2

Table 3: Hit Points (divide hp by 4.5 to determine HD for the robot's to hit rolls)

1:	10-30
2-4:	20-50
5-16:	40-70
17-20:	80-100

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% can also move through the watery depths)
 9: atmospheric flight (from a movement rate of 24 up to supersonic speeds)
 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 (roll once for each type of non-flight movement)

1: 6
 2-3: 9
 4-10: 12
 11-14: 15
 15-17: 18
 18-19: 21
 20: 24

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 charts beginning on p. 57.)
 11-12: Grenade launcher
 13-14: Mini-missile launcher
 15-16: Gas (poison, choking, caustic, hallucinatory, obscuring, 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 (can keep any one target from reaching the robot)
 8: Armor (all attacks on robot are at -1 to -4 to hit)
 9: Illusion generator (makes robot appear to be displaced by 5': -4 to hit)
 10: Smoke screen generator (-2 to hit)

Table 8: Special Detection Systems (roll 1-4 times, re-rolling duplicates)

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

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.

Re-Programming 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 (such as 95% robotic and 5% biological [e. g., a robot with a biological brain], or 5% robotic and 95% biological [e. g., an animal with a violet laser ray implant], etc.). A simple way to determine the characteristics of a specific cyborg is to randomly generate a spawn of Shub-Niggurath (pp. 37-41) and then roll some robotic characteristics for it on the Random

Robot Generator, or (conversely) to randomly generate a robot and then roll some biological characteristics for it on the spawn of Shub-Niggurath tables.

TECHNOLOGICAL ARTIFACTS OF THE GREAT RACE

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 the future. This is all so draining that when the user leaves the chamber he must save vs. wands 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 dolm, 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. spells 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. spells 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. spells 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. spells, 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 degenerates 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. spells or one or more of the time travelers will find his existence scattered throughout many times. Such an unfortunate is forever lost.

TECHNOLGICAL 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 Primordial Pit can once per day manipulate the controls to induce the artifact to produce a living thing:

- 1-44: immobile, organic goo
- 45-88: bl. pudding, gr. ooze, gr. slime, or och. jelly (equal chance of each)
- 89-94: a spawn of Shub-Niggurath that wanders away
- 95-97: a spawn of Shub-Niggurath that attacks
- 98-00: a spawn of Shub-Niggurath 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. wands 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. dragon breath 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).

ADVENTURES IN THE UNDERWORLD AND WILDERNESS

MUTATIONS

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:

<u>Roll</u>	<u>Mutation</u>
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	Flexible snake-like jaws: Mouth can open 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 (movement cut in half)
92-96	Skin transparent—charisma 3
97-00	Wounds take twice as long to heal

CARCOSA CAMPAIGN MAP ONE HEX DESCRIPTIONS

The center pages of this book contain 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 a point of interest. Of course, these encounters are only the merest fraction of what can 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.
- 0102 Village of 270 Black Men ruled by "the Overking of All the Lands", a chaotic Champion
- 0103 1 Cthugah's Flame Creature
- 0104 Village of 240 Black Men ruled by "the Servant of the Master", a neutral Myrmidon
- 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.
- 0106 Spawn of Shub-Niggurath (AC 6, MV 9 [swimming], HD 6, Chaotic): a gray-furred arachnid with six eyes and a toothed mouth.
- 0107 Spawn of Shub-Niggurath (AC 7, MV 9 [swimming], HD 8, Chaotic): an orange octopoid covered with suckers. It has three eyes and a beaked mouth.
- 0108 12 mosasaurs with transparent skin
- 0109 Village of 320 Orange Men ruled by "His Beneficent Dominance", a neutral Superhero
- 0110 Spawn of Shub-Niggurath (AC 9, MV 3/21, HD 1, Chaotic): a translucent and colorless scaled aviod, with no eyes and a toothed mouth. It is harmed only by fire.
- 0111 Village of 210 White Men ruled by "the Mistress of Small Petals", a neutral 9th-level Lord
- 0112 8 giant tarantulas
- 0113 On moonless nights a sourceless sound like the rattling of bones can be heard.
- 0114 An orange and ulfire-feathered tyrannosaurus 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.
- 0115 Castle of 6 Jale Men led by a chaotic Tormentor
- 0116 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.

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).

