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THE CTHULHU ALPHABET:

THE CTHULHU MYTHOS, FROM AZATHOTH TO ZANN

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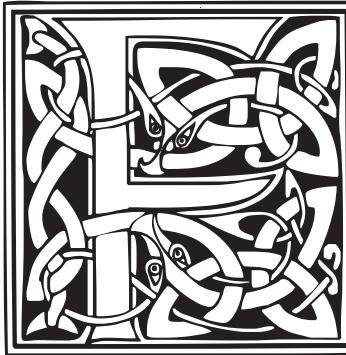
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FOREWORD BY BRADLEY K MCDEVITT

As A Foulness Shall Ye Know Them: The Cthulhu Mythos, from Azathoth to Zann

Few writers of horror stories have had enough cultural influence to have their names become adjectives. Edgar Allan Poe is the closest to the subject of this foreword, and “Poe-esque” is rarely used. Stephen King, possibly the most widely read horror author of all time, has not achieved that kingly position in the language. But when one says “Lovecraftian,” even many people who have never read the works of the Rhode Island recluse have an inkling of the weirdness the term is meant to evoke.

Howard Phillips Lovecraft created, with his Cthulhu Mythos, something the literary world had never seen before: intensely detailed horror stories that eschewed the mysticism and clichés that had encrusted themselves upon the body of horror fiction. Whereas many previous stories had been set in vague locales that barely qualifies as settings, Lovecraft set his tales in settings so well defined that one could almost use the text of *The Haunter of the Dark* as a tour guide of Providence. Similarly, if not for the alien invaders that leave their stamp on the text by its end, one could read *The Whisperer in Darkness* as a fine travelogue of rural Vermont. Other stories use the exactitude of science to lend credibility to the goings-on. The autopsy in *At The Mountains of Madness* runs a whopping nine pages of jaw-dropping realism.. about a monster that, in truth, never existed anywhere but in Lovecraft’s imagination. Even his signature creation, the accursed tome *The Necronomicon*, was described with such convincing verisimilitude that for decades afterward, bookstore owners related bemused tales of customers coming in attempting to buy copies.

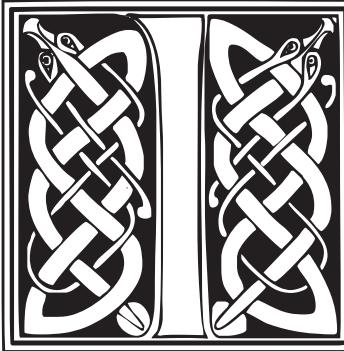
As for the Cthulhu Mythos itself, it was Lovecraft’s concept to create a cycle of loosely interlinked stories, detailing a secret history of Mankind and the beings that came both before and after it. It proved to be a hugely successful idea. And it became even more popular when he invited other *Weird Tales* authors like Robert E. Howard, Clark Ashton-Smith, and August Derleth, to name a few, to contribute to the idea. New contributions continue to this day, with authors like Ramsey Campbell and Stephen King adding to the depth and breadth of the mythology.

Countless more stories have been informally added to the Mythos since the 1981 publication of Chaosium’s *Call of Cthulhu* role-playing game, now in its seventh edition, with thousands of groups worldwide spinning their own stories of madness and nihilistic horror. The publisher of the book you hold right is adding its own contributions, with nine volumes of *Age of Cthulhu* supplements on the market, with more in the works, besides its immensely popular *Dungeon Crawl Classics Role-Playing Game*, for which the Mythos Alphabet was written.

In the following pages, you will read entries detailing the Cthulhu Mythos from A-Z, some adapting concepts such as Madness and Cultists, and some on how to incorporate the various creatures and deities into a DCC RPG campaign. If you are already familiar with the writings of Lovecraft and his followers, I hope you will enjoy re-acquainting yourself with the characters and ideas from the stories.

And if you are new to the Mythos, I bid you welcome. May your time reading the Mythos Alphabet be rewarding, illuminating, and most of all... Lovecraftian.





INTRODUCTION BY SANDY PETERSEN

Lovecraft was all about the written word. His stories are notoriously hard to bring to life in film, because they are so word-oriented. Events are revealed to us via correspondence, or in diaries, or by tape recordings. It is all about the written or spoken word.

One of Lovecraft's greatest innovations was to invent a shared universe, particularly of his books, and encourage other authors to use them, too. This totally fooled me in my youth into belief in the *Necronomicon* and other such works. But he did more; he mentioned real books in his lists of occult tomes, which added to their reality. So in my teens I read *The Witch-Cult* in Western Europe, for instance.

But do books really hold such power? I would argue that this should be obvious to anyone simply by looking at the last century. How many people have died because of *Das Kapital*? The prevalence of censorship shows that even the most ruthless and practical governments fear words. Today, censorship is as big a threat as it ever was, perhaps more so. Groups of people of all political persuasions try to block or silence opposing opinions. Governments pressure social media to suppress undesirable facts.

And yet there is another side to this. One of Lovecraft's greatest terrors was the concept of knowledge which is destructive to mankind. Should this knowledge, at least, be concealed? If the *Necronomicon* exists, surely making it available on the internet would cause hundreds of wannabe Wilbur Whateleys to spring up, so suppression may be in order. On the other hand, it was only by reading that selfsame Necronomicon that Wilbur's dread plot was ultimately thwarted. So perhaps restricting the knowledge to a cursed few is the right move. Certainly this kind of anti-elitism is core to Lovecraft's tales—the brilliant scholar plagued by his terrible lore is often his hero.

This work, *The Cthulhu Alphabet*, obviously deals with letters, which are a sort of “word atom.” You have to start with letters first after all. As these letters are combined, those awful Lovecraftian truths are revealed. No one is more aware of this than Great Cthulhu himself. Let's examine this in more detail.

Cthulhu's name is itself an alien phoneme, purposely impossible for humans to pronounce. His famous phrase, *Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagi fhtagn* is in no known Earthly tongue. But, here is the key—it is not Cthulhu's “tongue” either. Cthulhu communicates to his fellows by means of telepathic impressions, and to humans via dreams. The Great Old One does not have a spoken language of his own! If you think about it, Cthulhu spends much of his existence in outer space, where there is no atmosphere even to transmit sound! So what language is “Cthulhu” and the other phrases we get in print? Quite simply, Cthulhu invented this language for his human servants (and possibly his created race, the Deep Ones) to use with reference to him.

So we have the bizarre contradiction that Cthulhu designed a language for us, but then made that language difficult to pronounce? Cthulhu's intelligence is far beyond human standards, so it may not be easy for us to parse his reasoning, but surely this is at least in part because he knows that having his language be awkward and hard to control will reinforce our reverence and awe towards the Great Old One. In other words, Cthulhu himself knows the power of words and phonemes, and is using them to control and influence his cult—and through them the rest of us!

I am a game designer. Recently I wrote a game that required a lot of text, and so of course I hired editors to parse them. I noticed in so doing that quite often I'd countermand their efforts, when I felt that the way I had worded a phrase was better or more forceful, if perhaps less elegant. It brought home the power of words—because even word order and word choice affected the emotions I was trying to convey. As an example, in one of my tales I had an alien being “mouth the words,” which to me presents a wholly different and creepier image than “it said.” Words have power.

Words can save. Ask anyone who has found faith in a work of scripture, been spiritually healed by the words of Helen Keller, or found comfort in simple escape fiction. Words can kill. Look at the those who died due to *Mein Kampf*, or in the Cultural Revolution, or because of Turkmenistan's *Ruhmana*.

But ultimately we have control over words. *The Cthulhu Alphabet* can give us that power. Enjoy it.

Sandy Petersen is a prolific game designer. Among other things, he designed the RPG Call of Cthulhu.



IS FOR ANGLES

The adventurer's world, like our own, is comprised of angles—stable intersecting planes of time, space, and proportion—that sage and shop-keep, king and commoner, barbarian and bard alike take for granted in their daily exertions. Yet when the world becomes strange... when even the intersections and interstices of reality become alien... unreliable... then the multiverse becomes a far less knowable space... and fear creeps in. Consider:

A strange island, thrown up from the floor of the sea by seismic disturbance, revealing to the naked sky a seaweed-draped cityscape of buildings that by all sane

laws of geometry and construction should not exist. When adventuresome souls, led by rogue or ranger, clamber over cyclopean blocks of slick, mud-caked titanic stone, only to find that descending one way leads otherwise, that protruding handholds leave one grasping at nothingness, and the poor torchbearer falls outward and upward into a crazily-leaning ravine at once concave and convex... then all is madness. The master of this place is itself a screaming contradiction of proportions, a nightmare being of too many creatures impossibly amalgamated in one point of space, at once of assailable size and yet as gargantuan as a mountain that stumbles or walks. In some alien reality this abomination was spawned, yet it is through strange angles that it and its nightmare city are thrust upon a world of sane proportions and perceptions.

Some theorize that magic is essentially super-science, esoteric mathematics that manipulate the angles of space-time in ways wholly alien to our perceived existence. Mundane life evolved in the curves of space-time, rather than the denizens are hidden from the jugglery with shards of broken angles of space-time, as our and imperceptible edges of reality. sometimes to the point of

With diligent study and a pitiable willingness to wizards, witches, lunatic priests, and corrupt sages may dubious mastery over these forbidden angles and back the worn boards of our shared reality by by enthusiastic enactment of black rites known unhinged sorcerer-scientists yet effect terrible marvels. mixed with the tainted wisdom of certain secret sects workings represent the blackest magic, their perverted many other magicians and wonder-workers, these angle-obsessed arcanists represent the terrifying vision of magic and science taken far past sane boundaries set forth by benign powers to a place where such considerations seem quaint and wholly arbitrary.

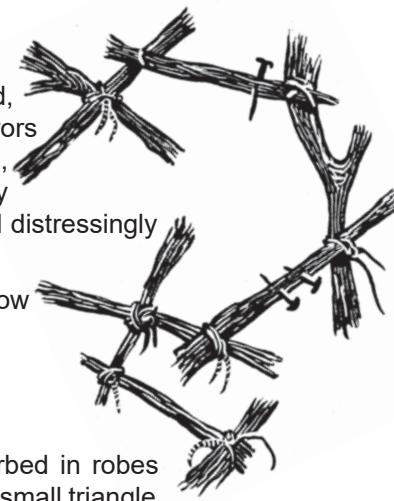
Alchemist-engineers laboring under eldritch influences sometimes fashion wondrous (and dangerous) drugs and physical artifacts that enable glimpses of, or even passage through, strange angles to alien realms. Some of these are impossibly complex machines that project strange energies, allowing those present to perceive the normally-hidden angles of space-time while attracting its otherworldly denizens to our reality like a lamp shining in the darkness.

Other times, magnificent silver keys comprised of untraceable alloys are won in hordes of treasure or passed down from generation to generation. These magical keys, when thrust into blank space along with harsh invocations scripted along their length, open doors through the angles of space-time to other realms. Stepping through such a door, one may find oneself many leagues distant from one's starting point, or emerging in the lands of dream, or finding one's way to an alien moon.

Walking among the strange angles, one soon finds one is not alone; it is wise to tread softly and stay but briefly in the uncanny zones between space and time. Beings most foul stalk the outer darkness, somehow sensing our trespass into their realms as sharks scent a bleeding swimmer across miles of open ocean. Motivated by some loathsome hunger, alien urge, or perhaps simple outrage at the effrontery of foolish mortals, said monsters track their quarry across quintillions of years and a kaleidoscope of dimensions, exacting a terrible toll on those whom they can run to ground.

Still other beings shamble in the spaces between the stars, the darkness beyond the void, summoned forth by demented and wicked minds to do their bidding. These grasping horrors snatch up their designated victims, shimmering away in seconds back through strange angles, their captives never to be seen in this reality again. If the summoner is not careful, he may earn a one-way trip in the claws of his would-be slave, for these creatures are devious and distressingly rebellious.

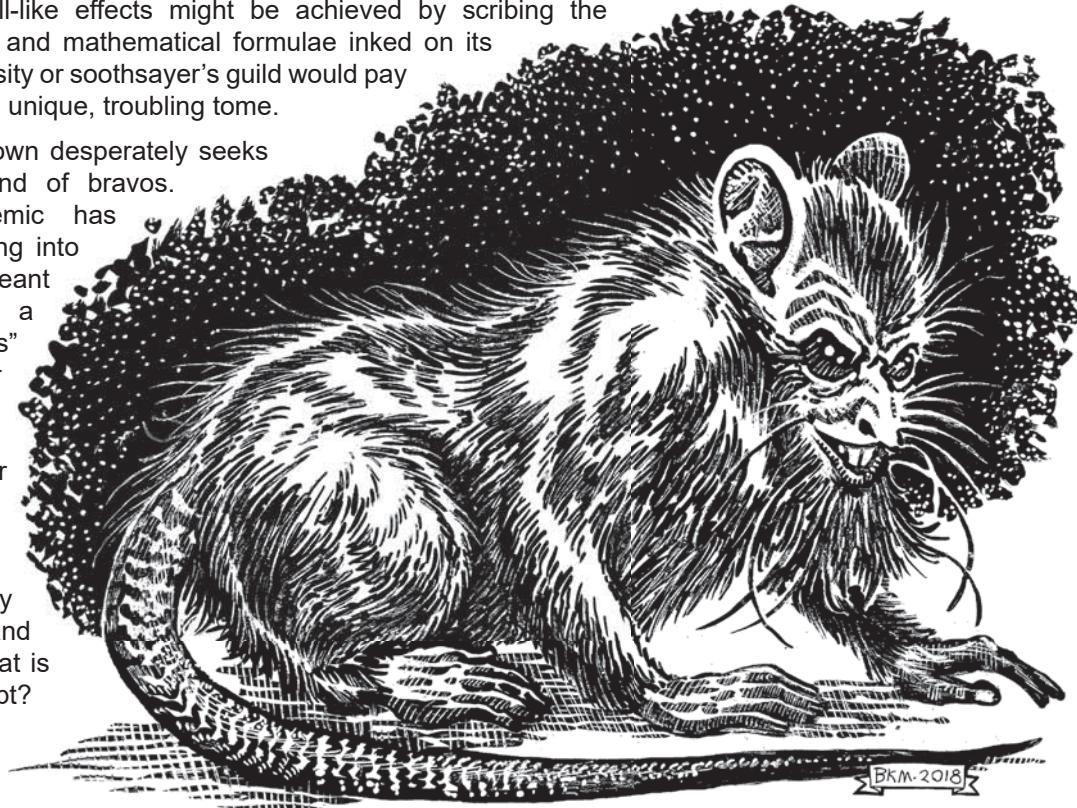
How might the awful angles manifest in your campaign? For your consideration, the table below provides potential inspiration.



D12 Roll

ANGULAR ADVENTURES

- 1 Your party encounters a self-described "Priest of Transcendental Mathematics" garbed in robes covered in embroidered trapezoids and wearing a shiny triangle headband. Ringing a small triangle on a string to punctuate his outbursts, this curious devotee of heretofore unknown principles eagerly seeks converts or anyone willing to listen to his crazy talk. He raves of strange angles and stranger powers lurking behind the barriers of time and space. He frightens small children and gets himself thrown out of taverns thanks to his outlandish trappings and ominous mutterings. Does he have some terrible truth, special message, or gift for one of your number?
- 2 Deep in the wilds, your party encounters a cluster of standing stones in the shape of a trapezoid. Each stone is a man's height, each perfectly perpendicular to the earth. Stepping into a vertex corner of the trapezoid instantly transports one or more of your number to a companion cluster of standing stones a vast distance in space (or time!) away from your starting point.
- 3 A local inn has a reputation for being haunted by strange sounds and presences. Eventually the disturbances are pinpointed to a single bedroom where the walls and corners are slightly "off." A past occupant has etched curious mathematical markings in one corner of the oddly angled room. What manifests via the marked corner to those intrepid enough to spend a night in the haunted room?
- 4 Your group is dispatched to locate a fabled "fountain of youth." After much arduous searching, you discover a curiously angled pool of glassy water. Bathing in it allows one to step outside of the normal time flow. How many hours, days, months, years, decades, or centuries pass in the span of a good bath?
- 5 A **Book** of spells turns out to be a sanity-blasting treatise on hyper-advanced mathematical theory and practice. Does your mage or scholar have what it takes to grasp the book's intellectual contents? What spell-like effects might be achieved by scribing the complex geometrical and mathematical formulae inked on its pages? A local university or soothsayer's guild would pay generously for such a unique, troubling tome.
- 6 A sage of minor renown desperately seeks the aid of your band of bravos. The addled academic has "gone too far," peering into dimensions "never meant for discovery." Now a "creature of the angles" pursues the scholar across all time and space; the thing will soon arrive to devour the unfortunate savant. The sage promises your band of worthies a princely sum if you will stand between him and what is coming. Do you accept?



7 Buried within a treasure cache is a plain-looking musical triangle. However, ringing it causes a ripple effect in time and space, allowing the user to perceive other-dimensional places while the chime hangs in the air. The revealed sights and sounds shown are multitudinous and fascinating. But is tapping on the musical triangle ultimately sounding a dinner bell? Who or what shows up for dinner?

8 Your party stops for rest at a small, nameless village, like so many others you've been to before in a long career of adventuring. Unlike the other villages, however, this one is odd: the local folk are in the middle of a strange festival. They chant bizarre songs about otherworldly dimensions, dance in odd patterns, and prepare meals where all the food is precisely cut into geometrical forms. The festivities culminate in a shocking sacrifice where the victim is gleefully and painstakingly carved up into perfectly geometric chunks of bleeding flesh. Much of this meat is carefully preserved for the next festival... and the adventurers realize to their horror what they've been eating all along. If asked the point of all this, any villager will patiently explain that the goings-on and the sacrifice "purifies" the village so that it will remain "in curved space," and will not slip into the cracks between worlds.

9 The party is contracted by a notorious merchant or cult leader to deliver a supply of a powerful drug to his contact in a shady part of a neighboring town or city district. According to street gossip, the drug enables the imbiber to take fantastic journeys through time, but it is prohibitively expensive and hard to find. When the adventurers make the delivery to the receiving crime boss or master sorcerer, that powerful figure demands that the adventurers take the drug themselves. They're to prove that the drug is all that is promised, and not a poison trap. Overmatched and outnumbered, do the adventurers take the drug? What do they experience while the drug holds their bodies, minds, and souls in its narcotic grip?

10 A wily thief is making great use of the angles connecting "the hidden spaces between spaces" to break into supposedly impregnable vaults and strongholds, making off with unseemly amounts of ill-gotten treasure. The local merchant princes, guild masters, and warlords have had enough. Your adventuring party is tasked with springing the trap, lying in wait to capture the dimension-hopping rogue when he or she appears in the next vault. The scoundrel does appear, leading your crew on a merry chase through strange gates between worlds and realities. Does some denizen of an outer realm take notice of the commotion, whereupon the hunters become the hunted?