0202 All that is visible of an abandoned and buried base of the Space Aliens is an intermittently blinking orange light.

0203 Village of 310 Green Men ruled by "the Jade Emperor", a neutral Myrmidon

0204 Citadel of 16 Orange Men led by a neutral Warrior

0205 Castle of 7 Ulfire Men led by a neutral Superhero

0206 Village of 190 Black Men ruled by "the Master of all Seas", a chaotic Champion

0207 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.

0208 Village of 320 Red Men ruled by "the Peerless Will", a chaotic Tormentor

0209 Spawn of Shub-Niggurath (AC 7, MV 15/12, HD 1, Chaotic): a black and dolm hexapod with a smooth hide, one eye, and a beaked mouth. It is immune to cold.

0210 Village of 180 Blue Men ruled by "the Omnipotent Blue Emperor", a neutral 12th-level Lord

0211 The Black Abomination of Nyarlathotep is a black spire of rustless metal reaching 1,600' into the sky.

0212 Spawn of Shub-Niggurath (AC 9, MV 15 [land]/9 [flying]/9 [swimming], HD 4, Chaotic): a winged yellow ophidoid with no eyes and four mouths. Its skin is covered with suckers. It is surprised only on a 1.

0213 Spawn of Shub-Niggurath (AC 7, 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.

0214 Spawn of Shub-Niggurath (AC 8, MV none, HD 10, Chaotic): a colorless, translucent fungus covered with suckers and insectoid eyes, with a great beaked mouth.

0215 Castle of 6 Brown Men led by a neutral Swashbuckler

0216 Spawn of Shub-Niggurath (AC 7, MV 18, 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).

0301 1 Spawn of Yog-Sothoth

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.

0303 1 Mummy Brain

0304 Castle of 61 Jale Men led by a neutral Swashbuckler

0305 Castle of 53 Orange Men led by a chaotic Swashbuckler

0306 Within a clearing stand nearly 100 totem poles painted in dark hues, grotesquely carved with cephalopod motifs.

0307 27 Diseased Guardians

0308 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.

0309 Village of 430 Green Men ruled by "the Speaker of all Truths", a neutral Swashbuckler

0310 Castle of 85 Orange Men led by a lawful Hero

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.

0312 Village of 400 Green Men ruled by "the Peerless Will", a neutral Superhero

0313 13 giant lizards

0314 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.

0315 Spawn of Shub-Niggurath (AC 3, MV 3, HD 4, Chaotic): a black ooze with four eyes and a large, toothed mouth.

0316 1 Gr. Slime

0401	7 Mi-Go	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.
0402	Here looms the great and extinct black volcanic Mount Voormith'adreth, honeycombed with weird and outré caverns, and beneath which bubbles and heaves Shub-Niggurath.	0502	Citadel of 83 Yellow Men led by a neutral Myrmidon
0403	Spawn of Shub-Niggurath (AC 9, MV 9 [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.	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.
0404	Village of 200 Jale Men ruled by "the Flowering Tree of Sublime Wisdom", a neutral Swashbuckler	0504	Spawn of Shub-Niggurath (AC 5, MV 6, HD 7, Chaotic): a dolm insectoid with three eyes and a beaked mouth. It is surprised only on a 1.
0405	Village of 240 Dolm Men ruled by "the Commander of the True Men", a neutral Swashbuckler	0505	Citadel inhabited by a neutral Red Hero
0406	Castle of 85 Green Men led by a neutral Myrmidon	0506	Village of 220 Blue Men ruled by "the Eyes That See in the Dark", a neutral Superhero
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.	0507	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.
0408	Castle of 17 Purple Men led by a neutral Swordsman	0508	Citadel of 17 Purple Men led by a chaotic Swashbuckler
0409	2 of the Great Race	0509	9 Apatosaurs with poisonous bites
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 audial hallucinations, etc.	0510	1 Och. Jelly
0411	Castle of 48 Orange Men led by a neutral Superhero	0511	Citadel of 28 Black Men led by a lawful Imprisoner
0412	The ground for several miles consists of vitrified sand, melted into huge glossy sheets of pale white glass.	0512	Village of 270 Ulfire Men ruled by "the Beauteous Celestial Barque", a chaotic Champion
0413	389 Giant Jungle Ants	0513	Village of 210 Blue Men ruled by "the August Overking", a neutral Superhero
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.	0514	Spawn of Shub-Niggurath (AC 8, MV 12 [land]/6 [flying]/12 [swimming], HD 4, Chaotic): a gray quadruped covered in suckers and eyes, with a suckered mouth.
0415	Spawn of Shub-Niggurath (AC 6, MV 6, HD 10, Chaotic): a smooth green ophidoid with a suckered mouth. It is immune to poison.	0515	Village of 390 Ulfire Men ruled by "the Uncircumscribed Puissance", a neutral 10 th -level Sorcerer
0416	7 Giant Frogs	0516	Yel. Mold
		0601	2 Lake Monsters
		0602	Village of 280 Ulfire Men ruled by "the Mystic One", a chaotic Myrmidon