11 The party comes into possession of an oddly angled piece of cut glass, a scrying stone allowing viewers to see into other dimensions. Unfortunately, it's a two-way mirror, allowing denizens within those realms to see back into the viewer's own dimension. Slowly, inexorably, malign extra-dimensional beings start appearing in the adventurer's own world, causing mischief and mayhem. Is it a matter of simply destroying the scrying stone, or must something more elaborate be enacted to restore the balance?

12 The trouble began when a shadowy, itinerant peddler appeared in the village some weeks ago. Before moving on, the sinister fellow sold numerous pocket watches with crazily-angled timepiece arms and a watch face with 13 hours instead of 12. Now, however, whenever one of these odd pocket pieces signals the 13th hour, something random, outre, and terrible befalls the village. All the watches have been gathered up and destroyed, except for one. Nobody is sure who has the last watch, and why they won't give it up for destruction, given the trouble it brings. Can the adventurers track down the last watch? Can they part it from its owner while dealing with the troubles that arrive with each 13th-hour spell?





MULLEN



IS FOR BOOKS

It has been said that knowledge is power. In adventures of the Mythos, knowledge often comes in the form of books: ancient tomes, hidden from public view and passed among cultists, adepts, and the foolish. These special books are not merely bound paper, but repositories of secret knowledge. They may contain spells, or blueprints for conquest, or they may be suffused with a sentient evil waiting to snare the unwary.

The GM can use the following tables to create a framework for a unique book for use in their game.

D10 Roll TYPE

D10 Roll	TYPE
1	Pamphlet, Folio, Or Incunable
2	Chapbook Or Booklet
3	Scroll
4	Tablet
5	Palimpsest
6	Notebook
7	Hardcover
8	Tome
9	Multi-Volume Set
10	Codex

D10 Roll GENERAL DESCRIPTION

D10 Roll	GENERAL DESCRIPTION
1	Falling Apart
2	Tattered Or Pages Badly Torn
3	Worn
4	Water Damaged
5	Stained Cover And/Or Pages
6	Defaced
7	Locked Shut
8	Gives Off An Odd Smell
9	Unworn
10	Pristine

D10 Roll EFFECT ON READER

1	No noticeable effect on reader
2	Reader becomes sullen, withdrawn, or secretive
3	Reader develops a sudden and comprehensive knowledge of the book's subject matter
4	Unpleasant character traits emerge
5	Paranoia
6	Book triggers a hidden fear or phobia
7	Homicidal madness
8	Growing obsession with book's subject matter
9	Owner of book grows increasingly possessive of it
10	Reader fixates on a goal or aim

D20 Roll SUBJECT MATTER

1	Handbook
2	Register Or Log
3	Tract, Missalm Or Bible
4	Mémoir Or Festschrift
5	Opuscule
6	Monograph
7	Treatise
8	Dissertation
9	Grimoire
10	Manual
11	Literary Work
12	Opus
13	Diary
14	Journal
15	Manifesto
16	Textbook
17	Chansonnier
18	Orihon
19	Herbal
20	(Indeterminable)

Alternatively, the game master can use the following table to choose or randomly select a book that has been described in more detail. (These selections can also serve as examples of fleshed-out books.)



Description

~~D8 Roll~~

A black and white illustration of a book with a face, showing a mouth, eyes, and a brain-like texture on the cover. The book is labeled "Description" and is surrounded by a dark, smoky atmosphere.

1

This thick text is sometimes sticky to the touch. At all times, but with varying intensity, it emits a stomach-churning reek akin to that produced by decaying flesh and offal. Insects are drawn to this item. Those keeping the book usually resort to locking it away in enclosed boxes and the like, but even if wrapped or placed under glass eventually a pervasive stench of rot infects the surrounding area.

This large, heavy tome details the ancient religious rites of numerous cultures, with a focus on sacrificial rites. The book is always warm to the touch, and the heat is accompanied by a slight whiff of brimstone and ash. If left lying in one place for too long, it has been known to leave angular black marks on the furniture beneath it and even set nearby manuscripts afire. Those handling the book have a propensity to develop steadily increasing pyromania that escalates to arson and murder by fire.

The cover of this dry, ancient tome is crumbling, and the binding is nearly loose. In the center of the cover is inscribed a single, faded word: "Bestioa." When not directly observed, the book releases insects and horrific pests every few days: maggots drip from the pages, brown worms twist and squirm from the cover, or spider-like creatures with 10 legs swiftly scuttle out from beneath it. If the volume is perused, days later the victim feels an odd squirming sensation beneath their skin...

This longish, unlabeled book is marred by ruddy handprints. Those handling it are subject to an unusual number of deep and painful paper cuts. Cuts produced by the book are slow to heal and prone to infection. It gives off an unpleasant, coppery smell and if left on any surface for a period of time, it leaves a viscous pool of blood behind.

This item appears to be a manual of human anatomy, replete with very detailed sketches and anatomical drawings in colored ink. If pursued in detail, however, the drawings are found by a careful eye to be a bit "off" or disturbing: some figures are depicted with extra limbs, in other areas the musculature is wrong, in others some figures appear to contain additional, unknown organs or even small shadowy figures within. Investigators spending more than a few hours perusing the pages soon become overly self-observant, stealthily studying themselves in mirrors, scrutinizing their skin, and poking their own flesh. In time, they may come to believe an inner enemy lurks within them and may begin frantic "operations" to expose/remove it or they may willingly drink poison to defeat these "inner demons."

8 This spiral-bound school notebook is worn and appears to be many years old. Childish print on the first page says "Math Practice." Inside the initial pages are redundant multiplication tables in columns, drawn in careful block print. As the pages continue, however, the writing becomes smaller and more chaotic, more cramped and sometimes slanted, degenerating page after page into a chaotic mess of numbers, unknown symbols, and odd whirls. The last pages are marked with deeply torn with gouges that appear to have been made by a writing implement applied with great pressure.



IS FOR CULTISTS

"They worshipped, so they said, the Great Old Ones who lived ages before there were any men, and who came to the young world out of the sky. Those Old Ones were gone now, inside the earth and under the sea; but their dead bodies had told their secrets in dreams to the first men, who formed a cult which had never died."

H. P. Lovecraft, The Call of Cthulhu

For a cultist, there is strength in unity and power in the unwavering and absolute belief in an ideal, no matter how radical that ideal may be. A well-organized cult can be comprised of a network of cultists from a wide range of occupations, classes, and cultures—like doctors, attorneys, police officers, and politicians, as well as taxi drivers, factory workers, longshoremen, and civil servants—and the cultists follow a philosophy and dogma preached by a charismatic figurehead. Game masters can use the following tables to construct a cult, including the name of the cult, the prophetic leader of the cult, and the Elder God that they worship.

Cult of Identity

Roll 2d20 once on Table A, and then again on Table B to form the cult's name. The configuration of the cult's name usually takes one of two forms: "The {A} {B}" or "The {B} of the {A}."

Table A

2	Diabolical	22	Divine
3	Reprisal	23	Holy
4	Withered	24	Consummate
5	Conscience	25	Light
6	Northern	26	Blessing
7	Wild	27	Enigma
8	Astral	28	Absolute
9	Desolate	29	Forlorn
10	Disciple	30	(and) Lost
11	Lore	31	Hope
12	Ultimate	32	Ancient
13	Forgotten	33	Pure
14	Wisdom	34	First
15	Feeding	35	Weeping
16	Silent	36	Effigy
17	Intelligence	37	Arcane
18	Knowledge	38	Darkness
19	Glorious	39	Veiled
20	Second	40	Emptiness
21	Savage		

Table B

2	Gate	22	Crown
3	Iron	23	Mad
4	Eye	24	Mystic
5	Wounded	25	Enlightened
6	Column	26	Monk
7	Angel	27	Queen
8	White	28	King
9	Dragon	29	Serpent
10	Conclave	30	Guild
11	Knight	31	Prophet
12	Fire	32	Custodians
13	Black	33	Guardians
14	Star	34	Emerald
15	Congress	35	Path
16	Wandering	36	Devout
17	Sapphire	37	Exalted
18	Majesty	38	Virtuous
19	Ruby	39	One
20	Esteemed	40	Beloved
21	Children (of the)		

Cult of Personality

Cult leaders are charismatic and persuasive. The cultists follow them not out of a sense of duty or honor, but out of love. They believe in the leader with every fiber of their being. The power of the cult leader is so great, that his followers willingly sacrifice their lives because he asked them to.

Cult leaders possess a certain combination of traits, including:

- Inflated self-esteem
- Power fantasies
- Demands obedience
- Exploitation of others
- Arrogance
- Boastful
- Believes himself to be a direct conduit for the God the cult worships

Cult leaders may also possess supernatural abilities that raise him above his fellow man. Roll a d6: 1 – no special abilities, a charlatan; 2-5 – one ability; 6 – two abilities. Roll randomly or select from the table below to determine the supernatural ability.

D20	ABILITIES
1	Healing
2	Clairvoyance
3	Medium
4	Psychometry
5	Cryokinesis
6	Indestructible
7	Clairaudience
8	Flight / Levitation
9	Speed
10	Enhanced Strength
11	Pyrokinesis
12	Telepathy
13	Magnetism
14	Electricity
15	Enhanced Vision
16	Teleportation
17	Precognition
18	Weather Control
19	Geokinesis
20	Telekinesis

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Depending on your game, the cult leader's supernatural ability could be subtle and low-key with little to no visual effects, or it could be overt and grand with lots of visual special effects.

Cornerstone of the Cult

Every cultist needs something horrible to worship. The following table determines which Elder God is being worshipped.

D30 Roll	ABILITIES
1	Father Dagon & Mother Hydra: A pair of gigantic Deep Ones , believed to be the progenitors of their kind.
2	C'thalpa: A mass of sentient magma located deep within the Earth's mantle.
3	Shub-Niggurath: The Black Goat of the Woods, Mother of a Thousand Young.
4	Yig: The Father of Serpents, a gigantic reptilian humanoid with a snake's head and tail.
5	Xa'ligha: Master of the Twisted Sound, the Demon of Dissonance, a thing comprised of sentient sound
6	Ialdagorth: The Dark Devourer, a black shapeless malevolent mist.
7	Nyarlathotep : The Crawling Chaos, messenger of Azathoth and the Outer Gods .
8	Tulzscha: The Green Flame, a blazing green ball of flame dancing at the court of Azathoth.
9	Cthulhu: A Great Old One with a global sinister cult, dead not dreaming in R'lyeh.
10	Sho-Gath: The God in the Box, The Big Black Thing, a dark and smoky column with red malevolent eyes.
11	Atlach-Nacha: The Spinner of Darkness, a giant spider with a human-like face.
12	Chaugnar Faugh: The Horror from the Hills, The Feeder, a vampiric elephant-like humanoid.
13	Othuum: The Oceanic Horror, a colossal mass of twisting and writhing tentacles.
14	Glaaki: The Inhabitant of the Lake, Lord of Dead Dreams, a giant three-eyed slug with metallic spines.
15	Yog-Sothoth: The Gate, the Key and the Guardian, a conglomeration of glowing spheres.
16	Hastur : The King in Yellow, He Who is Not to be Named, a masked humanoid in tattered yellow robes.
17	Nyogtha: The Thing Which Should Not Be, an inky cloud of shadows.
18	Tsathoggua: The Sleeper of N'kai, The Toad God, a huge furry humanoid toad, or bat-like sloth.
19	Y'golonac: The Defiler, a headless humanoid—huge, obese, and nude—with a mouth in each palm.
20	Bast: Goddess of Cats, The Lioness, a human female with a cat's head.
21	Ubbo-Sathla : The Unbegotten Source, a protoplasmic mass, guardian of the Star Tablets.
22	Gol-goroth: The Forgotten Old One, God of the Black Stone, a gigantic toad-like creature with a malevolent glare.
23	Ithaqua : The Wind Walker, The Wendigo, a gigantic corpse-like humanoid with glowing red eyes.
24	Shudde M'ell: The Burrower Beneath, The Great Chthonian, a colossal worm with tentacles for a head.
25	Azathoth: The Daemon Sultan, The Blind Idiot God, monstrous nuclear chaos, lord of the Great Old Ones.
26	Aylith: The Widow of the Woods, a tall shadowy female humanoid figure with glowing yellow eyes.
27	Iod: The Shining Hunter, a levitating sinuous glowing creature.
28	Cyäegha: The Destroying Eye, The Waiting Dark, a gigantic mass of writhing tentacles with a central green eye.
29	Abholos: Devourer in the Mist, a festering grey blob of malevolence, brother to Tsathoggua.
30	Ghadamon: Lord of the Volcano, a colossal horror with multifarious appendages and Gorgon-like abilities.







IS FOR DEEP ONES

Besides Great Cthulhu himself, there is perhaps no Mythos creation more iconic than the race we call the Deep Ones.

Malevolent, nearly immortal, and lustful of contaminating meta-humanity with their piscine foulness, Deep Ones are devout worshippers of Father Dagon and Mother Hydra. In the name of their blasphemous religion, Deep Ones insinuate themselves into secluded coastal communities, luring the weak-willed with offers of alien gold and eternal life.

Even worse, adventurers who run afoul of these fishy monstrosities often come to awful ends. Death and insanity are only the most hopeful of outcomes of such encounters. After an adventure involving Deep Ones and their plots, the judge should secretly roll 1d10 for each PC involved. On a roll of 1, the encounter begins bringing to light a horrible secret. The character has Deep One blood somewhere in her ancestry and is doomed to become one herself within $1d4 + 1$ years of game time.

Wizards and those of Chaotic alignment are doomed even more hastily: subtract 1 from the preceding die roll! Some unfortunate souls may begin showing signs of their polluted genes with weeks or even days of the encounter.

Stages of Deep One Transformation: The length of each of these stages will vary according to the overall length of the transformation.

1. Hazy, inchoate dreams of sunken cities and shadowy swimmers plague the character once every few days (once or twice a week). The dreamer will awaken disturbed but able to remember only small parts of the dreams.
2. The dreams become frequent, until they occur almost nightly, and more precise in the dreamer's waking memories. She will awaken screaming in terror most nights, and will spend some time enfeebled with exhaustion from her nightly visitations. At this point, a healing spell may stop the change, but little else will.
3. The terror and the exhaustion recede as the transformation begins in earnest. Signs of the change begin to manifest: loss of hair, roughening of skin, and a tendency for the eyes to begin to bulge. At this point, only a major healing spell, wish, or divine intervention from the gods of Law can halt the transformation.
4. The dreams become a nightly occurrence, and the dreamer actually communicates with other Deep Ones in her slumber. She will dream of swimming through the gold-encrusted streets of sunken Y'ha-nthlei to meet her hallowed ancestors who will welcome her warmly. Upon awakening, the character will show unmistakable signs of her upcoming change, with staring eyes and a drooping, fish-like countenance that will repel animals and other meta-humans. At this point, only a Wish or divine intervention can save the character from her watery fate.
5. The dreamer is introduced to Father Dagon or Mother Hydra, and may see the inconceivable horror that is a Shoggoth for the first time. Screaming herself to wakefulness, she will find her transformation almost complete; she may even have sprouted gills and webbing between her toes and fingers. She will be drawn inexorably to the nearest coast to descend into the depths to find her new home. Only divine intervention can help her at this point.
6. The character enters the waters, never to return, and becomes an NPC. She cannot be saved, even by divine intervention, as Father Dagon and Mother Hydra will fight for the safety of their new follower.



A DOZEN DEMONIC DEEP ONE PLOTS

1. The adventuring party is aboard a ship sailing across deep waters when a group of Deep Ones infiltrate the ship, seeking treasure the ship's captain stole from one of their temples. The Deep Ones want the treasure back—and a few sacrifices for Dagon, too.
2. While divvying up an otherwise normal dungeon trove, the adventurers find an unusual tiara, heavily decorated, made of a gold-like metal that seems to be extremely hard (possibly Mithril?). The helm, in fact, provides an overall +2 AC bonus to anyone wearing it. It also grants the wearer the ability to breathe underwater. The only problem is that the tiara troubles the wearer with terrible dreams of underwater realms and shapeless monsters vaguely glimpsed through the muddied waters of the deep. What the players do not realize is that the tiara acts as a homing beacon for Deep Ones...
3. The party is traveling across the sea when their ship is caught in the middle of an undersea earthquake. When they awake from the cataclysm, they find their ship stranded in the middle of an island that has risen under them during the night. The crew of the ship has disappeared, and the only clue is a trail of inhuman footprints leading away from the ship. Do the adventurers try to rescue the crew or simply escape on their own? Either way, they must contend with numerous Deep Ones barring their path.
4. The adventurers are hired by a disguised Mi-go to destroy a nest of Deep Ones that have infiltrated and taken over a secluded coastal town. The nest is close to the location of the Mi-gos' undersea mining operations, and the Fungi from Yuggoth prefer not to have their work interrupted.
5. The adventurers acquire a scroll that reveals the location of the sunken city of Y'ha-nthlei, which the gods of Law would greatly love to see destroyed, and many others would love a chance to plunder its treasures. The Deep Ones want the scroll back before it can be translated and its secrets unlocked. To say they are willing to kill to retrieve it is a serious understatement.
6. The adventurers are hired to retrieve a rich merchant's daughter, whom he claims has been kidnapped by cultists to be a sacrifice to their awful subterranean gods. The daughter, however, has actually fled her destiny to become a Deep One, and has sought refuge within a monastery to one of the gods of Law. Her father wants her back to force her to complete her transition...
7. The adventurers stumble upon a lake of Cyclopean dimensions in the lowest level of a twisting series of caverns. Within the depths of the black waters live a tribe of albino mutated Deep Ones that have developed bioluminescence, among other even more disturbing abilities. Their lair is an underwater mine of Mithril-quality gold. Riches abound if the adventurers can carry off the raid, and escape the Deep Ones and their minions—including a Shoggoth.
8. The adventurers encounter a traveling carnival of acrobats, performers, and twisted misfits. One of the attractions in the carnival is billed as a ferocious mer-man—in reality, a captured Deep One. The creature pleads with the adventurers to set it free. Unbeknownst to even the Deep One, because the carnival is currently traveling near an ocean coastline, Father Dagon and Mother Hydra have dispatched one of the shapeless horrors known as Shoggoths to free the captive. Woe to those who stand in its way, like it is going to perceive the adventurers as being...
9. The party discovers a large Amazon-like river while traversing the nearly-impassable depths of a thick tropical jungle. They also discover a primitive fishing village that has been utterly destroyed. Strange webbed footprints can be seen all throughout the carnage, though no bodies, not even blood, can be found. Suddenly, a nearby tree shape-shifts back into the form of a frail old man; the man looks to have been the village's shaman. He is dying, and babbling in an incoherent language. He passes a strange necklace to the adventurers that is strung with finger bones. In the center is a large chunk of gold marbled with silver, platinum, and a strange greenish metal with a breathtaking luster. The tribe of river-dwelling Deep Ones seek the necklace and its centerpiece desperately, and will relentlessly pursue whoever possesses it.
10. A wizard the adventurers have been pursuing has escaped through an arcane portal leading to the Elemental Plane of Water. He has recruited a tribe of renegade Deep Ones that manage an army of aggressive sea monsters for use in the wizard's upcoming war. The wizard pays the Deep One mercenaries with arcane scrolls, potions, and slaves for both breeding and consumption. Interestingly, the Deep Ones have not paid any obiesances to Father Dagon or Mother Hydra in many years... and those august blasphemies do not take kindly to being ignored.
11. For untold decades, a tribe of Ogres lived in relative peace near a freshwater lake in the mountains, until a tribe of Deep Ones moved into the lake. The Deep Ones have enthralled the Ogres with gold and the allure of eternal life, and have begun producing spawn with them. The lake thus is now teeming with numerous Deep One/Ogre monstrosities. The resulting creatures have been nightmarishly variable in appearance, but all are incredibly dangerous. What can the adventurers do before the region is overrun with creatures with the physical might of Ogres, and the inhuman intelligence and arcane skills of Deep Ones?
12. A terrible coven of those misshapen sorceresses known as hags, worshipers of Great Cthulhu, have summoned a teeming hoard of Deep Ones to aid them. The stars are right, and the ultimate goal of the hags is collect enough villagers to complete the unholy sacrifices that will rouse Cthulhu from His millennia-long slumber under the seas... and the ritual is nearly complete. All they need is a few more victims. Enter the adventurers...



IS FOR ELDER THING

The **Elder Things** are a star-faring race of extraterrestrial explorers, scientists, and genetic engineers, the first aliens to visit the planet we call Earth. The Earth-colony was both an experimental biology laboratory and a staging ground for their long-term war against the **Mi-go** and the **Great Race of Yith**.

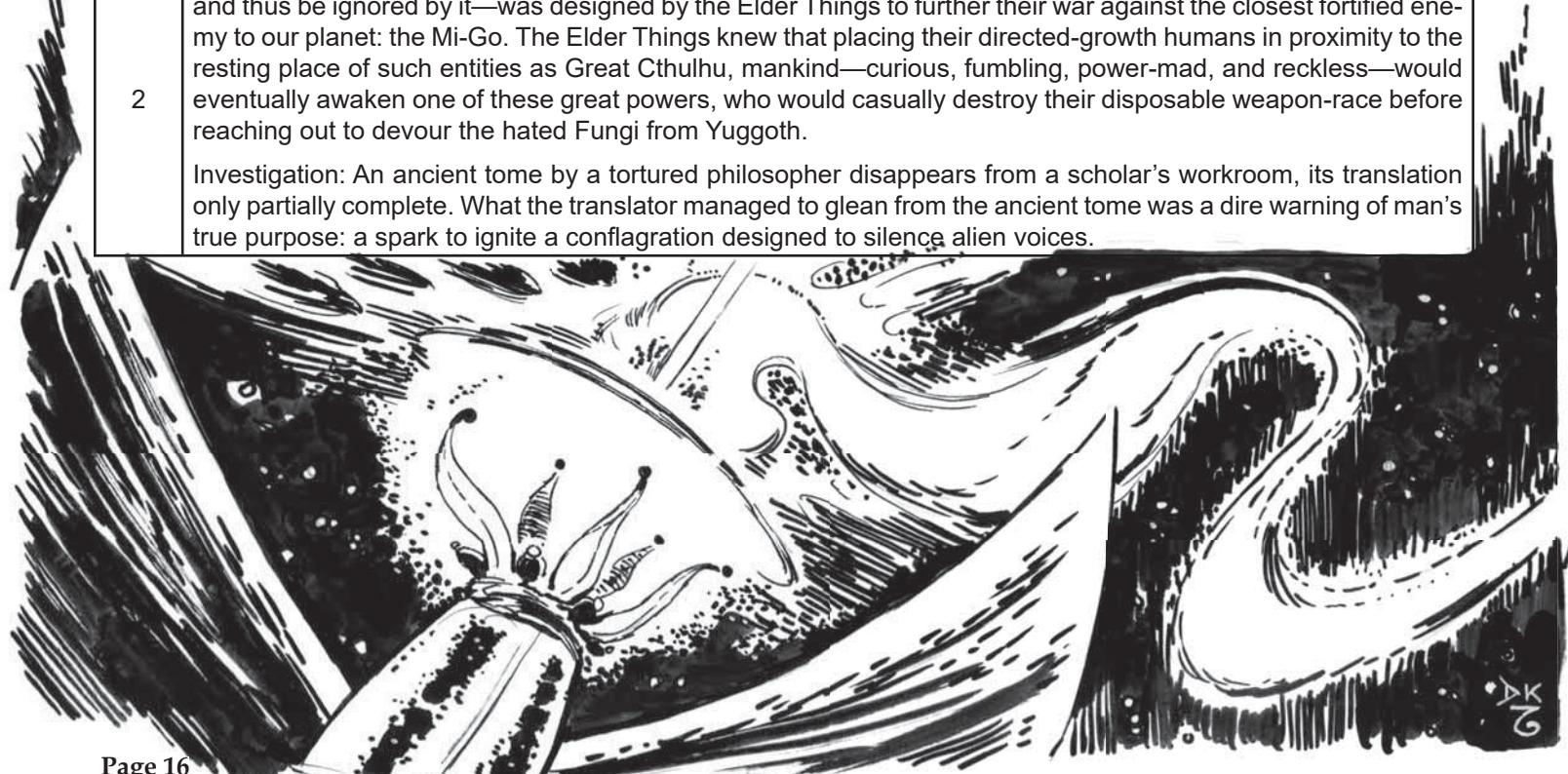
The Elder Things have had an immeasurable impact on the development of the human race. They may have originated all life on Earth, including the organisms that slimed out of the sea. They have certainly directed evolution, using DNA manipulation techniques so subtle and far-reaching that their ministrations are indistinguishable from nature to mankind's struggling intelligence.

The original servitors of that strange race, the **Shoggoths**, eventually evolved sentience, rose up against their creators, and disrupted the Elder Things' plans on Earth.

Or did they? When dealing with intelligences as vast and alien as the **Elder Things**, who could judge which of their plans went astray, and which are simply too vast, too all-encompassing for mortals to easily comprehend?

As always, the truth is up to you the Keeper, but here are possible schemes of these alien tyrants, with examples of what your investigators may have to contend with.

D10 Roll	LONG-TERM SCHEMES OF THE ELDER THINGS (with sample ideas of how the investigators might become involved)
1	<p>Shoggoths Among Us: Shoggoths, the amorphous, all-purpose servitors of the Elder Things, were capable of assuming any form, and fulfilling any task. The Elder Things created a special packet of DNA that attaches to a bloodline, with the potential of transforming the creature into a full shoggoth under epigenetic conditions set by their creator. The host creature develops normally, their true nature deep asleep in its bloodline. Any terrestrial creature, from a songbird to a bacteria microbe, could be a slave-shoggoth, utterly unaware of the truth of their existence. Humans are not exempt. The Elder Things can activate this unforeseen transformation for whatever purposes they see fit, across any distance, creating a terrifying uncontrolled beast with unending horror.</p> <p>Investigation: The lone survivor of an archeology dig tells a tale of horror: she and her team had discovered a subterranean temple in a remote section of Equatorial Guinea. After discovering a hidden chamber filled with technological apparatus of advanced make and unknown origin, the team's pilot transformed into a shape-shifting nightmare that decimated the entire group. The survivor only escaped because the creature stopped to carefully destroy, grind, and scatter the mysterious equipment. If the investigators believe the mad tale of the institutionalized archeologist, they might need to follow the map she sketched on a laundry bill to see for themselves.</p>
2	<p>Mankind as Weapon: Mankind—with its desperate curiosity and ability to ignore the greater truths of the cosmos and thus be ignored by it—was designed by the Elder Things to further their war against the closest fortified enemy to our planet: the Mi-Go. The Elder Things knew that placing their directed-growth humans in proximity to the resting place of such entities as Great Cthulhu, mankind—curious, fumbling, power-mad, and reckless—would eventually awaken one of these great powers, who would casually destroy their disposable weapon-race before reaching out to devour the hated Fungi from Yuggoth.</p> <p>Investigation: An ancient tome by a tortured philosopher disappears from a scholar's workroom, its translation only partially complete. What the translator managed to glean from the ancient tome was a dire warning of man's true purpose: a spark to ignite a conflagration designed to silence alien voices.</p>



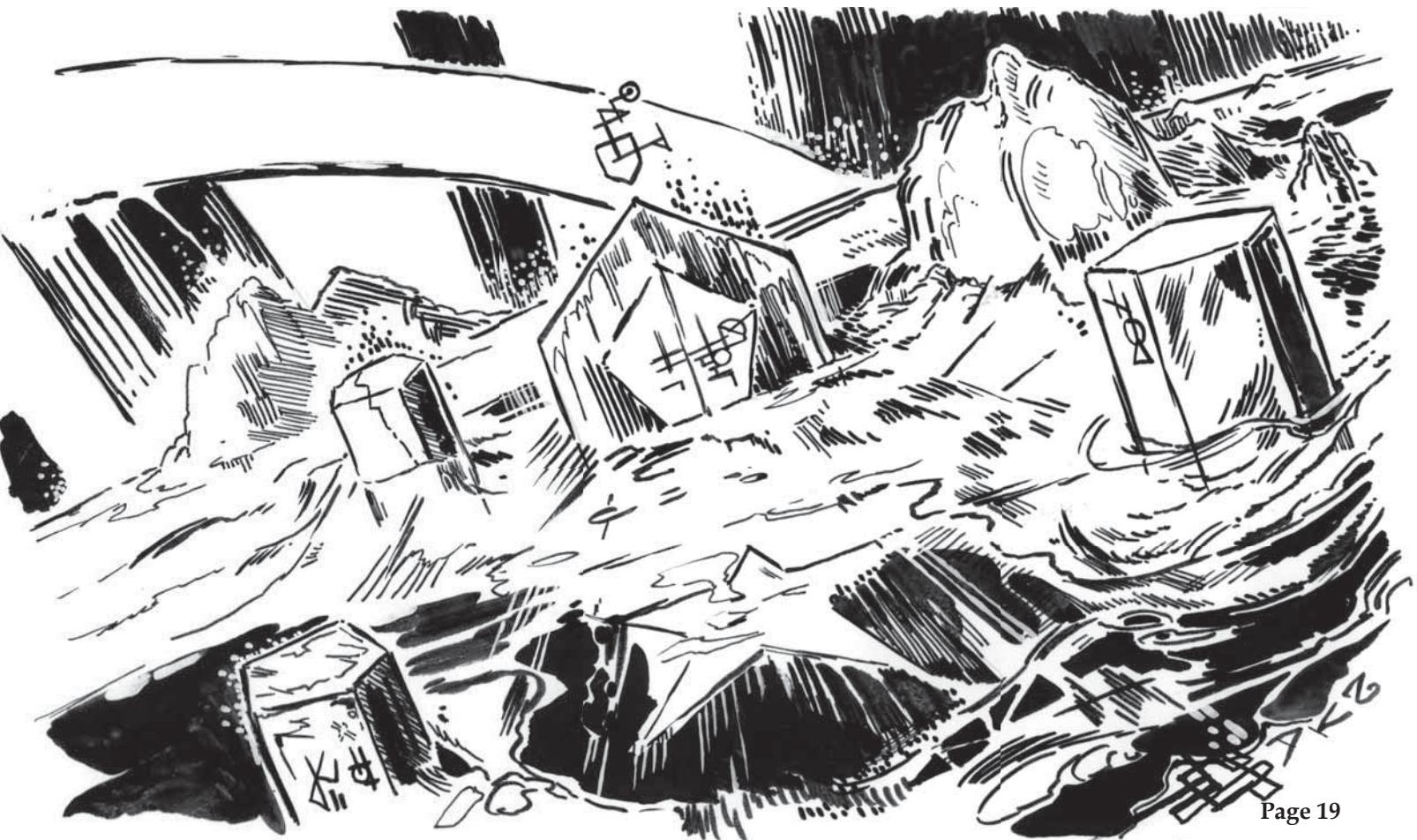
3	<p>A Study of the Scientific Method: The Elder Things have no need for a formalized scientific method—with their alien logic and detached analytic process, they embody the scientific method. But they are acutely interested in the scientific method lesser minds develop to help focus their inferior perspective. The alien investigators monitor the workings of human researchers closely, occasionally manipulating their data or results in order to study the reactions of the confused scientists. Will they ignore bizarre outliers or impossibilities? Manipulate their data to fit their preconceptions? Throw caution to the wind and dutifully record whatever bizarre data spike the Elder Things engineered? The Elder Things' presence on Earth, with all its associated expense and failings, has been an unqualified success as a demonstration of the compensations of an inferior intellect.</p> <p>Investigation: A group of London students found that an experimental genotype of <i>Arabidopsis thaliana</i> developed fauna-like motility for nearly 48 hours, before reverting to its standard sessile norm. Four students risk scholastic and professional ruin by standing by their impossible claims, even though (as they swear they saw with their own eyes) the plants stopped moving the instant a motion picture camera was brought into the lab. Even the investigators are suspicious, until they find tiny tracks leading out of cracks in the plant room baseboard and into the wild...</p>
4	<p>Selective Perception: The Elder Things have a direct channel through the aether by which they may manipulate events from their far-off refuge. One of the many alterations they make to our world is to occasionally reroute an individual's perceptions. The Things use this technique to either slow or halt progress in a given scientific discipline or line of inquiry, or to eliminate possible threats to their anonymity. They occasionally send signals through the aether to alter the brain-chemistry of certain members of our race, forcing them to believe in grand irrationalities, that our world is actually flat, or that certain members of our society are secretly reptile aliens (perhaps in order to further obfuscate the true alien presences that live in the shadows of man's society...). They can go so far as to actually change one individual's reality, so they exist in a strange, shunted existence with little semblance to the wider world. The Elders often make humans see monsters that exist only in their minds, or veil the true monsters that occasionally cross our path. Some victims eventually have their original sense-understanding restored, some languish forever in an inescapable hellish mindscape of their own imagining—or do these accursed unfortunates see the true world for the first time?</p> <p>Investigation: A researcher in the field of nutrition suddenly renounces the findings of an entire career of rigorous scientific study on the subject and claims that humans should consume nothing but untreated water and unpalatable grains. The investigators study the situation and to their shock find that this is perfectly true—for only that one individual, a fact that flies in the face of all known physiologic principles.</p>
5	<p>Creativity Farming: Finding that it slowed down their overall cognitive processes, the Elder Things electively atrophied the part of their five-lobed brain that manages creative thought and inspiration, at the same time designing packets of sleeper DNA that would occasionally awaken within a bloodline to mold certain humans as ultra-creatives. The aliens then use a device that scans Earth from beyond the stars, translating supreme works of creativity to a pure mathematical representation, that they can beam back to themselves and repurpose for their own edification and unknowable purposes.</p> <p>Investigation: A scientist calls upon the investigators for aid in interpreting a strange, constant signal he discovered with an experimental sensor apparatus. Decoded, it proves to be tablature for a dozen drafts of a composition of a song the scientist's daughter has been thinking about writing, but has yet to put to paper. The Elder Things instantly know that the Terran scientist is spying on their operation, and take steps to seal that leak permanently...</p>



6	<p>A Rare Narcotic: The Elder Things originally planned humanity to become a permanent supply of high-quality nutrition, finding the flesh and spirit of creatures which mistakenly think themselves free and unfettered more to their palate than the genial slave races they typically create. Other ancient races find the flesh and spirit of man to be a psychedelic poison, a toxin that briefly expands the mind and allows for huge cognitive leaps. The Elder Things learned to distill the essence of humans into usable measures. The fiends then used this intoxicating compound as a trade good, exchanging it with alien warlords in exchange for weapons and warriors to use against their many enemies.</p> <p>Investigation: Degenerate drug fiends discover a new intoxicant, one which temporarily raises their consciousness and analytic prowess to heights unheard of in humankind before plunging them into catatonic madness. Following the trail of shattered minds and empty syringes back to the source, the investigators discover a laboratory where kidnapped humans are rendered and processed into this new vile drug. But what monsters could inflict such suffering on mankind, and who radioed the encrypted instructions to the manufacturers?</p>
7	<p>Stress Tests: When designing the experiment in the predictive evolution of bacteria that would eventually evolve into the human race, the Elder Things created stress triggers that could force a species into a panoply of pre-determined possible reactions. This allows the Elder Things to test humans for a variety of possible responses. When facing a horrifying reality, will a given creature fight or run? Rise to a challenge, or fall fetal? The Elder Things have attempted to create a predictable system for this since the formation of bacterial life on our planet, but they find that in the case of higher animals—humankind especially—they cannot predict reactions with an acceptable degree of success, and they find this troubling. They continue to perfect this process by creating more and more specific threats, and observe human reactions, attempting to predict a response given specific threats and an individual's genetic traits.</p> <p>Investigation: An investigator known for keeping a cool head in difficult situations is targeted for an Elder Thing stress test. Suddenly, he becomes an attractant for every improbable, bizarre, and terrifying encounter, which seems to confront his every waking hour with unstoppable consistency. He is stalked by albino tigers, comes face to face with shocking deformities and abnormal behaviors, and discovers unthinkable betrayals and shocking falsehoods in the people and events he thought he could most count on. All the while the Elder Things watch and fine-tune their palette of horrors to best manipulate humankind.</p>
8	<p>The Secret to their Immortality: The Elder Thing's immunity to the ravages of time is anchored to the Earth-sphere. Time and probability are altered for them, diminishing the effects of entropy. To counterbalance time and probability, they have altered the core of the Earth itself to emit an opposite force, one which prematurely ages all terrestrial life, which would enjoy lifespans several orders of magnitude longer without its baleful presence. This is the most important tool in the Elder Things' war against their enemies—the ability to outlive their foes in an eon-spanning war of attrition—and they will go to any lengths to preserve its secrecy and continued practice.</p> <p>Investigation: The investigators learn of a group of mountain-dwelling ascetics that live for seeming hundreds of years in vigorous health. After an arduous journey to their remote location, they find that the cavernous interior dwelling place of these ancient monks is lined with a unique combination of mineral deposits and crystalline formations that deflect a previously unexperienced frequency of radiation, an energy that has only before been recorded at sites where man claims to have encountered presences from beyond our Earth.</p>



9	<p>Perfect Vessels: The Elder Things manipulated humankind for exactly one reason: to be the perfect vessel for hiding their own alien psyche. The entire evolution of man serves to create a hiding spot where an Elder Thing may perfectly hide its intelligence and psychic essence. Now, when a human encounters any of the many enemies of that great star-faring race, a secret observer exists invisible within their disposable forms, allowing the Elder Things to spy or even strike out at their ancient rivals. Only within the last several generations has this process been perfected, and now those terrifying space travelers are ready to ride humankind into battle like so many expendable Trojan horses.</p> <p>Investigation: The investigators interact with an ancient artifact they find during one of their adventures. Suddenly, they all share a secret insight—they realize that each member of their group is the vessel for the psychic essence of an Elder Thing. Do they continue on with their mission, knowing full well that each among them houses an alien presence, bound to their own minds for purposes unknowable? Do they lose their minds to learn of such invasive horror? Or do they find some way to turn the tables on the Elder Things, for once becoming they who pull the strings?</p>
10	<p>The Afterlife Equation: The Elder Things are immortal beings who nonetheless understand death. They have watched generation after generation of servitor races grow, age, and die, and in the case of humanity they have observed us speculate on the nature of death and what possibly lies beyond it. The Elder Things find this vexing—they do not themselves experience natural death, and so this is an area of study that is difficult for them to parse. What if there is some state beyond death? It would mean some cosmic storage vault where the energy of every creature that ever lived existed, an energy that could perhaps be tapped and utilized somehow. In an attempt to trace the movement of energy from the life-state to a possible afterlife-state, the alien scientists have coded each of their DNA creations with a unique identifier, represented as a between-state vibration, that they postulate will allow them to track dead things to wherever they eventually wind up if they ever make the technology breakthrough that will allow them to trace death-life transitions from one state of existence to a the speculative next.</p> <p>Investigation: The investigators discover that an Illuminati-like organization targets individuals for deep surveillance and possible assassination. Their secret weapon is a device that can track a unique pattern of vibrations that every human possesses until the moment they die. The shocker: the vibrations can translate into a progressive serial number, defying any explanation other than cosmic artifice. But the shadow-assassins only discovered this vibration-marker. What force could possibly create a unique digital marker to track every extant human being?</p>





IS FOR FORBIDDEN

Dangerous objects, rare curios, grotesque playthings... they beckon the unwary, lure the foolish, and entrap the careless with promises of forbidden knowledge, beauty, or ecstasy. Sometimes these items are hidden away, sequestered behind carefully locked doors, but other times they patiently lie in wait, easily accessible and surrounded by the mundane. In any case, they represent power, danger, madness, or even death. Few can resist the temptation of the forbidden.