0603	Spawn of Shub-Niggurath (AC 9, MV 12, HD 7, Chaotic): a smooth-skinned ulfire annelidoid with two eyes and a suckered mouth.	0704	3 Spawn of Shub-Niggurath (AC 9, MV 12 [swimming only], HD 4, Chaotic): brown amoeboids covered with suckers, eyes, and mouths. They are surprised only on a 1.
0604	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.	0705	6 Mummies
0605	The radiation from several giant black crystals causes mutations to all who approach within 10' (save vs. poison to avoid).	0706	Village of 330 Red Men ruled by "the Brightest Day", a neutral Swashbuckler
0606	Castle of 35 Yellow Men led by a neutral Banisher	0707	Village of 260 Blue Men ruled by "the Splendorous Gemstone", a neutral 11 th -level Lord
0607	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.	0708	Citadel of 80 Orange Men led by a neutral Champion
0608	Citadel of 92 Purple Men led by a neutral Myrmidon	0709	Village of 330 White Men ruled by "the Blinding Void", a chaotic Champion
0609	Village of 330 Green Men ruled by "the Magnificent Effulgence", a neutral Myrmidon	0710	Village of 280 Bone Men ruled by "the Uttermost Command", a neutral Banisher
0610	Spawn of Shub-Niggurath (AC 6, MV 12, HD 6, Chaotic): a blood red and pale green amoeboid covered with suckers and eyes.	0711	2 Shoggoths
0611	Citadel of 46 Black Men led by a lawful Champion	0712	Village of 290 Bone Men ruled by "the Supreme Elegance", a lawful 10 th -level Lord
0612	Citadel of 82 Red Men led by a neutral Champion	0713	Citadel of 35 Blue Men led by a neutral Binder
0613	Village of 300 Orange Men ruled by "the Resplendent Sun", a lawful 9 th -level Lord	0714	Ruins of the Snake-Men peak 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.
0614	19 Diseased Guardians	0715	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.
0615	Village of 340 Ulfire Men ruled by "the Unbearable Poignancy", a chaotic Champion	0716	63 Amphibious Ones
0616	A 4' tall humanoid lizard, ornately armed and armored, sits astride a giant lizard. At the sight of anyone the mount and its rider run swiftly (movement 24) into the swamp.	0801	Village of 290 Bone Men ruled by "the Master of All the Living", a neutral Superhero
0701	3 Lake Monsters	0802	Castle of 44 Blue Men led by a neutral Banisher
0702	2 Lake Monsters	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.
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.		

0804	Village of 340 Brown Men ruled by "the Prince of the Air, the Earth, and the Seas", a neutral Champion	0907	Castle of 84 Ulfire Men led by a chaotic Swashbuckler
0805	4 Cave Bears	0908	Spawn of Shub-Niggurath (AC 5, MV 12 [land]/12 [flying]/9 [swimming], HD 1, Chaotic): a blue crustacean with fin-like wings, entirely covered in suckers. It has one large eye and a toothed mouth.
0806	Village of 260 Brown Men ruled by "the Unmovable", a chaotic 10 th -level Lord	0909	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.
0807	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	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.
0808	See hex 0807.	0911	Castle of 29 Black Men led by a neutral Swashbuckler
0809	Spawn of Shub-Niggurath (AC 9, MV 12, HD 2, Chaotic): a jale plant covered with eyes and mouths. It can attack twice each round and cannot be surprised.	0912	Spawn of Shub-Niggurath (AC 7, MV 12/9 [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.
0810	Citadel of 26 Ulfire Men led by a neutral Swordsman	0913	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.
0811	Citadel of 55 Bone Men led by a neutral Imprisoner	0914	Beneath the still waters of the lake can be glimpsed a temple complex over 300' in diameter.
0812	Village of 280 Orange Men ruled by "His Preponderancy", a chaotic 9 th -level Lord	0915	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.
0813	Spawn of Shub-Niggurath (AC 3, MV 3/18 [swimming], HD 10, Chaotic): a brown amoeboid covered in eyes with a gaping maw.	0916	Village of 350 Yellow Men ruled by "the Yellow Prince of Winds", a chaotic 9 th -level Lord
0814	Spawn of Shub-Niggurath (AC 4, MV 21 [swimming], HD 4, Chaotic): a jale slime with a single red eye and a suckered mouth.	1001	1 Bl. Pudding
0815	Village of 430 Blue Men ruled by "the Gentle and Humble Flower", a neutral Tormentor	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 8 th -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. spells. Those who fail will become fervent devotees of Nyarlathotep and will join the monks' brotherhood.
0816	Citadel of 24 Black Men led by a neutral Binder		
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.		
0902	Citadel of 66 Dolm Men led by a neutral Champion		
0903	Village of 190 Jale Men ruled by "the Eloquent Wind", a chaotic Superhero		
0904	Village of 300 Green Men ruled by "the Unanswerable Obliteration", a lawful Champion		
0905	Village of 200 Bone Men ruled by "the Pale Death", a lawful Champion		
0906	Village of 350 Jale Men ruled by "the Plumage of Many Colors", a chaotic 9 th -level Lord		

1003 Spawn of Shub-Niggurath (AC 4, MV 12/15, HD 5, Chaotic): a red-feathered quadruped with no eyes and eight mouths. It attacks at -2.

1004 Village of 260 Dolm Men ruled by "the Infinitude of Humility", a neutral Champion

1005 Village of 190 Orange Men ruled by "the Piercing Intellect", a lawful Champion

1006 Village of 280 Jale Men ruled by "the Inexorable Judge", a lawful Superhero

1007 Here stands the lone tower of an Orange Imprisoner. 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.

1008 Spawn of Shub-Niggurath (AC 8, MV 9/15 [swimming], HD 4, Chaotic): a black octopoid covered with suckers, a single purple eye, and a beaked mouth. It is immune to poison.

1009 Citadel of 79 Blue Men led by a chaotic Swashbuckler

1010 Citadel of 11 Orange Men led by a chaotic Swordsman

1011 Village of 270 Bone Men ruled by "the Swift and Silent Beginning", a lawful 11th-level Lord

1012 Village of 220 Brown Men ruled by "the One", a neutral Champion

1013 Village of 310 Ulfire Men ruled by "the Unapproachable Radiance", a neutral Imprisoner

1014 Castle of 18 Green Men led by a chaotic Banisher

1015 Village of 400 Bone Men ruled by "the Autocrator", a lawful Myrmidon

1016 10 Gorgosaurs with tentacles for tongues which can grab prey up to 20' distant

1101 Spawn of Shub-Niggurath (AC 9, MV 21, HD 5, Chaotic): an orange and brown annelidoid covered with suckers and small mouths, with a large mouth like a pur. worm.

1102 Spawn of Shub-Niggurath (AC 5, MV 6, HD 4, Neutral [intelligent]): a gray, purple, and white land octopus with smooth skin, five eyes, and a beaked mouth.

1103 Citadel of 73 Red Men led by a chaotic Superhero

1104 Deep rifts run for miles. Smoke continually rises from the invisible depths. Hideous, semi-human screams and chants can be heard far below.

1105 4 ulfire-feathered Iguanodons

1106 Village of 330 Red Men ruled by "the Voice of the Ant-God", a neutral Myrmidon. They worship the Giant Jungle Ants in hex 1205.

1107 Citadel of 15 Brown Men led by a chaotic Swordsman

1108 Citadel of 75 Red Men led by a neutral Myrmidon

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.

1110 Village of 270 Green Men ruled by "the Meek Servant of All", a chaotic Imprisoner

1111 Spawn of Shub-Niggurath (AC 7, MV 18, HD 10, Chaotic): a four-footed ichthyoid covered in ulfire scales with a beaked mouth. It is harmed only by fire.

1112 Village of 300 Orange Men ruled by "She of Deep Wisdom", a 9th-level Lord

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.

1114 Castle of 52 Bone Men led by a neutral Hero

1115 Village of 220 Ulfire Men ruled by "the Incomparable Excellency", a neutral 10th-level Lord

1116 Village of 290 Purple Men ruled by "the Duke of Stones", a neutral Champion

1201 Castle of 31 Green Men led by a lawful Swordsman

1202 Spawn of Shub-Niggurath (AC 2, MV 15, HD 2, Chaotic): a blue-scaled anthropoid with one entirely black eye and a suckered mouth.