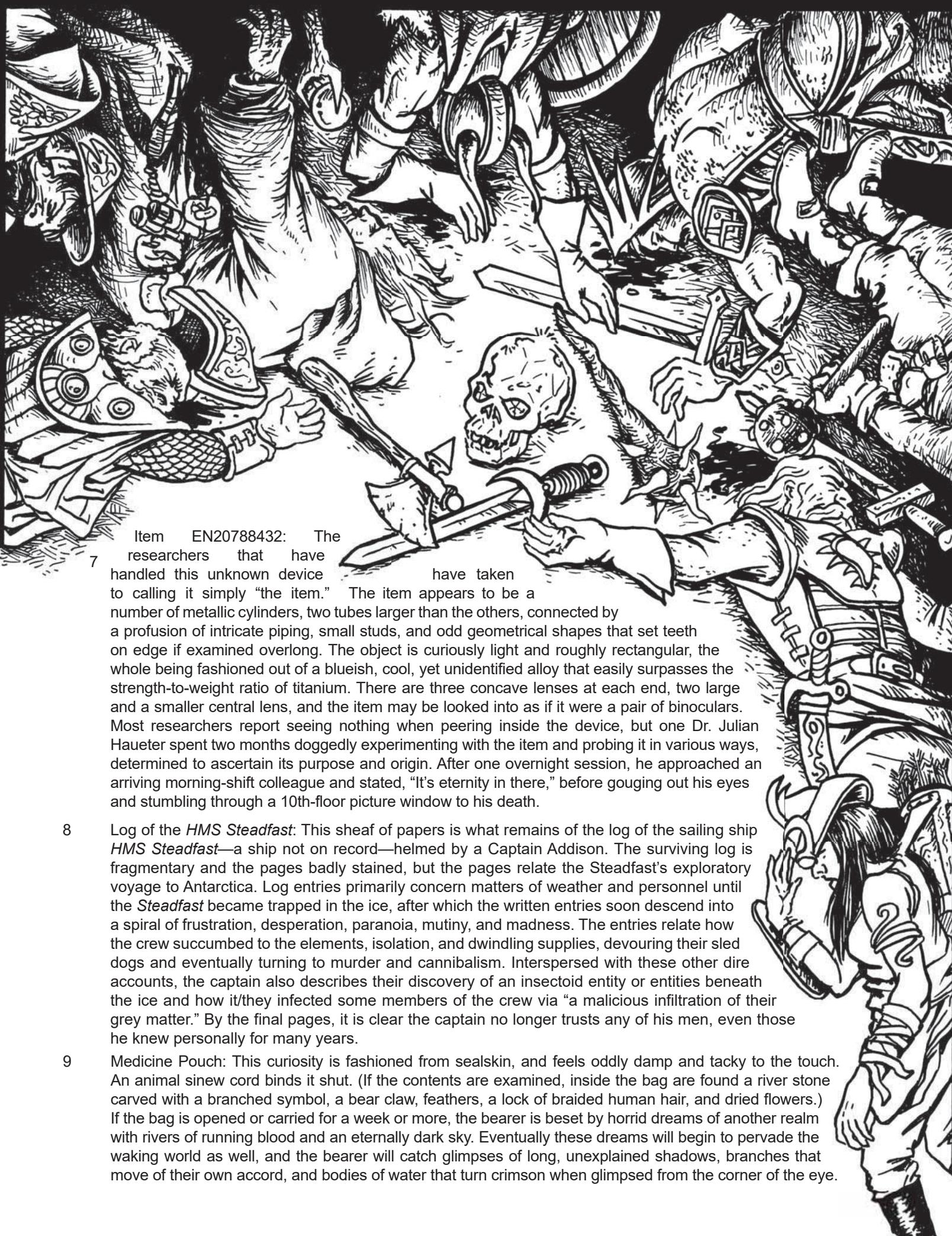
In short, some doors are not meant to be opened.

The first table contains detailed descriptions of various forbidden items, and the second table provides possible means by which an investigator may come into contact with them. (Note: In the case of the Cave Paintings, the investigator receives not the paintings but a map to their location.)

D12 Roll

FORBIDDEN ITEMS

- 1 Crystal Skull: This curiosity was reported to have been uncovered beneath a pre-Columbian altar somewhere in the area of Tlatelolco. The finder originally gifted it to his daughter a day after its discovery, but later donated it to a city museum after his daughter was institutionalized. It was displayed in the museum for two months, but after odd complaints from patrons, and an unusual accident involving a night janitor, it was placed in storage and forgotten. The skull is made from a partially translucent crystal, possibly a variety of quartz, polished to an incredible degree of smoothness. Its eye cusps catch and reflect outside light. The single curator that made a long study of the skull claimed to see visions of long-dead civilizations and scenes of human sacrifice within the skull's eye sockets, but this same individual also succumbed to madness and cannot be considered a trusted source of information.
- 2 DeBris Necklace: This necklace is of simple design and stout make: two interwoven chains of platinum terminating at the gemstone, which hangs just below nape of the wearer's neck. The chains are unimportant, for all eyes that view the piece are drawn immediately to the luscious gem, a priceless taaffeite that is a deep mauve darkening to red at the edges. This gem is said to have been removed from the eye of an idol encountered in an ancient cave somewhere in Sri Lanka. The necklace has moved through a swift succession of owners, all of whom died under unpleasant circumstances—the last of self-strangulation.
- 3 Cave Paintings: These Paleolithic paintings were discovered by amateur explorers deep in a limestone cave, close to Maros in South Sulawesi. Some of the art consists of pigment that was blown against hands placed on the wall, leaving distinct umber outlines. A disturbing number of hand outlines demonstrate missing fingers. There are also stylized animal drawings and, most interesting, drawings of large flying creatures with numerous dangling legs that match no known animal. Some of the winged creatures depicted appear to be carrying away man-like figures.
- 4 Music Box: This antique music box is finely crafted of rosewood, with tiny mother-of-pearl inlays fashioned to resemble intertwining branches with flowering buds. It has been passed from family to family, its age unknown but possibly dating back to the mid-1900s. The song it plays seems familiar yet is not easily placed, and it is said that the haunting song sometimes differs depending on the listener. Rumors contend that a careful listening of the song imparts musical insight, knowledge, and feelings of great despair.
- 5 The Broadbend Manuscript: This battered sheet of paper is filled with tiny, rambling rows of complex formulae surrounded by seeming gibberish. Words in a variety of languages are present, most in the same careless script, but other writing seems to be notes added later by others. A few words are in no language the reader can identify, and much of the cramped writing crisscrosses over itself, making study of the document a time-consuming endeavor. Several mathematicians previously claimed that painstaking study of the formulae and notes grants incredible insight into the laws of physics and mathematical law, turning accepted theories of Euclidean geometry and Minkowski spacetime on their heads, but no one that has closely examined or owned the document is currently sane enough to share their insight.
- 6 *Anguish*: This oil painting, done in a style partially akin to that of the American painter Albert Pinkham Ryder, portrays a single, somewhat indistinct male figure, seen from behind, staring out a door that is opening to reveal a moonlit tower, drifting clouds, and a misty field of grass. The painting is 16 by 20 inches in size and enclosed in a battered frame of dark wood. Rusty smears mar the back of the frame. In daylight, the painting is typical enough, but at night unusual noises—knocking and low screams—issue from the area in which the painting is hung, and some have reported seeing the figure disappear from the painting for periods of time, sometimes to be replaced by a figure that resembles the painting's current owner. *Anguish* is perhaps less a painting and more a doorway.



7 Item EN20788432: The researchers that have handled this unknown device to calling it simply "the item." The item appears to be a number of metallic cylinders, two tubes larger than the others, connected by a profusion of intricate piping, small studs, and odd geometrical shapes that set teeth on edge if examined overlong. The object is curiously light and roughly rectangular, the whole being fashioned out of a blueish, cool, yet unidentified alloy that easily surpasses the strength-to-weight ratio of titanium. There are three concave lenses at each end, two large and a smaller central lens, and the item may be looked into as if it were a pair of binoculars. Most researchers report seeing nothing when peering inside the device, but one Dr. Julian Haueter spent two months doggedly experimenting with the item and probing it in various ways, determined to ascertain its purpose and origin. After one overnight session, he approached an arriving morning-shift colleague and stated, "It's eternity in there," before gouging out his eyes and stumbling through a 10th-floor picture window to his death.

8 Log of the *HMS Steadfast*: This sheaf of papers is what remains of the log of the sailing ship *HMS Steadfast*—a ship not on record—helmed by a Captain Addison. The surviving log is fragmentary and the pages badly stained, but the pages relate the *Steadfast*'s exploratory voyage to Antarctica. Log entries primarily concern matters of weather and personnel until the *Steadfast* became trapped in the ice, after which the written entries soon descend into a spiral of frustration, desperation, paranoia, mutiny, and madness. The entries relate how the crew succumbed to the elements, isolation, and dwindling supplies, devouring their sled dogs and eventually turning to murder and cannibalism. Interspersed with these other dire accounts, the captain also describes their discovery of an insectoid entity or entities beneath the ice and how it/they infected some members of the crew via "a malicious infiltration of their grey matter." By the final pages, it is clear the captain no longer trusts any of his men, even those he knew personally for many years.

9 Medicine Pouch: This curiosity is fashioned from sealskin, and feels oddly damp and tacky to the touch. An animal sinew cord binds it shut. (If the contents are examined, inside the bag are found a river stone carved with a branched symbol, a bear claw, feathers, a lock of braided human hair, and dried flowers.) If the bag is opened or carried for a week or more, the bearer is beset by horrid dreams of another realm with rivers of running blood and an eternally dark sky. Eventually these dreams will begin to pervade the waking world as well, and the bearer will catch glimpses of long, unexplained shadows, branches that move of their own accord, and bodies of water that turn crimson when glimpsed from the corner of the eye.

D12**Roll****FORBIDDEN ITEMS CONTINUED**

- 10 Reyes Pier Glass: This mirror is of the 18th Century Rococo style and features an ornate frame and crest with gargoyles reclining against an urn decked with flowers. The deeply beveled glass is thick and unmarred. The whole is rather small for a pier glass of this type, measuring only 18 inches in height. The glass has a checkered past, and its last owner had the mirror but two weeks before attempting to smash it. The mirror miraculously survived the incident unharmed and was sold to an antique shop after the former owner was jailed for an assault on a family member the same day. The last two owners spoke of seeing doppelgangers in the mirror, twins of people they knew but that were actually alien and evil. They came to believe that these "twins" could escape the mirror, given time, and enter the real world to replace their lookalikes.
- 11 The Hand of Glory: This horrid relic originated in northern England near Durham, later carried to North America in a GI duffel bag in the late 1940s. The leathery, severed hand holds a flaxen candle. The whole was prepared with care: a hand was taken from a hanged murderer and pickled in a mixture of human and animal urine; aged in an earthen vessel with nitre, herbs, and salt; and then dried a fortnight in the sun. The candle was rendered from human fat (from the same hanged man as the hand). If the candle is lit and the hand is carried into a home or residence, those within become paralyzed and later retain no memory of the hand's wielder. This power comes with a price, however; those using the hand are later beset by recurring nightmares in which they feel a hand tightening around their throat. Upon waking, the hand may be found in a different location than last remembered.
- 12 Battered Crate: This smallish crate is approximately 18 inches on a side, and stoutly constructed. The crate is chained and secured with two rusty padlocks. Stenciled on one side of the crate in faded print is "Congo Expedition, 1908, Plant Samples." There are two tiny cracks in the wood, and in both places an ochre tendril of vine has poked its way out of the crate. If an ear is placed against the crate, a furtive rustling can be heard, following by a low, curious hum.

D12**Roll****METHOD OF ARRIVAL**

- 1 The item arrives on the investigator's doorstop gift-wrapped in crimson paper, replete with glossy black bow.
- 2 The item is found locked inside a secure location, such as a wall safe, safety deposit box, or the like, without explanation.
- 3 A colleague of the investigator passes the item on as "something of interest." If pressed for details, they only suggest it is a "curiosity worthy of the investigator's talents" and hastily depart for another appointment; soon thereafter the colleague goes suddenly missing.
- 4 The item is mailed to the investigator in a carefully wrapped brown parcel with no return address. Inside with the item is a note in ornate script that reads: "From a friend."
- 5 The item is found, seemingly forgotten, inside a local museum's storage room, on a city library shelf, on an empty train seat, or on a church pew. The investigator may find it there themselves, or an associate may bring it to their attention.
- 6 A distant relative of the investigator dies, and the item is bequeathed to the investigator as per the deceased individual's will. No details about the item are given.
- 7 At a time when the investigator is alone and distracted, a stranger swiftly approaches them and presses a plain box containing the item into their hands, whispering, "This is meant for you, and you alone." The strange individual—who may be a man, woman, or child—promptly turns a corner and is lost from sight.
- 8 The item is found being sold at an estate sale for a curiously low price. If questioned, the seller seems completely ignorant of the item's background and yet also appears somewhat eager to be rid of it.
- 9 The item is found inside a forgotten time capsule, accidentally unearthed during a recent building demolition. The item is not included in the contents list found in the large, cylindrical capsule, and the other capsule items are all typical (period newspapers, children's drawings, cultural objects, etc.).
- 10 If the investigator digs deep into their closet, under their bed, or in their attic, they find the item there, without dust, as if it had recently been placed there.
- 11 The item is found at a bloody crime scene, surrounded by the corpses of those that seemingly died fighting over or reaching for the object.
- 12 The item is found sitting on the altar in a long-abandoned, decrepit church, surrounded by lit candles.





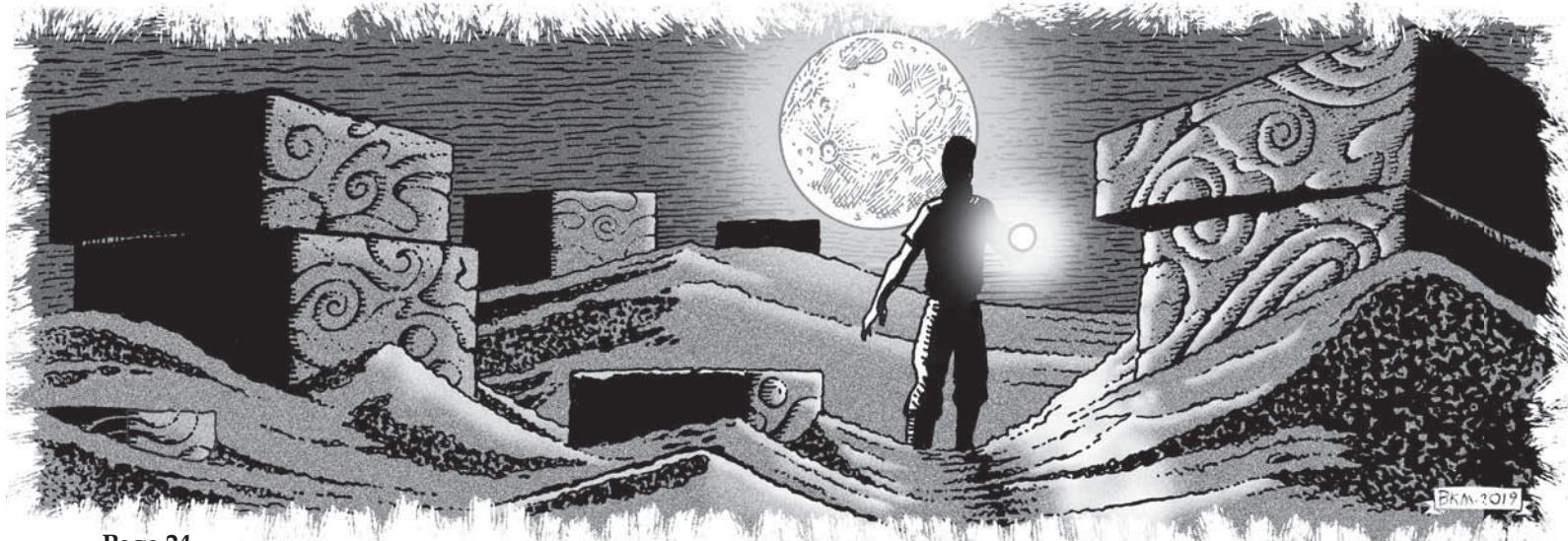
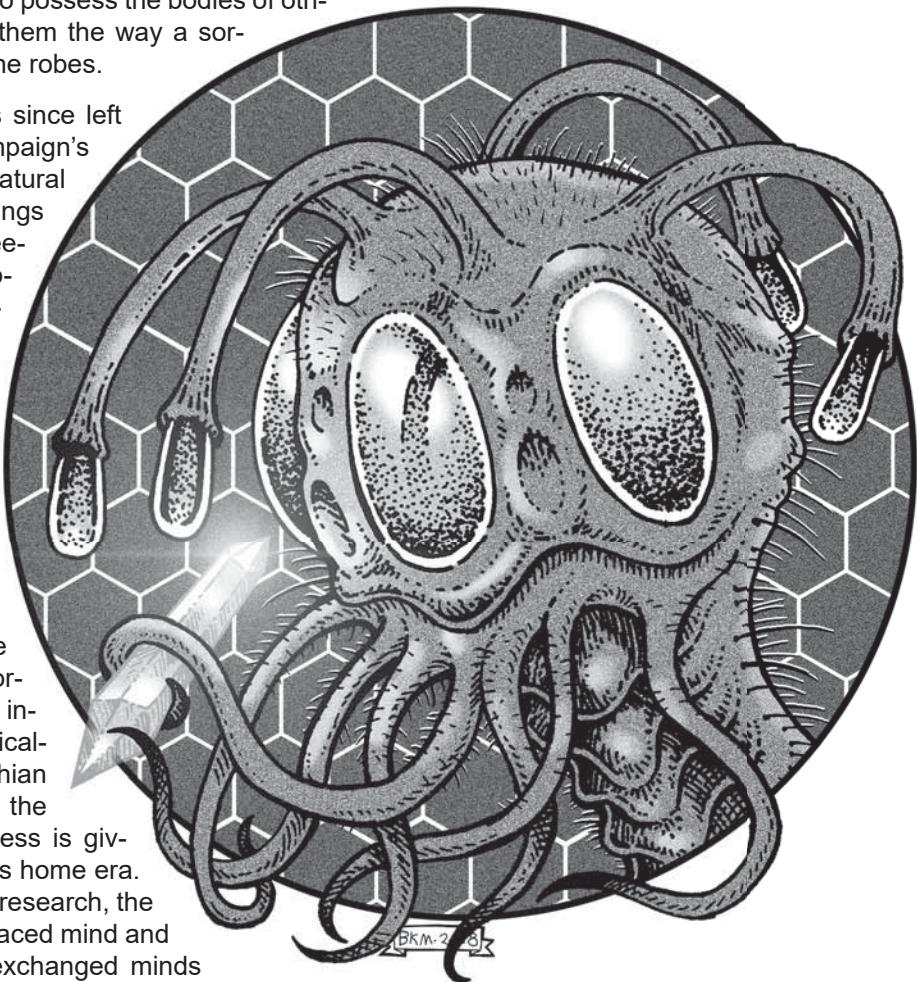
IS FOR THE GREAT RACE

Leapfrogging their way through time, the Great Race of Yith are a species without a home. Most recently, on a cosmic scale of time, the Great Race dwelled on the world of Yith, but their true origin and home world are unknown. Even their original physical form is a mystery, for the Great Race has the power to possess the bodies of other species, wearing them the way a sorcerer wears his arcane robes.

The Great Race has since left Yith and now dwells on Earth (or the campaign's home planet as applicable). Whatever their natural bodies once were, the Yithians are now beings resembling 10' tall rugose cones, with three-eye heads, pincers, and trumpet-shaped appendages attached to several long extendable limbs protruding from their bodies. They have claws or pincers which they snap and rub against their bodies to "speak," although their immense intellects likely house telepathic ability.

The Great Race are consummate historians, and their quest for knowledge drove the development of certain mental and technological accomplishments allowing them to study history as no other race can. The Yithians are capable of projecting their consciousness forward in time, displacing the minds of chosen individuals to swap bodies. This exchange typically lasts five years, during which time the Yithian engages in extensive "field research" of the time period, while the swapped consciousness is given somewhat free rein to explore the Yithian's home era. Once the time-traveling Yithian concludes its research, the Great Race erases the memories of the displaced mind and swaps it back with its original form. Most exchanged minds recall nothing of their trip to the Yithian's home epoch and accept their missing five years of memory as the result of sickness or a mental breakdown.

The Yithians typically target fellow scholars or other individuals they feel would accept and perhaps even welcome the opportunity to explore the past in an alien body. These individuals, often wizards, sages, and other lore seekers, are already considered odd by their acquaintances and the five years of strange behavior is often easily overlooked by the possessed body's allies. To assist them, the Great Race develops cults and shadowy organizations that know of the aliens' crusade and provide the Yithians aid in exchange for knowledge and powerful artifacts.



Out of Time and Out of Mind

Fellow seekers of knowledge are the Great Race's preferred targets for possession, and they especially enjoy the chance to gain control of wizards and other masters of esoteric lore. Some who know of the Yithians speculate that the Great Race can sense ripples in the time stream, either through their mental acumen or advanced technology. These ripples often occur when intellectual breakthroughs occur, alerting the Great Race to the opportunity to study and observe critical junctures in history.

Any time a PC achieves a spectacular success in some magical or knowledge-based accomplishment, such as casting a spell, researching an ancient tome, making a technological breakthrough, or similar event, they have a chance of attracting the attention of the Great Race and being marked for possession. The probability of this occurring is left to the game master, but possible suggestions include a base 5% per level or HD, one-fourth of the PC's applicable skill rating, or a simple "1 in X chance" deemed suitable by the referee. If the Great Race notices the PC, a body swap occurs within the next 1d6 days.

During the time of the Yithian possession, the character might continue to be played by the original player (with some suitable coaching by the GM informing the player, but not the rest of the group what has occurred) or become an NPC for the duration. The possessed character may choose to remain with the party, studying them and perhaps engaging in various social or even physical experiments, or abandoning the group to pursue research elsewhere.

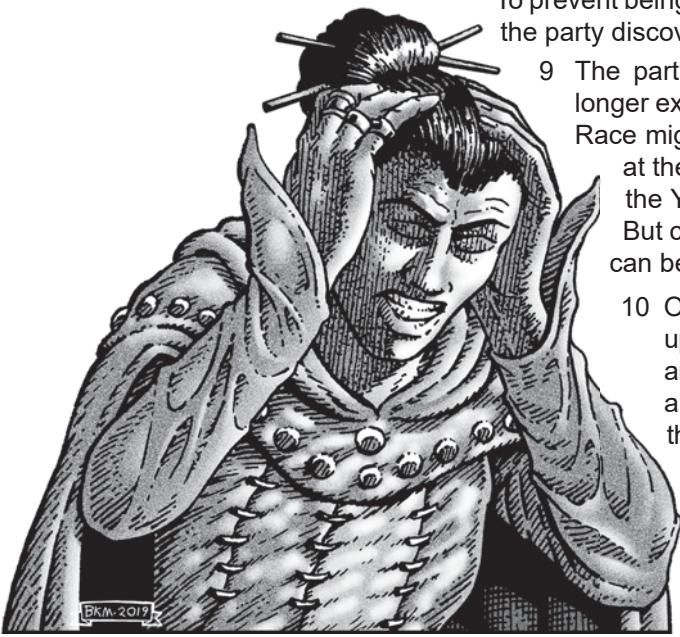
The displaced intellect has relative freedom to explore the Great Race's current home time period and their libraries and archives are open to the visiting scholars. Unfortunately, the Yithians use memory-erasing technology or mental powers on the scholar before they return to their home time once the Great Race researcher is ready to return. All gained knowledge of the Yithians' time or libraries is forgotten. However, sometimes this erasing is incomplete and the returning scholar might have strange dreams or flashes of insight into subjects with no recollection of how they know this information. The GM is encouraged to utilize these random recollections whenever appropriate or potentially unnerving.



TEN ENCOUNTERS WITH THE GREAT RACE

- 1 An ally of the party begins acting strangely, as if he cannot remember basic day-to-day knowledge or how to perform ordinary activities. Although he tries to hide it, observant PCs notice he does not initially remember his friends' names or identities. The ally's body is in the possession of a Yithian just beginning its research of the PCs' time period. Does the ally attempt to distance itself from the party or does it in fact see the group as potential catspaws and research assistants, engaging them in strange errands and similar matters to help its research?
- 2 A character, likely a wizard or other intelligent and studious type, discovers a stranger in his home or inn room, ransacking the place. When the character attempts to stop the burglar, the stranger produces a weird device to enact seemingly supernatural results (a lightning blast, time stop, walk through walls, etc.). The device is a piece of Yithian technology that surpasses even magical objects. The burglar is a Yithian who wanted something owned by the character such as a tome or an artifact to aid in its research.
- 3 The party discovers crumbling, antediluvian ruins in some far-flung part of the world (a desert or glacier, for example). Penetrating inside, they uncover a storehouse of accumulated knowledge extending both far into the past and the future. In the process of pilfering the archive, however, they activate the Yithian technology defending the ruins and must run a gauntlet of deadly traps and technological horrors to escape with the lore.
- 4 The party notices several individuals attempting to keep a low profile around the home of a powerful wizard, a craftsman, or other person. The party suspects they are thieves casing the property for an impending robbery and might seek to intervene or perhaps beat the "thieves" to the loot. These individuals are in truth native allies to the Great Race and are awaiting the arrival or departure of a Yithian researcher. Interference by the party might uncover a mind-shattering conspiracy.
- 5 A long-absent friend contacts the party in need of assistance. She explains that she's recently recovered from a strange period of amnesia and is plagued with troubling dreams. She feels drawn to a strange, distant locale and wants the party to help her reach it. She was of course possessed by a Yithian and the mind wipe was not completely successful. What esoteric knowledge and dangers await the group at the site of the possessed friend's dreams is left to the GM's devious imagination...
- 6 A blinding headache suddenly afflicts one of the characters. When the pain subsides, a foreign voice screams in panic inside the character's own mind. A Yithian mind exchange went awry and instead of the possessed creature's persona being sent back in time, it became lodged inside the PC's mind. Can the two personalities work together to find the Yithian responsible and somehow reverse the mind exchange?
- 7 The PCs find themselves in a new village, spending the evening in the local inn. The following morning, the residents of the village are all acting extremely strange and secretive. What the PCs don't know is that they're witnessing a rare exodus of Great Race minds flinging themselves forward in time to escape a dire threat. But what the Yithians themselves don't know is that the threat is in hot temporal pursuit and about to emerge in the village. Can the PCs survive both the Great Race and their time-traveling foes?
- 8 A simple excursion against a minor menace, such as goblins or kobolds, turns unexpectedly deadly when the party discovers the humanoids possess alien technology capable of inflicting horrendous injuries. The tribe's shaman is currently housing a Yithian scholar intent on studying some historical fact in the area the tribe occupies.

To prevent being disturbed, it has built advanced tools for the tribe's benefit and the party discovers they've brought swords to a ray gun fight.



- 9 The party discovers they desperately need some bit of lore that no longer exists to defeat a great evil. Their research reveals that the Great Race might have this knowledge hidden away in their ancient archives at the dawn of history. One or more PCs must find a way to contact the Yithians and propose a mind-swap to access this needed lore. But can the Great Race be trusted to honor the deal, assuming they can be contacted at all?

- 10 One of the characters (or perhaps the whole party) has grown up with tales of the mysterious benefactors that assisted their ancestors in times of need. Mysterious strangers arrived when a predecessor was in danger or provided gifts that helped them through troublesome times. Unknown to the character, his bloodline is being watched over by the Yithians for some purpose and they intervene to ensure its survival. But what does the Great Race hope to gain from the character's family and does it necessarily serve the PC's—or even humanity's—best interests?





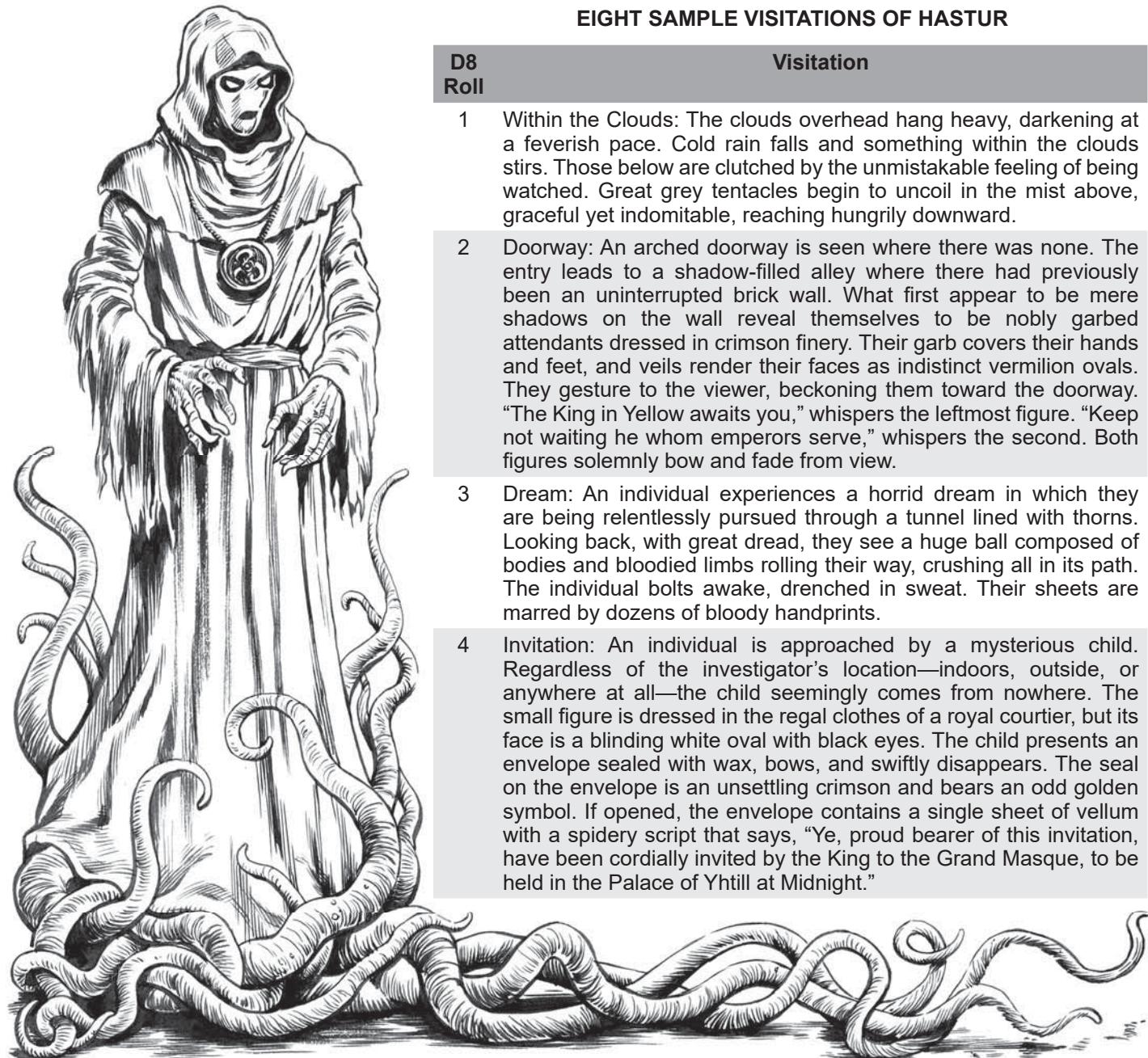
IS FOR HASTUR

Hastur, the Unspeakable One, alternately known as Assatur, Xastur, or Kaiwan, is an ethereal concept best grasped by those in the throes of madness. He (or it) is an entity described alongside Magnum Innominandum and Nyarlathotep in the *De Vermis Mysteriis*, a work of the obsessed necromancer Ludwig Prinn. He is both Great Old One and not, he is a place, he is living entropy given purpose, he is the chaos born in the dark hollows found deep between unmentionable stars.

Hastur defies classification. He (it?) is more than a being, more than a place, more than a god... Hastur is Hastur. *He* is the king of elsewhere, personification of entropy, destroyer of the psyche.

It is the realm of nightmares, the dream world that devours the decadent and the weak. The more creative and open the mind, the easier Hastur gains access. Slowly, steadily, Hastur gains a foothold, invading the victim's waking world until the victim is overtaken and consumed, body and soul. Even the most loyal cultists of Hastur cannot claim to understand exactly what Hastur is, but merely glimpse his persona and try to understand him via the chaos he brings. Whatever his true nature, his touch is noticeable and devastating.

The more creative and intelligent a mind, the easier it grants dread Carcosa purchase; the Arts themselves have provided a common gateway to the realm of Hastur and his avatar/emissary, the King in Yellow. Rare individuals of high intellect, or those open to broader thought, may experience more direct visitations (using the following table)—otherwise the game master should utilize one of the sub-tables (see Signs of Corruption below).



D8 Roll	Visitation
1	Within the Clouds: The clouds overhead hang heavy, darkening at a feverish pace. Cold rain falls and something within the clouds stirs. Those below are clutched by the unmistakable feeling of being watched. Great grey tentacles begin to uncoil in the mist above, graceful yet indomitable, reaching hungrily downward.
2	Doorway: An arched doorway is seen where there was none. The entry leads to a shadow-filled alley where there had previously been an uninterrupted brick wall. What first appear to be mere shadows on the wall reveal themselves to be nobly garbed attendants dressed in crimson finery. Their garb covers their hands and feet, and veils render their faces as indistinct vermilion ovals. They gesture to the viewer, beckoning them toward the doorway. "The King in Yellow awaits you," whispers the leftmost figure. "Keep not waiting he whom emperors serve," whispers the second. Both figures solemnly bow and fade from view.
3	Dream: An individual experiences a horrid dream in which they are being relentlessly pursued through a tunnel lined with thorns. Looking back, with great dread, they see a huge ball composed of bodies and bloodied limbs rolling their way, crushing all in its path. The individual bolts awake, drenched in sweat. Their sheets are marred by dozens of bloody handprints.
4	Invitation: An individual is approached by a mysterious child. Regardless of the investigator's location—indoors, outside, or anywhere at all—the child seemingly comes from nowhere. The small figure is dressed in the regal clothes of a royal courtier, but its face is a blinding white oval with black eyes. The child presents an envelope sealed with wax, bows, and swiftly disappears. The seal on the envelope is an unsettling crimson and bears an odd golden symbol. If opened, the envelope contains a single sheet of vellum with a spidery script that says, "Ye, proud bearer of this invitation, have been cordially invited by the King to the Grand Masque, to be held in the Palace of Yhtill at Midnight."

D8
Roll

Visitation Continued

5 Bird Watching: While traveling through the forest seeking rare birds, a lone individual has a disturbing encounter. What is first thought to be a very large bird—a condor or other avian with a large wingspread—reveals itself to be a tall, gangly figure with four limbs and wings that flop rhythmically out of the mist. The horror strains forward, revealing its rotted, toothy maw, while gaining ground. Other similar winged creatures are spotted in the distance moving to join it, flying with the same ungainly but terrifying speed.