1203 3 Pur. Worms

1204 Citadel of 26 Dolm Men led by a neutral Invoker

1205 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.

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.

1207 Village of 240 Red Men ruled by "He of Clear Countenance", a chaotic Imprisoner

1208 1 Gr. Ooze

1209 Village of 280 Yellow Men ruled by "the Glittering Glory", a neutral 9th-level Lord

1210 A band of 8 Ulfire slavers is poling down the river on barges with 20 young Yellow slave girls.

1211 Village of 310 Bone Men ruled by "the Implacable Lawgiver", a neutral Hero

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.

1213 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.

1214 33 Deep Ones

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. death ray or die in a mingling of ecstasy and agony.

1216 A 10th-level Lord in gleaming black plate that completely covers his body will forbid anyone passage south. He is mounted on an aggressive giant lizard with dark dolm skin. If the Lord is slain, his armor will be found empty.

1301 Spawn of Shub-Niggurath (AC 5, MV 18/9, HD 8, Chaotic): a purple amoeboid with smooth hide, five eyes, and a suckered mouth. It is surprised only on a 1.

1302 Village of 310 Brown Men ruled by "the Essence of Invincibility", a chaotic Superhero

1303 Village of 360 Blue Men ruled by "the Purest Joy-Giver", a neutral Myrmidon

1304 Village of 260 Ulfire Men ruled by "the Gracious, the Merciful, the Stern", a neutral Champion

1305 An ancient and decaying fane of Brown headhunters is 90% overgrown by the jungle.

1306 Village of 280 White Men ruled by "the Crystalline Thought", a lawful Imprisoner

1307 Village of 310 Purple Men ruled by "the One True Voice", a neutral Superhero

1308 Spawn of Shub-Niggurath (AC 4, MV 12, HD 8, Chaotic): a colorless ooze with six eyes and a sucker-like mouth.

1309 9 Tyrannosaurus Rexes with fungoid growths swelling from their bodies

1310 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 Banisher enslaved by the pool.

1311 Spawn of Shub-Niggurath (AC 8, MV 3/12 [swimming], HD 1, Chaotic): a grey amoeboid covered with eyes and with a beaked mouth. It is immune to heat and fire.

1312 Citadel of 79 Purple Men led by a chaotic Swashbuckler

1313 Castle of 79 Bone Men led by a chaotic Hero

1314 Yel. Mold

1315 Village of 250 Purple Men ruled by "the Lustrous King", a chaotic 11th-level Lord

1316 Citadel of 74 Brown Men led by a neutral Myrmidon

1401 3 Quetzalcoatlus, able to breathe radiation (save vs. poison or be stricken with a mutation) three times per day with a range of 120'

1402 Spawn of Shub-Niggurath (AC 8, MV 12/9 [swimming], HD 7, Chaotic): a black hexapod with five eyes and a gaping maw. It is immune to heat and fire.

1403 The ruin of a gargantuan crashed starship of the Space Aliens has long since been converted by them into a thriving city.