6 Stargazing: Those examining the constellation Taurus notice something unusual within the star cluster Hyades. The red giant Aldebaran, the “eye” of Taurus, appears slightly out of place and glows much brighter than is normal.

7 Shadowplay: An enormous shadow, shaped vaguely like an enormous figure sitting on a throne, stretches across a huge area, covering fields and streets with its darkness. Those entering the shadow feel a deep chill and may scream aloud, shouting that Hastur has arrived at last.

8 Stagecraft: Several playhouses are plagued by a mysterious event on the same night: Actors in the middle of a show hesitate mid-line and then utter several sentences from an unknown play, mentioning odd names such as Carcosa, Hali, Demhe, or Ythill. After uttering a line or two, they return to reciting the play they are supposed to be performing. None of the actors recall the incident or even that they paused during their normal performances.



5 Origami: The affected artist finds new inspiration in their dreams, waking with ideas of intricate designs that grow ever more complex as the days pass by. Their art becomes a growing obsession, and their creations begin exhibiting impossible angles and folds that strain the concentration of any that ponder them overlong. In time, the artist begins creating **Yellow Signs** made of paper and distributing them to the public.

6 Cooking: The cook begins experimenting with unusual cuisines, attempting more difficult dishes or dishes of bygone eras. Meat begins figuring more prominently in all recipes selected, even if the cook was a vegetarian. As the weeks pass, the chef habitually prepares most meat ingredients rare and finally turns to obtaining meat from unusual sources.

7 Poetry: The poet's work begins to inexplicably feature macabre descriptions of unknown (fictitious?) places, such as a city called Alar located upon the shore of a Lake Demhe. The poems praise the “Hyades” and the coming of an all-powerful King who shall rule all nations.

8 Photography: The photographer finds themselves obsessed with taking pictures of historical buildings and sites. As the weeks pass, the subject of interest inexplicably narrows down to surviving locations or buildings from the Victorian or Edwardian eras. The photographer surrounds themselves with photos of these places and grows increasingly obsessed with them.

Signs of Corruption

Individuals not experiencing a direct visitation may still fall under the influence of Hastur. The influence is often felt in one of two ways, either in the subtle corruption of a creative mind or via a manifestation of the overwhelming entropy inherent in an uncaring universe. Those with more creative intellects or carefree personalities are affected through their creative spirits, whereas those with more practical or sedulous natures are visited by signs of entropy. The GM should select one of the sub-tables as is appropriate.



Sub-Table A: A Victim of the Arts

D8	Result
1	Music: The affected musician begins producing new music of a different sort. Players of instruments find themselves curiously drawn to the flute and producing dirge-like songs on wind instruments, whereas singers or songwriters will begin to incorporate passages from <i>The King in Yellow</i> into their lyrics.
2	Sculpting: The affected sculptor, whatever their previous inclinations, begins creating statues of odd winged beasts, worms, and worse. Eventually their energy becomes invested in creating a massive sculpture of a hideous, tentacled form.
3	Painting: The painter's mindset rapidly deteriorates, and they either begin painting macabre subjects or using blood and bodily fluids as a pigment.
4	Theatre: The writer or actor becomes obsessed with creating and promoting a local performance of <i>The King in Yellow</i> . The affected individual is soon contacted by obscure figures donating money, time, and influence so this aim becomes a reality.

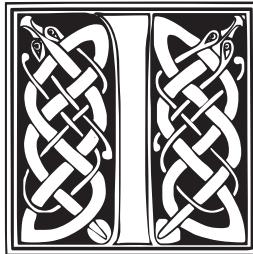
Sub-Table B: Signs of Entropy

D8 Result

- 1 Amnesia: The recipient of the sign loses all memory of themselves—who they are, their occupation, origin, home, or associates. The recipient remembers nothing at all, beyond having an underlying feeling of dread or a feeling of being in grave danger. As the days pass and the recipient struggles to recover any memories, this feeling of dark uncertainty will grow and they may become convinced that they have a dark past, or have committed terrible deeds now forgotten, or that they are being hunted by individuals that know their real past life.
- 2 Forgotten: The recipient loses a close friend, relative, ally, mentor, or loved one. It is as if the person never existed—no physical traces of them remain, whether it be birth records, their writings, photographs, etc., and no one aside from the recipient has any memory they ever existed.
- 3 Elsewhere: The recipient awakes in a strange place. Their clothes, residence, and even their country are alien. No one they encounter can understand their language, nor can they understand the tongue being spoken where they have awoken. The individual eventually succumbs to exhaustion, only to awake back in familiar surroundings... for now.
- 4 Left Behind: The recipient is not recognized by family, friends, associates, or loved ones. Their parents will claim to be childless, a spouse will be found to be married to someone else, etc. If pressed, these individuals will summon the authorities or react with hostility. Papers of identification become lost, photographs or paintings vanish, birthmarks disappear, and similar traces of the recipient's former existence cease to exist.
- 5 Shadows: The recipient begins to notice individuals dressed like them in public places. At first these sights are infrequent and the figures are always a distance away, out of earshot or reach. Gradually these sightings become more frequent, finally offering a fleeting glimpse of a figure's smile or sly stare before it scampers away. When the recipient returns to their home that evening, a person that looks exactly like them will open the door.
- 6 The Others: One by one, an individual's associates and friends disappear for a few days, only to return different. The individual may notice that these "returned" people are oddly taciturn, or that they gather in odd groups for seemingly clandestine meetings. If questioned, they respond with soothing words and a knowing smile.
- 7 The Void: The recipient of the visitation becomes awakened to the true nature of the universe: cold stars, uncaring planets, and the deep void of an uncaring, infinite expanse. Humanity—mere insects before what lies beyond. Whatever joys or victories come, the person's thoughts relentlessly turn back to their insignificance beneath an indifferent stretch of ebony sky.
- 8 The Last: The individual awakes to find themselves alone—totally alone. All other individuals, animals, and even insects in their home, town, state, and country are no longer there. Vehicles lie still, buildings stand vacant, streets are empty, and all that can be heard is the blowing wind and the occasional, far-off sound of great bells pealing in the heavens.







IS FOR ITHAQUA

Ithaqua is the wind-walker, the wendigo and the yeti; the Great Old One able to manipulate ice, snow, and the arctic cold. Ithaqua can take many shapes, but he is usually described as a gaunt giant with long arms and glowing red eyes. He is worshiped by the gnoph-keh, a race of Hyperborean humanoids covered in coarse hair possessing four arms and a sharp horn located above their snout. Ithaqua also often uses shantaks, a race of screeching avian reptiles, as servitors.

Ithaqua rules the ice-world of Borea, and when Ithaqua treads on Earth the veils that separate Earth from Borea grow thin. The gnoph-keh and other alien creatures from the Hyperborean age thrive on Borea, and as the veil thins, it becomes possible for any number of Borean creatures to cross over. Game masters can use the following tables to design the creatures that have migrated, wandered, or invaded the Earth from Borea.



Borean Creature Template

2D8 Roll	TEMPLATE DESCRIPTION
2-3	Small-Sized River or Lake Mammal / Non-Sentient / Prey
4-6	Medium-Sized Forest or Mountain Mammal / Non-Sentient / Prey
7-10	Medium-Sized Forest or Mountain Mammal / Non-Sentient / Predator
11-12	Medium-Sized Forest or Mountain Avian / Non-Sentient / Predator
13-14	Medium-Sized Mountain Mammal / Sentient / Predator
15-16	Large-Sized Lake or Forest Mammal / Sentient / Predator



Template Descriptions

Creature Size

- Small – Less than 20 lbs.
- Medium – Between 20-60 lbs.
- Large – Over 60 lbs.

Creature Habitat

- River – The creature has webbed feet, a sleek coat of fur or smooth flesh, is able to hold its breath for prolonged periods of time, and may use a tail as a rudder. The creature's primary source of food lives in the river, and its den is always on or near the river.
- Lake – The creature has clawed webbed feet, a sleek coat of fur or smooth flesh, is able to hold its breath for prolonged periods of time, and may use a tail as a rudder. The creature's primary source of food lives in or near the lake and its den is always near the lake.
- Forest – The creature has clawed feet, fur or feathers, and excellent senses. The creature's primary source of food lives in the forest, and its den is located within a well-marked territory in the forest.
- Mountain – The creature has sturdy clawed feet, thick fur or feathers, and excellent senses. The creature's primary source of food is in the mountains, and its den is secluded from other mountain predators.

Prey Features

The following tables determine the creature's attributes / distinct features, its diet (which can influence its demeanor), how it hunts for food, and how it protects itself. Roll on each table and check the sub-table.

Attributes	Eyes	Roll a d8: 1 – forward-facing; 2 – eyes on the side of the skull; 3 – compound eyes; 4 – independent movement; 5 – dark vision; 6 – cyclops; 7 – blind; 8 – eyestalks.
	Teeth	Roll a d4: 1 – standard; 2 – a beak instead of teeth; 3 – small tusks; 4 – prominent incisors.
	Snout	Roll a d6: 1 – small and twitchy; 2 – large for superior tracking; 3 – flat and wide; 4 – pre-hensile trunk; 5 – horned; 6 – none.
	Ears	Roll a d4: 1 – small and round; 2 – long and narrow; 3 – large and broad; 4 – none.
	Feet	Roll a d6: 1 – hooves; 2 – paws; 3 – talons; 4 – prehensile; 5 – flipper-like; 6 – none.
	Tail	Roll a d6: 1 – short and hairless; 2 – large and strong for counter-balance; 3 – prehensile; 4 – wide and flat; 5 – long and whip-like; 6 – tailless
	Diet	Roll a d3: 1 – herbivore; 2 – frugivore; 3 – omnivore.
Offense	Roll a d4: 1 – short claws for digging; 2 – adhesive tongue; 3 – paralysis venom; 4 – spiked or clubbed tail.	
Defense	Roll a d6: 1 – camouflage; 2 – quills; 3 – armor; 4 – burrowing; 5 – speed; 6 – chemical. See Sub-Table A.	

Sub-Table A: Prey Defense

Camouflage	The creature has a coat of fur that colored like its natural surroundings. Roll a d6: 1-3 – arctic; 4 – forest; 5 – plains; 6 – mountains.
Quills	The creature has a coat of stiff quills. Roll a d2: odd – non-poisonous; even – poisonous. If poisonous, roll a d3: 1 – paralyzing; 2 – painful or hurtful; 3 – deadly.
Armor	The creature's body is protected by natural armor. Roll a d6: 1-2 – thick layer of blubber; 3 – organic shell or carapace; 4 – scales; 5 – inorganic shell; 6 – plating or neck frill.
Burrowing	The creature builds underground dens; it doesn't stray far from its den so that it can escape back into it when there is danger.
Speed	The creature is fleet of foot to escape danger.
Chemical	The creature produces a chemical compound that irritates most predators. Roll a d2: odd – creature can spray compound up to 10' at predator; even – creature marks territory with compound.



Predator Features

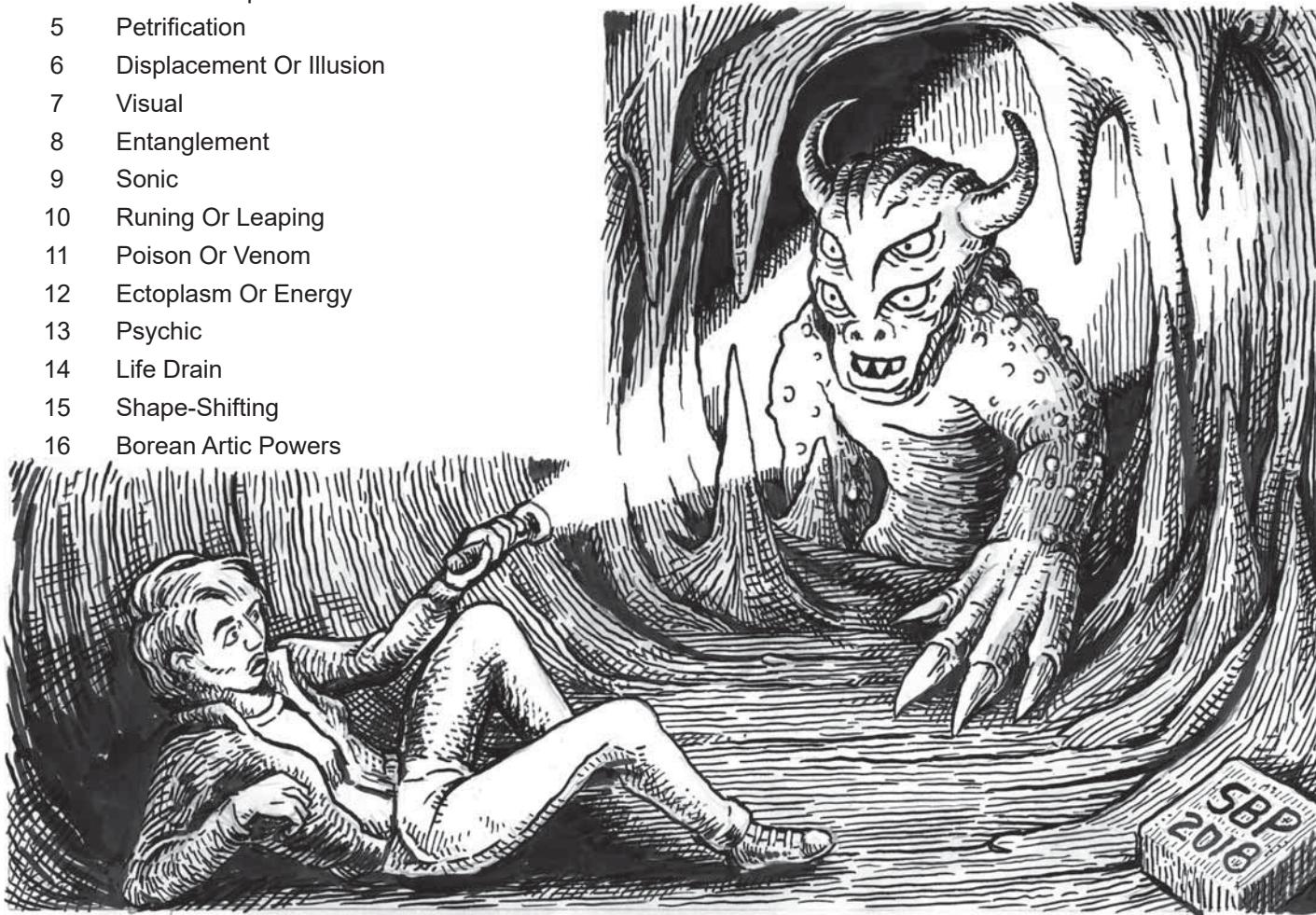
Predators have a wide variety of primary attributes / features, most of which assist in its ability to track and kill prey. Roll on each of the following tables.

Attributes	Eyes	All predators have depth perception to better hunt their prey. Roll a d6: 1-2 – standard pair of eyes; 3 – reptile-like; 4 – eyestalks; 5 – multiple compound eyes; 6 – multi-fractal compound eyes.
	Teeth	All predators have teeth optimized for their diet. Roll a d8: 1-4 – standard maw; 5 – retractable fangs; 6 – tusks; 7 – a pair of sabre teeth; 8 – unhinged jaw.
	Snout	Most predators use their olfactory senses to assist in the hunting of prey. Roll a d6: 1-3 – standard muzzle; 4 – blood scent; 5 – ectoplasmic scent; 6 – fear scent.
	Ears	Most predators use their auditory senses to assist in the hunting of prey. Roll a d6: 1-3 – standard ears; 4 – ultra-sonic hearing; 5 – low-frequency hearing; 6 – parabolic hearing.
	Horns	Some predators are equipped with horns to assist in the hunting of prey. Roll a d6: 1-3 – none; 4 – goring horns; 5 – batter-ramming horns; 6 – antler rack.
	Feet	All predators' feet are optimized for the hunting of prey. Roll 2d6 to determine the number of limbs: 2-3 – three; 4-9 – two or four; 10-11 – five or six; 12 – seven or more. Roll a d10 to determine the types of feet: 1-4 – standard feet; 5 – paws with retractable claws; 6 – raptor talons; 7 – hooves; 8 – prehensile hands; 9 – spider-like legs; 10 – Tentacles.
	Tail	Most predators have a tail that enhances their deftness and balance. Roll a d8: 1-4 – standard tail or tailless; 5 – prehensile; 6 – club-like; 7 – spiked; 8 – whip-like with razor tip.

Predators may have one or more special abilities, as decided by the GM. Roll on the table, and the sub-table if necessary.

D16 SPECIAL ABILITY Roll

- 1-3 No abilities beyond natural tooth and claw
- 4 Breath Weapon
- 5 Petrification
- 6 Displacement Or Illusion
- 7 Visual
- 8 Entanglement
- 9 Sonic
- 10 Runing Or Leaping
- 11 Poison Or Venom
- 12 Ectoplasm Or Energy
- 13 Psychic
- 14 Life Drain
- 15 Shape-Shifting
- 16 Borean Artic Powers



Sub-Table B: Predator Special Abilities

Breath Weapon	This predator has specialized organs that allow it to expel a substance from its mouth. Roll a d8: 1 – corrosive acid; 2 – blinding blood clot; 3 – combustible saliva; 4 – choking mist; 5 – concussive air blast; 6 – beam of radiation; 7 – arc of lightning; 8 – cone of cold.
Petrification	This predator is able to paralyze its prey, or cause its prey's flesh to calcify into stone. Roll a d4: 1 – petrifying tail whip; 2 – paralyzing bite; 3 – paralyzing roar; 4 – petrifying gaze.
Displacement Or Illusion	This predator is able to obscure its location or movement to confuse its prey. Roll a d4: 1 – 10'-diameter displacement field; 2 – invisible within shadows; 3 – true invisibility; 4 – illusion projections.
Visual	This predator has special vision-based powers to help hunt its prey. Roll a d6: 1 – full light spectrum vision; 2 – ectoplasmic vision; 3 – x-ray vision; 4 – electromagnetic vision; 5 – telescopic or microscopic vision; 6 – heat beams.
Entanglement	This predator is able to capture its prey through entanglement. Roll a d6: 1-3 – webbing; 4-5 – adhesive fur coat; 6 – tentacles / extra limbs specifically used for entanglement.
Running Or Leaping	This predator is exceptionally fast or able to leap great distances. Roll a d4: 1 – blinding speed; 2 – fantastic leaps; 3 – short-range teleportation; 4 – dimensional shift.
Poison Or Venom	This predator is able to spray or inject venom into its prey. Roll a d6: 1 – oral venom sacs injected with a bite; 2 – oral blinding poison sacs spit/sprayed at the prey; 3 – venom sac in tail injected by a stinger; 4 – poisoned fur causes pain when touched; 5 – venom sacs in paws injected by claw; 6 – burning poison sacs near the eyes that spray at prey.
Ectoplasm Or Energy	This predator can generate powerful energy to assist in the hunting of prey. Roll a d6: 1 – the creature's body is covered in ectoplasm that protects it from injury; 2 – the creature's body has a warm glow and radiates heat; 3 – the creature's body negates electromagnetic fields that drain power from nearby electrical devices; 4 – the creature's body constantly discharges arcs of low voltage electricity, but a larger discharge is possible; 5 – the creature's body regenerates severed limbs, unless the limb or body is destroyed by fire; 6 – the creature's body emits dark matter that produces a field of absolute darkness around it; the predator is able to innately navigate the darkness.
Psychic	This predator possesses enhanced mental abilities that assist in the hunting of prey. Roll a d10: 1 – telepathy, the ability to read minds; 2 – telekinesis, the ability to mentally move objects; 3 – clairvoyance, the ability of remote viewing of a person or place; 4 – clairaudience, the ability of remote listening to a person or place; 5 – empathy, the ability to read emotions or invoke specific emotions in others; 6 – pyrokinesis, the ability to mentally start fires; 7 – cryokinesis, the ability to mentally freeze items; 8 – lucid dreaming, the ability to control its own dreams or travel into the dreams of others; 9 – psychic leech, the ability to eventually drain a specific mind of all memory and intelligence; 10 – dominant personality, the ability to control the thoughts and actions of a mind.
Life Drain	This predator is able to drain the essence of life from its prey. Roll a d4: 1 – the predator drinks blood for sustenance; 2 – the predator gains sustenance by draining hope and emotions from its prey; 3 – the predator extracts all the salt from its prey; 4 – the predator absorbs all the heat from its prey.
Shape-Shifting	This predator is able to morph into different forms. Roll a d3: 1 – elasticity; the predator is able to stretch and extend any part of its body up to three times its natural height; 2 – lycanthropy; the predator is able to morph between two distinct forms, a beast form and a human form, and the predator's bite can infect its prey with lycanthropy; 3 – camouflage; the predator has specialized fur and skin cells that allow it to change color and texture in order to blend into its surroundings.
Borean Arctic Powers	This predator has special cold-based powers native to its home world of Borea. Roll a d10: 1 – frost-field; the predator possesses an aura of extreme cold, where everything within 10' is frozen and covered in frost; 2 – ice armor; the predator can spontaneously produce a protective "shell" of ice; 3 – freeze ray; the predator can produce a beam of cold that freezes its prey; 4 – snowflake; the predator is able to perfectly hide and blend in with snowdrifts or falling snow; 5 – ice claws; the predator can produce sharp claws of ice over its limbs when it attacks; 6 – blizzard; the predator can change a cold weather day into a raging blizzard of wind, ice, snow, and hail; 7 – snow trek; the predator is able to walk on snow without leaving a trail; 8 – howl of the wind; the predator can emit a baleful howl that invokes fear in most prey; 9 – black ice; the predator can emit a short cone of cold that coats and preserves its target in a nearly indestructible layer of black ice; 10 – soul stealing; the predator's touch drains the prey's essence of life and traps it within a crystalline structure produced by the predator.





IS FOR JOURNAL

One fairly common literary hallmark found in the strange yarns published within the pages of *Weird Tales* is personal journals the narrators discover as they investigate mysterious happenings that have befallen a friend, family member, or colleague. In those tales, the subject of the narrator's quest kept a detailed record of their actions up until they vanished; sometimes they journalized during the actual event that caused their disappearance. These journals can be fantastic clues that launch an investigative team to solve a mystery.

The game master can use the following tables to create their own journal clue for their Mythos mystery game. The game master can use the following three tables to create a framework for a Mythos journal clue. He is then able to fill the journal with the specific information and spells that are appropriate for his Mythos mystery game.

D12 Roll **TYPE OF JOURNAL**

- 1 Diary
- 2 Composition Notebook
- 3 Legal Pad
- 4 Dream Log
- 5 Steno Notebook
- 6 Folio
- 7 Binder With Loose Papers
- 8 General Ledger
- 9 Illuminated Tome
- 10 Travelogue
- 11 Time Capsule
- 12 Sketchbook

D20 Roll **INSANE AUTHOR**

- 1 Haunted/Disturbed Child
- 2 Asylum Inmate
- 3 Wounded War Veteran
- 4 Defrocked Clergyman
- 5 Schizoid With Multiple Personality Disorder
- 6 Hyperborean Warlock
- 7 Grecian Philosopher
- 8 Retired Police Investigator
- 9 Disgraced Antiquarian
- 10 Carnival Freak
- 11 Photographic Journalist
- 12 Solitary Artist/Sculptor
- 13 Codependent Twins
- 14 World-Weary Sailor
- 15 Disbarred Psychologist
- 16 Stage/Film Actor
- 17 Era-Lost Time Traveler
- 18 Serial Black Widow
- 19 Cultist
- 20 Back Alley Physician

TWENTY-FOUR JOURNAL LOCATIONS

D24**The Journal Is Discovered...**

- 1 In a hollow tree.
- 2 In a burned building.
- 3 In a protective case at the bottom of a lake.
- 4 In a hidden compartment in a desk.
- 5 In the clutches of a corpse.
- 6 In a safety deposit box.
- 7 Buried in the yard.
- 8 In a satchel lost in the woods.
- 9 In an abandoned car.
- 10 In a root cellar, lost and forgotten.
- 11 Delivered in the mailbox.
- 12 In a steamer trunk tucked into the corner of an attic.
- 13 Displayed in a museum under glass.
- 14 When dropped by someone fleeing the scene.
- 15 In a library wrapped in a dust jacket to disguise it.
- 16 In a grandfather clock.
- 17 In a hospital.
- 18 In a deserted zoo.
- 19 Left behind on a bus.
- 20 In a nitre-covered mausoleum.
- 21 In an antique toy box.
- 22 In a government laboratory.
- 23 In a cold case evidence box.
- 24 Buried in an empty coffin.

Alternatively, the game master can use the following table to choose or randomly select a journal clue as the adventure hook for a new Mythos mystery game.

D16
Roll

LIST OF WEIRD JOURNAL ADVENTURE HOOKS

- 1 Hidden in an air vent, this small leatherback diary has a pencil tucked into the pages marking the last entry. Some of the final entries in this girl's journal describe strange dreams she's been having, about a popular boy who died in an accident earlier this year. The girl writes about how the ghost of the boy has been sending her dreams to prepare her for his visit. The final entry describes the girl's anticipation for the boy's visit later that evening. That was the last time she was seen.
- 2 The fire marshal discovered the journal at what is determined to be the point of origin for the fire that utterly destroyed a house. And yet, for reasons he's unable to determine, the journal is completely unburnt. The final entry in the journal is a queer chemical equation that no one has yet been able to comprehend. In addition to the equation is a poem,
*"Points of light fill the night,
Alien fire and life conflagrate.
Fomalhaut fuh-taan iuh!
Blistering and charred,
Flesh like cinder and ash.
Ia! Ia! Cthugha fhtagn!"*
- 3 A package arrives in the mail containing a journal; a collection of books on herbs, roots, and berries; and a map. The journal documents a scientist's journey to discover a cure for an unusual blood disorder that seems to promote extremely violent outbursts on a lunar cycle. The final entry is a plea for help; he claims that his logical conscious mind is being overwhelmed by the writhing beast within. He hopes that the enclosed items can be used to complete his research for a cure, and the map can be used to find him and save him.
- 4 An audit at the First National Bank has identified a discrepancy that has been overlooked for decades. One of the safety deposit boxes is more than 10 years defaulted on security payments, so the bank manager has decided to open the box and clear out the contents. To his surprise, the only item in the box is a black leather journal. The final entry is from a woman pleading for help; it states that she is being held against her will, and it provides an address of where she is captive. The journal entry is dated a week ago, and the address is a vacant lot.



5 Not long after moving into their historic Victorian house, the homeowners discovered a dusty journal behind a loose baseboard. The author of the journal, identified only as Tommy, describes how voices in the house whisper to him as he tries to sleep. The final few entries describe how the voices are now pushing furniture and breaking glass; Tommy says he's scared. In his final entry, Tommy said he heard his mommy screaming, and that he was going to go find out why.

6 While excavating a plot of land for new development, the construction crew discovers a metal box. Inside the box is a large hand-stitched journal written in a language they can't immediately identify. After some inquiry that included a linguist from the university, it was ascertained to be Latin. The journal belonged to a Roman soldier, and he kept an account of his journey as his detachment expanded the Empire. His final entry describes how his squad was being sent to investigate a hill topped with standing stones. The hilltop and stones can be seen from the construction site.

7 His neighbors described him as quiet and unassuming. His ex-wife mentioned that they divorced because in the final two years of their marriage he became cold, detached, and clinical. And now, almost two years after the divorce, he's missing and there's no telling when he vanished because no one was paying any attention to him. The police found a journal on his desk only containing entries covering a period of three years. Most of the journal is filled with technical observation data, like the number of cats versus dogs he saw that day, or the number of moths orbiting a lamp, or the number of mustached men wearing hats. The final entry is quite different; in it he claims that he is finally in his right mind. And, he vows to hunt down and find those who stole his life from him.

8 The old abandoned 50-acre farm stood vacant for years. The new owner has decided to level the old barn to build anew. Prior to destroying it, he went through it to clear it of any artifacts, and in the process discovered an old journal. He quickly turned it into the police, for inside were detailed descriptions of torture and murder over the course of many years. The end of the journal is a cryptic message about escaping into the "Shadows In-Between." The county sheriff's department has now organized a massive group of public volunteers to walk the acres for evidence of the murders documented in the journal.

9 The old jeweler was a master of his craft able to chip, shape, and shave gemstones into magnificent works of artistic jewels. His little shop in the downtown strip was a staple for years, and he had the respect of everyone in the city council and downtown community. One morning, when his shop had not opened, it was feared that the old man had finally passed quietly and alone in the apartment above his shop. When the police entered his home, there was no sign of his body, but they did find a thumb-size ruby cut with queer and irregular facets that pronounced a grotesqueness in the jewel. The gem lay on an open page of a journal, in which the jeweler documented his acquisition of the gem from a dark stranger. The jeweler attempted to recut the gem, but every effort resulted in something even worse than what he started with. In his final entry, the jeweler fears that something is watching him through the gem itself.

10 Heavy rains motivated you to hail a cab instead of walking. As you settled in, your foot knocked something on the floor. Reaching down, you found a small book with a dark cover. Thumbing through it, it was clear that it was journal, but it was filled with a wide range of handwriting styles. Just inside the cover, scrawled on the endpaper it said, "This is yours until you're lost and it passes to another." You tossed the book onto the seat next to you, leaving it for the driver to dispose of later. Once you reached your destination, you paid the fare and left the cab. As you walked inside your hand brushed against your jacket, and your hand thumped against something firm within. And that's when you withdrew the small book with the dark cover from your pocket.

11 Toys are scattered about the child's room, as if she's about to return to continue her imaginative play, but she's been missing for eight days so her toys continue to go untouched. Her desperate parents are reaching out to anyone willing to help find her. Inside her knapsack is her homework, a slim binder holding several sheets of wide-ruled loose leaf pages. The binder is a homemade journal where she documented her activities, but within these pages she describes a stranger that continues to follow her. She expressed her frustrations when no one acknowledged seeing the dark stranger, even when she pointed right at him. In her final entry she said, "He said he'll hurt my parents unless I go with him. I'm scared, but no one can help me now."

12 A large bundle of mail is delivered to the investigator's home; one item is a small parcel bound in paper and twine. Inside is a beat-up journal with soft corners on the cover, and tattered page edges. The journal details the academic studies of the Mayan ruins in the city of Uxmal. The journal contains details of the people, the construction, and the myths surrounding it. According to the endpapers, the journal belongs to Dr. Fernando Perez; the final entry in the journal is a desperate note by Dr. Perez. "To whoever receives this journal, I need your help! I am being pursued and my life is in jeopardy, for I am close to discovering the true secrets of the Mayan Empire! I have entrusted this journal to my aide and charged him to find someone who can help me. Please, come quickly! You're my only hope!"

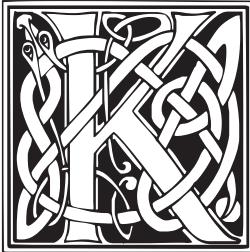
13 Adolph Bloch was a Swiss toymaker who spent his long life carving wood into articles beloved by children everywhere. For over 80 years this little man toiled, his life dedicated to making toys. Adolph kept a detailed journal of how to construct his little miracles. Upon his death the town elders respectfully sifted through his shop and home since Adolph was childless and had no other living relatives. One of the town elders took the toymaker's journal home, along with the strange little doll that was cradling the book, hoping to glean an understanding into the gentleman's lonely life. Unfortunately, that town elder was found murdered in her bed, a look of horror on her face with her throat slashed as she clutched the journal to her chest.

14 Egan Murton spends his days crawling through muck and filth as a master exterminator. Egan keeps a detailed record of the nests and infestations he has cleansed in a small pocket-sized journal. One morning Egan's truck is discovered on the side of the road, but Egan is nowhere to be seen. Egan's journal is discovered on the driver's seat, and the final entry describes a large rat's nest in a culvert under the road. The nest seems to be resilient to the poisons Egan normally deploys. His final note says, "Looks like I need to take a more direct approach. There seems to be a strange light at the back of the culvert. I think the rats are gathering near the light; this should make it easier to corral and dispatch them."

15 From the depths of the sea, a barnacle-covered strongbox has been recovered from the wreckage of the *Great Rann of Kutch*, a merchant vessel for the East India Trading Company. The master-crafted box did a superb job of preserving the contents with very little water damage. Once the box was cracked open, a collection of nautical maps, merchant logs, and the captain's journal were discovered. The journal described an incredible series of events in which the captain had supposedly made contact with an as-yet-undiscovered island nation off the western coast of Africa. The captain described a city that glittered like gold, and how the strange natives suffered from an ailment that covered their flesh in scales. The journal describes how the island can only be discovered at night, when Venus is in ascension.

16 Within a dusty box tucked onto a shelf in a dark evidence warehouse, is a strange journal collected by the police during a raid of cult headquarters. Witnesses had described acts of human sacrifice, cannibalism, and orgies. After the raid, none of the cultists were deemed sane enough to stand trial, and so the collected evidence sits untouched in the warehouse. There are now rumors that the cult has resurfaced, and it is with some hope that the journal may enlighten the investigation into the new cult that the box has been pulled from the shelf. After careful study, the journal is written from the perspective of a madman, making it nearly impossible to understand. With the only clear and repeatable phrase being, "Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn."





IS FOR KINGSPORT

The City of Mists, Kingsport, is a fictional city located on the Atlantic coast just north of Salem, Massachusetts. Kingsport is a city where the edge of the Dreamlands, a realm of magic and chaos, bleeds into reality. The citizens of Kingsport don't speak about it openly, but many of them have strange and unusual experiences that most write off as hallucinations. Some of the citizens routinely have a strong sense of *déjà vu*, or precognitive dreams, while others are stalked by dark nightmares even when they are awake. Kingsport is a city where the real and unreal have become intertwined.

For game masters who have set their campaign within Kingport's city limits or within any other location that is similarly influence by the Dreamlands, the following table can be used to blend visions of nightmares into reality. A note to the GMs: These nightmares work best if only a single character in the party experiences them. It heightens the conflict between reality and illusion. It is up to the GM to decide if what the character sees is actually happening or simply a figment of his imagination.

D16 Roll

IT'S ONLY A DREAM... RIGHT?

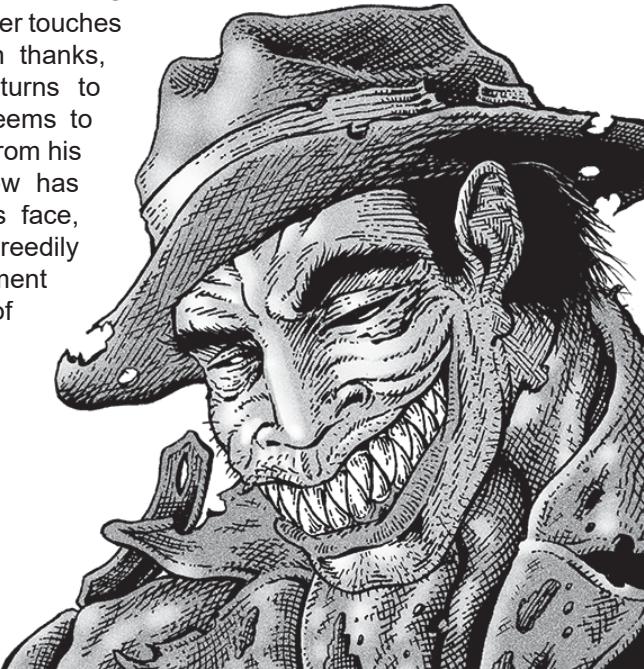
- 1 The character sees tiny winged imps perched on the shoulders of powerful men: fat-cat power brokers, bankers, and politicians. The imps are whispering arcane secrets into their masters' ears so that they may become wealthier and more powerful at the expense of the poor and helpless public. The imps see the character looking at them, and each wags a finger as its toothy grin spreads wide.
- 2 While having a conversation with an NPC, the character notices that the NPC has a second set of eyelids that blink a half-second slower than their normal eyelids. The character is also convinced that the NPC has a subtle musk scent, not too dissimilar from the odor produced by reptiles

- 3 The character is experiencing a mild headache that feels like pressure behind his eyes. When the character looks around, indoors or out, he sees what look like giant ethereal insectoid fish swimming through the air. These phantasms twist and float straight through solid matter. Some of the aliens hover over homeless people taking shelter in the dark corners of the streets. The creatures have each extended an incorporeal proboscis that has penetrated the skull of the transient. The tramps have a look of loss, depression, and sorrow on their faces.

- 4 While taking an evening walk with a clear night sky above, the character inexplicably feels a shiver run down his spine. Looking up into the black sky, he thinks he saw something large fly over his head, and he swears that he can hear the soft flap of leather wings.

- 5 The character hears a haunting melody of flutes that seem to emanate from a nearby sewer grate. If the character peers deeply into the sewer system, he thinks he sees a shadowy half-hidden figure below who silently gestures for the character to climb down into the sewer.

- 6 The character watches as a panhandler accepts a few coins from a Good Samaritan. The panhandler touches the Samaritan's hand in thanks, but as the Samaritan turns to leave the panhandler seems to pull a luminous filament from his arm. The Samaritan now has a look of sorrow on his face, while the panhandler greedily stuffs the glowing filament into his mouth; a look of satisfaction spreads on his face as he swallows.