1404 1 Gr. Slime

1405 Castle of 99 Brown Men led by a chaotic Myrmidon

1406 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.	
1407	See hex 1406.	
1408	Spawn of Shub-Niggurath (AC 8, MV 6, 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.	
1409	Village of 270 Dolm Men ruled by "the Ocean of Mercy", a neutral Superhero	
1410	Spawn of Shub-Niggurath (AC 8, MV 15/12, HD 1, Neutral [intelligent]): a winged, gray quadruped with a large maw. It is invisible until it attacks.	
1411	Village of 310 Brown Men ruled by "the Heart's Ravishment", a neutral Binder	
1412	Village of 270 White Men ruled by "His Serene Grace", a neutral Champion	
1413	Spawn of Shub-Niggurath (AC 8, MV 12 [swimming only], HD 10, Neutral [intelligent]): a mouthless gray octopoid covered with spiny suckers and with a single large green eye.	
1414	Spawn of Shub-Niggurath (AC 9, MV 3, HD 7, Neutral [intelligent]): a red amoeboid covered in suckers and mouths. It has four ulfire eyes.	
1415	1 Pur. Worm	
1416	Village of 160 Black Men ruled by "the Worm King", a chaotic 9 th -level Lord. They sacrifice to and worship the pur. worm in hex 1415.	
1501	Castle of 18 Bone Men led by a chaotic Swordsman	
1502	Spawn of Shub-Niggurath (AC 7, MV 15, HD 6, Chaotic): an orange fungoid creature covered in suckers and eyes, with a toothed mouth. It is immune to normal weapons.	
1503	Castle of 97 Green Men led by a chaotic Swashbuckler	
1504	1 Och. Jelly	
1505	13 Giant Centipedes	
1506	See hex 1406.	
1507	On a lifeless island of black stone stands the alien city of Carcosa.	
1508	See hex 1406.	
1509	Citadel of 20 Yellow Men led by a chaotic Imprisoner	
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.	
1511	5 Giant Crocodiles	
1512	Castle of 54 Purple Men led by a lawful Conjuror	
1513	Yel. Mold	
1514	5 Mummies	
1515	Castle of 57 Blue Men led by a chaotic Superhero	
1516	61 Deep Ones	
1601	1 Mummy Brain	
1602	Village of 370 Dolm Men ruled by "the Final Falling Star", a chaotic Hero	
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.	
1604	Village of 380 White Men ruled by "the Blanket of Defense", a neutral 11 th -level Lord	
1605	Castle of 9 Dolm Men led by a neutral Hero	
1606	See hex 1406.	
1607	1 Bl. Pudding	
1608	Nothing lives or grows within a half mile of the cursed stone tomb of a chaotic sorcerer.	
1609	Citadel of 83 Bone Men led by a chaotic Myrmidon	
1610	Village of 370 Red Men ruled by "the Lover of Peace", a lawful Binder	
1611	Castle of 38 Black Men led by a chaotic Hero	

1612 Village of 210 Yellow Men ruled by "the Enthroned upon the Polychromatic Butterfly Throne", a chaotic 10th-level Sorcerer

1613 Village of 310 Orange Men ruled by "the Most Desirous One", a chaotic Myrmidon

1614 Citadel of 68 Jale Men led by a neutral Myrmidon

1615 Spawn of Shub-Niggurath (AC 6, MV 12/15, HD 2, Chaotic): a membrane-winged hexapod with smooth dolm skin, insectile eyes, and a beaked mouth.

1616 Citadel of 33 Jale Men led by a lawful Hero

1701 15 Giant Snakes (non-poisonous)

1702 Castle of 41 White Men led by a neutral Champion

1703 Here is a pit approximately 400' in diameter which is filled with huge single-celled organisms between 1' and 2' in diameter.

1704 Village of 400 Green Men ruled by "the Light by Whom All See", a neutral Champion

1705 Village of 280 Dolm Men ruled by "the Delicate Dew of the Morn" a chaotic Champion

1706 Village of 240 Green Men ruled by "the Bright and Constant Star", a neutral Myrmidon

1707 Village of 320 Dolm Men ruled by "the Glory of the Frozen Lightning", a neutral Superhero

1708 Citadel of 92 Blue Men led by a chaotic Swordsman

1709 Village of 390 Black Men ruled by "the Sagacious Light", a neutral 9th-level Sorcerer

1710 11 Saber-Toothed Tigers

1711 Spawn of Shub-Niggurath (AC 7, MV 12, HD 8, Chaotic): a white amoeboid with two orange eyes and a gaping maw.

1712 Spawn of Shub-Niggurath (AC 6, MV 9 [land]/9 [flying]/12 [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.

1713 Citadel of 2 Black Men led by a lawful Champion

1714 21 Space Aliens

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.

1716 In the depths of this foreboding lake writhes Nyarlathotep, the Crawling Chaos. Around the lake are temples and archives of blasphemous knowledge.

1801 Castle of 2 Dolm Men led by a neutral Banisher

1802 1 Shoggoth

1803 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.

1804 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.

1805 Castle of 35 White Men led by a neutral Hero

1806 Citadel of 16 Yellow Men led by a chaotic Swordsman

1807 10 Primordial Ones

1808 Village of 290 Orange Men ruled by "the Shimmering Curtain of Glory", a lawful 9th-level Lord

1809 3 individuals of Species 23750

1810 Village of 280 White Men ruled by "the Servant of the Bringer", a neutral Superhero

1811 Spawn of Shub-Niggurath (AC 3, MV 15, HD 1, Chaotic): a yellow annelidoid covered in suckers. It has four blue eyes and a maw like a pur. worm's.

1812 Citadel of 86 Ulfire Men led by a neutral Swashbuckler

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.

1814 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.	
1815	Village of 330 Ulfire Men ruled by "the Perfection of All Graces", a chaotic 9 th -level Lord	
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.	
1901	12 Mummies	
1902	Citadel of 85 Purple Men led by a neutral Binder	
1903	Insane cultists (of various races) of Azathoth 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.	
1904	Village of 250 Jale Men ruled by "the Omnipotent King", a chaotic Champion	
1905	Castle of 39 Blue Men led by a chaotic Myrmidon	
1906	Spawn of Shub-Niggurath (AC 7, MV 12/12, HD 5, Chaotic): an ulfire-feathered crustacean with no eyes and a large maw.	
1907	Village of 270 Yellow Men ruled by "the Ever-Full Pool", a neutral Myrmidon	
1908	Citadel of 15 Brown Men led by a neutral Swashbuckler	
1909	1 Bl. Pudding	
1910	2 B'yakhee	
1911	Citadel of 65 Brown Men led by a neutral Swashbuckler	
1912	Village of 370 Yellow Men ruled by "the Coruscating Celestial Vault", a neutral Champion	
1913	Village of 210 Brown Men ruled by "the Perpetual Spring", a neutral Champion	
1914	Village of 240 Yellow Men ruled by "the Fullness of Benedictions", a chaotic 10 th -level Lord	
1915	A 5' diameter spherical robot (AC 5, MV 12, 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.	
1916	Village of 290 Jale Men ruled by "the Fountain of Wisdom", a lawful 9 th -level Sorcerer	
2001	Citadel of 16 Jale Men led by a lawful Swashbuckler	
2002	Spawn of Shub-Niggurath (AC 6, 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.	
2003	2 Stegosaurs with tentacles instead of legs	
2004	5 phosphorescent Allosaurs	
2005	Village of 370 Yellow Men ruled by "the Incomparable Crown", a chaotic Swashbuckler	
2006	3 Unquiet Worms	
2007	Citadel of 98 White Men led by a neutral Warrior	
2008	Castle of 58 Jale Men led by a lawful Tormentor	
2009	Village of 180 Purple Men ruled by "He beyond All Superlatives", a neutral 9 th -level Lord	
2010	6 Spawn of Shub-Niggurath (AC 9, MV 12, HD 5, Chaotic): dolm-feathered ichthyoids with two mouths. They are immune to cold.	
2011	At the edge of the ice is a fearsome totem pole of unknown feathered creatures.	
2012	77 Space Aliens	
2013	9 bright red Ankylosaurs	
2014	Spawn of Shub-Niggurath (AC 6, MV 12, HD 4, Neutral [unintelligent]): a scaly blue slime.	
2015	Castle of 44 Red Men led by a neutral Myrmidon	
2016	Village of 360 White Men ruled by "the Stainless Mind", a neutral 10 th -level Lord	
2101	5 Mi-Go	
2102	A cyborg (AC 3, MV 18, 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 (as the spell) 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.

2103 1 Cthugah's Flame Creature

2104 Behind a small rocky ridge is a fully-charged stationary gadolinium pulse cannon embankment. It can swivel 90 degrees, from northwest to southwest.

2105 Village of 280 Black Men ruled by "the Utter Totalitor" a chaotic Superhero

2106 Half-buried in the desert sands is a mausoleum of the Black Men, containing the tombs and elaborate coffins of past rulers.

2107 1 Gr. Ooze

2108 Village of 380 Orange Men ruled by "the Inestimable Height of Splendor" a neutral 10th-level Lord

2109 Castle of 53 Green Men led by a chaotic Tormentor

2110 2 B'yakhee

2111 9 Woolly Mammoths

2112 Village of 310 Jale Men ruled by "the Apotheosis of All Excellences" a chaotic 10th-level Sorcerer

2113 Village of 280 Red Men ruled by "the Lustrous Bestower of All Gifts", a neutral Binder

2114 Spawn of Shub-Niggurath (AC 4, MV none, HD 4, Chaotic): a brown-feathered insectoid with two eyes and a toothed mouth. It regenerates 1 HD every round.

2115 12 of the Great Race

2116 Village of 220 Red Men ruled by "His Illustriousness", a neutral Champion

2201 Here wanders a chaotic 10th-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.

2202 Spawn of Shub-Niggurath (AC 7, MV 18 [swimming], HD 1, Chaotic): a red insectoid with five eyes and no mouth. It is covered with serrated suckers.

2203 58 Space Aliens

2204 Castle of 46 White Men led by a neutral Hero

2205 In shallow underground caves lives a wretched tribe of Brown cannibals. Feral and naked, they are barely recognizable as human.

2206 6 Triceratops, able to shoot energy beams (4 dice damage, save vs. wands for half) from their eyes three times per day with a range of 100'

2207 1 Och. Jelly

2208 Citadel of 73 Ulfire Men led by a neutral 8th-level Sorcerer

2209 Village of 160 Bone Men ruled by "the Servant of the Gatherer" a lawful Swashbuckler

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.

2211 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.

2212 Spawn of Shub-Niggurath (AC 9, MV 6/12, HD 4, Chaotic): a yellow, gray, and blue batrachian covered with suckers and with a great suckered mouth. Its gaze causes confusion (save vs. spells).

2213 2 individuals of Species 23750

2214 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.

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. stone, 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.

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.

2301 Village of 260 Brown Men ruled by "the Inapproachable Presence" a neutral 11th-level Sorcerer

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.

2303 Citadel of 51 Red Men led by a neutral Swashbuckler

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.

2305 Citadel of 92 Yellow Men led by a neutral Swordsman

2306 9 Giant Scorpions

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.

2308 Village of 250 Dolm Men ruled by "the Transcendent Illumination", a neutral Myrmidon

2309 Village of 290 Red Men ruled by "the Exalted Brightness", a neutral 10th-level Lord

2310 4 Primordial Ones

2311 Spawn of Shub-Niggurath (AC 9, MV 12, 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.

2312 Citadel of 20 White Men led by a lawful Myrmidon

2313 Village of 260 Black Men ruled by "the Night's Dominion", a neutral Imprisoner

2314 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.

2315 Village of 350 Jale Men ruled by "the Tranquil Mirror" a neutral 10th-level Lord

2316 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. dragon breath. 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.

2401 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.

2402 Partially buried is the petrified skeleton of a 120-legged creature over one mile long.

2403 In a depression grows a riotously-colored fungus forest covering about 1 square mile. Within are incomprehensible Fungus-Men carrying out unintelligible tasks.

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.

2405 Village of 330 Purple Men ruled by "the Ascendant Master", a chaotic Swashbuckler

2406 Village of 320 Yellow Men ruled by "the Crowned of the Magisterial Diadem of the Air", a neutral Myrmidon

2407 Village of 300 White Men ruled by "the High Lord Plenipotentiary", a neutral 12th-level Lord

2408 52 Deep Ones

2409 Village of 280 Purple Men ruled by "the Imperious Emperor", a chaotic Swashbuckler

2410 Spawn of Shub-Niggurath (AC 4, MV 12/12, HD 6, Chaotic): a white amoeboid with a large, toothed mouth. It is immune to cold.

2411 Citadel of 40 Yellow Men led by a chaotic Invoker

2412 Spawn of Shub-Niggurath (AC 4, MV 15/18, HD 5, Chaotic): a winged, green annelidoid covered with suckers, three eyes, and a huge, circular maw.

2413 1 individual of Species 23750

2414 Citadel of 47 Dolm Men led by a chaotic Swordsman

2415 A humanoid robot (AC 2, MV 12, 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.

2416 14 Giant Leeches

2501 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.

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.

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.

2504 Here smolders the recent wreckage of a flying saucer. Within are two badly burned corpses of Space Aliens. Nothing is salvageable.

2505 Village of 240 Purple Men ruled by "the Iridescent Glory of the Eyes", a lawful Superhero

2506 12 Pteranodons, bony spikes growing from all over their bodies

2507 Castle of 23 Ulfire Men led by a lawful Swordsman

2508 2 Unquiet Worms

2509 56 Amphibious Ones

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.

2511 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 Conjuror 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.

2512 Spawn of Shub-Niggurath (AC 4, MV 24, HD 1, Chaotic): a smooth-skinned, orange ichthyoid with fly-like eyes and a mouth like a small pur. worm. Since it radiates fear, all within 50' of it must save vs. spells or flee. It is immune to heat and fire, and it is surprised only on a 1.

2513 Village of 290 Blue Men ruled by "the Wielder of the Sapphire Scepter", a neutral Hero

2514 1 Spawn of Yog-Sothoth

2515 Village of 220 Dolm Men ruled by "the Grand Adept of Dreamers", a neutral Myrmidon

2516 8 hideously twisted and misshapen Styracosaurs

Notes

Notes

Carcosa Campaign Map One

One Hex = Ten Miles