7 Through a crowd of people, the character sees his deceased grandmother. The woman makes eye contact with the character and then turns to walk away. If the character gives chase, he seems to be unable to catch up to her; she somehow seems to gain a large lead on him after every turn of a corner. Eventually, she approaches a large body of water; she then walks into it and does not reemerge.

8 The character wakes up with a chill in his bones that he just can't seem to shake off. Everyone the character sees today has an ever-flowing cascade of white fog rolling out of their mouth and nose. The fog stinks like fish and seawater. Occasionally, the character is overcome with a hacking cough that results in him spitting up salty seawater.

9 The character occasionally hears the bellow of a conch shell horn, but he's unable to pinpoint the source of the sound. Each blow of the horn sends a shiver of anticipation down the character's spine as he waits for something horrific to respond to the horn's call. As dusk sets in and the seawaters darken the character hears the horn again, but this time the character begins to see a swelling in the waters offshore. Something large under the water is approaching the wharf.

10 The character has awoken with a low and constant ringing in his ears. Throughout the day, with everyone the character encounters, he thinks he can hear them mumbling under their breath, separate from the conversations he holds with them. The mumbling seems to reveal each person's true nature as they criticize and belittle the character. And, while the character can hear their mumbling voices, he fails to see their lips moving.

11 The character notices a homeless person squatting in an alley across the street. The tramp is difficult to see because of garbage cans and other detritus that litter the alley. The character watches as the tramp grabs a rat that scurried too close to him. The tramp lifts the squirming rodent up over his face; the tramp's mouth stretches wider than humanly possible, and then the rat is dropped whole into the gaping maw.

12 A thick fog blankets the town; visibility is only a few yards at best. While the character is walking through the fog, he thinks he hears someone else walking behind him, almost matching step for step. The sound reminds the character of heavy boots as they scuff and clomp behind him. The sound of the boots stops a half-second after the character stops walking, and restarts a half-second after he begins walking again. The sound never gets closer, and is impossible for him to shake.

13 As the character wakes up a little bit of steamy fog is drifting in from under his bedroom door. The source of the thick steam is the bathroom. Upon entering the room, he immediately notices that the floor and walls are slick with moisture. The sink and tub faucets are running full-blast with hot water only, and the steam has completely obscured the mirror. If the character wipes the mirror clean, he sees the image of a **Deep One** standing over his shoulder. No one is in the bathroom with him, but whenever the character is near open water, he has a strong sensation that he is being watched.

14 When the character is near open water, he notices a very strong smell that reminds him of rotting fish. If the character looks out towards the water, he notices a small dog that is all alone as it romps and plays in the surf. While the character is watching the dog, another swell of surf rolls up towards it. Suddenly, a semi-translucent wave of purple goo reaches out from the swell of water and envelops the dog; the goo then pulls it into the water, and they both vanish. It happened so fast, the dog didn't even cry out. As the character scans the water for signs of the dog he then notices that the rotten fish odor has receded as well.

15 The character notices a beggar wearing a large hooded overcoat and some baggy slacks limping into a dark alley. By the time the character is able to get to the alley, the beggar has already made it to the other end; the character can just see the beggar's silhouette. The beggar stops walking and then opens his coat. The character watches as the coat and baggy slacks fall to the ground and a murder of crows erupts from the silhouette to fly away into the evening sky.

16 The character awakens in the middle of the night; he hears a cry for help outside his window. The character looks out, and he sees a parade of luminous spectres dressed as 17th-century pirates dragging his neighbor away. Like the pirates, his neighbor also appears to be luminous and transparent. The character's eyes feel heavy, as slumber takes hold of him again. The next morning, there is a bit of a ruckus outside. The character soon discovers that his neighbor died in his sleep. The deceased's spouse made the discovery in the morning, and called the authorities immediately. She also reported that the floors of her home were covered in seawater and kelp; she was at a loss to understand how the water got into her home.





IS FOR LEGACY

The descent into madness that comes from exploring the Cthulhu Mythos is often not a willing choice. For some, it is a dark legacy (or curse) begun generations earlier, a foolish or greedy choice made rashly by an ancestor that creates profound problems for their descendants. And though someone may desperately seek to free themselves of such a legacy, time usually does little to weaken the strength of the bargains forged with creatures of the Mythos.

Sometimes the legacy is something pursued willingly, at least in early stages. In *The Case of Charles Dexter Ward*, the titular character initially only sought to find the grave of an ancestor, and to learn that ancestor's forbidden secrets. Only by exploring those secrets did his slow path towards madness begin. In other cases, such as in "Facts Concerning the Late Arthur Jermyn and His Family," the dark legacies of the past become unavoidable. The acts of Arthur Jermyn's great-great-great-grandfather ultimately lead to his despair and his doom, with nothing he can do to stop him from succumbing to insanity. And, of course, *The Shadow over Innsmouth* deals with the forbidden legacy of an entire sleepy village...

Though a secret legacy may be something that may become part of a player character's background in an ongoing campaign, legacy mysteries and secrets typically work better as a hook connected to an NPC, one simply known to the adventurers. The game master can use the following table to choose or randomly select an NPC background legacy as an adventure hook in a Mythos mystery game.

D12 Roll

LIST OF LEGACIES

- 1 A young man wanders through a village at night, ghostly pale and dressed in formal clothes, knocking on doors and pleasantly asking "for payment." When bewildered villagers ask him for what they might owe payment, he simply asks "for that which was promised." Some have given him a coin or two out of politeness. It's thought that the villagers who have mysteriously vanished from their homes did not. No one knows the young man's name, nor can he be found during the day, although it's said that he bears an uncanny resemblance to a portrait of the son of the village's founder, Gideon Walker, who was thought to have drowned in a well 250 years ago.
- 2 An ancient ship's manifest, sold at auction, purports to contain the names of all the original Puritan settlers of the sleepy hamlet of Promise. Curiously, though, the log only contains the names of the female settlers, and none of their husbands—the only male listed is one Reverend Caine, who founded the town's church. Even more curiously, it appears the ship that brought them to the New World could not have held more passengers than those listed in the manifest, though this revelation runs completely contrary to what is written in the church's own records. Perhaps a visit to the church—and to the current Reverend, also named Caine—can straighten out the discrepancy.
- 3 A reclusive and eccentric novelist, Maynard Burroughs, has recently passed away and left a rather unusual bequest to someone who had never even met him in life. The items left in Mr. Burroughs' last will and testament were a pair of spectacles and a journal, brand new and without a drop of ink spilled within its pristine pages. The inheritor of these gifts quickly becomes a recluse as well, and is often spotted lurking the nearby woods at night, as if furtively searching for something. Meanwhile, the solicitor who executed the will, who is something of a town gossip, has let it slip that Mr. Burroughs' instructions regarding the spectacles and the journal were "to finish the Maker's tale; after all, it was you who began the Wretched Thing..."
- 4 While repairing part of the village town square, some workers discover the charred bones of three women. Each of the women's skeletal remains wears a silver locket, engraved with strange symbols. The town records say nothing about any sort of history of witchcraft, let alone a trial or a burning. However, shortly after this discovery, two of the oldest houses in the town burn mysteriously to the ground—and identical lockets to those of the skeletons are found in the ashes of those homes as well.
- 5 An ancient family portrait, exquisitely painted with oils in lifelike detail, is discovered in the attic of a rotting, abandoned mansion. Little is known of the family that once lived in the mansion, save that the family in the portrait were probably their ancestors. Shortly thereafter, children start disappearing in the town near the mansion, vanishing without a trace. And curiously, for some reason, the family in the portrait seems to have grown, although that doesn't seem possible. Or it's just a trick of the light.
- 6 A mysterious visitor comes to town, a man who seems quite familiar, although he simply calls himself John Smith. Though nothing is known of him, he certainly seems to know everything about everyone else, or at least he certainly hints at that. He also has a key for a safety deposit box at the local bank, one that no one working at the bank ever remembers opening, and one for which no paperwork exists. Still, his key is the only one that can open the box... and, as it turns out, every box. Almost as if he was the person who founded the bank 200 years ago, and just needed to come back to look for something.

7 In the dead of night, during a full moon—that's when one will see the ghost ship *Relentless* sailing along the coast, risen from the depths of where it once sunk. Or that's what the locals will tell you, anyway. But enough people have scoured the local beaches, and especially the caves near the water, to know that there's no such thing as buried treasure. Since the local pawn shop opened, though, there sure have been a lot more sightings of the *Relentless*—along with wet boot prints along the old cobblestone roads leading into town, and some crimson smears that look an awful lot like bloodstains...

8 A choker necklace, with the ivory likeness of the Lady Hopkins, who came to the New World with the very first settlers. It was a gift from the husband to his bride, a family heirloom of great value and importance. The bride had dutifully worn it on their wedding day, if though it seems plain that she never cared for it. But on that day, it was indeed remarkable how many guests complimented the bride upon her countenance, and how much she resembled the Lady herself, even though no one ever had made such a claim before. And after the bride returned from her honeymoon, it was even more remarkable how much more she resembled the Lady, and how much her mannerisms were like the Lady's... just like all of the ladies of the old manor house who had preceded her.

9 A mark on the tree—three straight lines, all in a row. And one simple word, carved below it: "PNATH." No one knows who put these marks into the mighty oak on the edge of the village, the only clue being they are faded with time, and therefore must have been made by the original townspeople. But while no one deigns to speak of them properly, the whispers about them are all well-known: they are part of "the Promise," which cannot be broken. Unfortunately, no one told that to the city slicker who bought the land by the tree, and who just had it chopped down... and since that day, clouds have covered the town, dark and green. And the winds, which now smell of approaching death, seem to be whispering something about promises, for those who listen closely. Broken promises.

10 A letter, arriving at the home of an old acquaintance, bearing no return address. When the envelope is opened, there is only a map of the African continent, and a red "X" marked prominently in the heart of the jungles of the Congo. The letter itself consists of two simple words: "COME HOME." The acquaintance laughs and comments on the foolishness of such a nonsensical missive, but come the morning, he has vanished from his home, and according to workers at the local railway station, he was headed to the ports of Boston, ashen faced and clutching something that looked like a shrunken head.

11 A bottle of fine wine, purportedly bottled near Versailles and drunk by Marie Antoinette the evening before Madame Guillotine kissed her pale, pretty neck in the Reign of Terror. So the story goes with the Finch family, though, although the tale is ridiculous—after all, the bottle should be empty by now, and even if it were not, its contents should be sour as vinegar. Yet, the tradition holds: a toast from the bottle each New Year's Eve, from the head of the household, from this strange bottle that has been used for the toast for a hundred years. Until Alanson Finch breaks with tradition the year, and in the morn the bottle is missing, along with Alanson's head... and the family fortunes start to fare no better.

12 A cask of brandy, held in the cellar of the Gage household, more for good luck than anything else. Family tradition holds that one of the family ancestors—Captain Josiah Gage, of *HMS Fortitude*—was a murderous, pirating lout who was drowned by his own crew in a barrel of brandy, much like the one in the cellar. During a dinner party, jokes are made that the cask in the house holds that very same drowned captain, and after much drinking, the current master of the house—John Gage, his great-grandson—agrees to crack open the cask. Upon checking its contents, he says nothing, his eyes cold and glittering, his mood suddenly sober. His companions go down and find the cask completely empty... but the following night, two of them are found dead, their lungs and stomach full of brandy.





IS FOR MADNESS

The threat and menace of insanity lurks eternally in the shadowed background of the Cthulhu Mythos. The secrets of reality revealed by dread tomes like *Unaussprechlichen Kulten*, the *Necronomicon*, and *Les Cultes des Goules* cannot help but leave scars on even the crassest and most hardened of psyches. Sometimes, surcease from knowledge of those secrets comes when the mind simply shuts down and the victim slips into the welcome, endless darkness of coma. Other times, peace comes from a happily gulped vial of poison or in throwing oneself from the summit of a tall tower, into the welcoming arms of oblivion.

Any adventure that borrows from the Mythos without touching on the madness of such endeavors robs the Mythos of much of its power. Madness gives the followers of the deities of the Mythos their power, and those deities themselves defy any human definition of sanity. What is sanity or madness to beings that are kin to Great Cthulhu, Nyarlathotep, or dread Azathoth himself, who writhes at the center of the universe, entertained endlessly by the pipings of the Outer Gods who serve him?

When confronted with the blasphemous knowledge of the Mythos, the nature of that knowledge has a corrosive effect on the Personality score of the soul unfortunate enough to learn it. The game master should note (in secret) the Personality scores of the various player characters. As a PC learns more and more, that number will drop, and it is the GM's job to inform the player that his character's sanity is being chipped away, like stone being chiseled into a new and horrific shape by a twisted sculptor.

Below are some rough charts to suggest how secrets can be learned from contact with the Mythos. For each, Source and Nature, separate saving throws need to be made. Learning the truth about reality comes with a cost, and that cost is often very high...

Please note that the knowledge gained is not always voluntary: A character that stumbles onto a gathering of Mi-go and overhears their blasphemous plans has still learned something about the Mythos, even though she did not want to.

SOURCE OF KNOWLEDGE	SAVE DC	PERSONALITY DAMAGE	NATURE OF KNOWLEDGE	SAVE DC	PERSONALITY DAMAGE
From a Book/tome	13	1d2 + 0	Minor secret or 1st-3rd level spell	10	1d2 + 0
Directly from a cultist	15	1d3 + 1	Moderate secret or 4th-6th level spell	15	1d4 + 1
Directly from a Mythos creature	18	2d3 + 2	Major secret or 7th+ level spell	20	2d4 + 2
Directly from a minor Mythos deity	23	3d4 + 4			
Directly from a major Mythos deity	28	4d4 + 6			

For example, Azrak the Foul, seeker after forbidden knowledge (Personality of 16), manages to summon up a Servitor of Azathoth, a minor Mythos deity. After the proper obeisances and horrific sacrifices have been made (the local villagers won't miss one child, will they?), the Servitor imparts to Azrak the knowledge he lusts after (a major secret). Azrak's player rolls his dice and sums them up separately. His roll for Source of Knowledge (17 vs. the DC of 23) fails, but his roll for the Nature of Knowledge (23 vs. the DC of 20) succeeds. Azrak has gained a deeper understanding of the blind Chaos that is reality, but it has cost him 3d4 (2,1,2 = 5) + 4 = 9 Personality points... and he is that much closer to slipping into permanent madness.

Characters may choose to negate the penalty to their Personality by choosing to roll on the Madness table below, going only slightly less insane in favor of the full precipitous drop to 0. For example, Azrak from above chooses to risk a Madness. His player rolls 1d6, getting a 5 (Split Personality). Azrak in the future may act even odder than he already does, but his is still at least semi-sane. Each additional time the character faces taking a penalty to their Personality, they may roll again, acquiring new strains of Madness.



Player characters that do drop below 0 in Personality become NPCs under the control of the game master. She should decide the fate of such unfortunates, be it screaming insanity, coma, or willing sacrifice to the gods of the Mythos, laughing as the knife descends.

Player characters that are close to that edge may attempt to reverse the situation through meditation, prayer, or even requesting the intervention of their patron deities... who may or may not help, depending on the situation or their own unfathomable whims. The efficacy of such attempts is up to the GM, but should require sacrifice or possible quests, and should only be worth 1d6 Personality restored.

Even the gods can only do so much in the face of the dark truths revealed by the Mythos...

D7

Roll

SEVEN MONSTROUS MADNESSES

- 1 **Depression:** Shaken to the core by the realization of the fundamental irrationality of the Cosmos, the character loses the ability to feel any joy or other positive emotions. The character sulks, refuses to engage in conversation beyond necessary, or even eat or drink more than necessary to maintain life.
- 2 **Catatonia:** Overwhelmed by the horrors he has experienced, the character's mind simply shuts down. This vegetative state can subsist for up to 1d8 days, but grows worse each time it recurs: 1d8 + 1d4 days the second time, 1d8 + 2d4 the third, etc.



- 3 **Phobia:** The character develops an irrational fear related to the incident that required the roll. For example, an encounter with Deep Ones may result in the character developing Aquaphobia (fear of water), while discovering the blasted remnants of fabled Irem, the home city of Abdul Alhazred, may instill Atephobia (fear of ruins) in the character.
- 4 **Mania:** The character loses the ability to regulate their emotions, swinging from gaiety to anger to sadness with no warning. To regain control, the character must make a Will save (DC = 15 + Personality - 10). Characters should roll 1d6 on the Mania sub-table below when in the grips of mania, with a new roll being required every 30 minutes of game time.
- 5 **Split Personality:** To compartmentalize her knowledge of the Mythos, the character develops a second or even third (or more!) personality, depending on the scope of what they have learned, willingly or not. The primary personality functions normally and probably will not even recall the events that caused the split. The secondary personalities will, however, and may have other goals, desires, and even alignments.

The other personalities manifest when the character comes under unusual stress: fighting a much stronger opponent, attempting a harrowing escape, or a serious fumble in case of spell casters. To determine when the secondary personalities manifest, the judge should secretly make a Will save (DC = 10 + situational severity). If the roll is successful, the character maintains his primary personality. If the roll fails, the judge should take the player aside (or pass her a note) to explain that the other personality or personalities are now dominant and allow the player to play appropriately. The other personality does not subsist for 1d8 hours or until after the character has slept, at which time the primary personality resumes control with no memory of the time lost.

Clerics with this madness may find themselves in trouble with their deities, depending on the actions taken by the other personalities...

- 6 **Suicidal:** The character realizes that oblivion is preferable to continued existence knowing the truth about the cosmos. Outward behavior is only slightly changed: the character becomes withdrawn as if suffering from depression. Her behavior, however, becomes reckless as she takes unnecessary chance in an attempt to end it all.

If this form of madness comes up a second time, her attempts to end it all may become more serious...

- 7 **Homicidal Mania:** The character develops a secret lust for taking the lives of others. Roll 1d6 on the Preferred Victims sub-table below. While outward behavior is unaffected, the character begins plotting and looking for opportunities to kill! A disturbing side effect of the madness is an apparent increase in the character's personal charisma: when dealing with prospective victims, the character's Personality seems to be 3 points higher than it actually is...

Lawful and Neutral characters who succumb to this madness will shift alignment to Chaotic, one shift at a time, unless they make a Will save (DC = 20 + 3 / number of murders successfully committed).

Sub-Table A: Mania

D6	Behavior
1	Character finds everything hilarious and lapses into uncontrollable laughter at even the slightest provocation.
2	Depression: The character sulks, refuses to engage in conversation beyond what is necessary, loses appetite, etc. for the duration of this mood.
3	Anger: The character is consumed with irrational rage at everything. Minor irritations become a catalyst for explosions of fury. When in the grips of such anger, attack rolls are at +1 while Intelligence-based rolls are at -1.
4	Current mood sustains for another 30 minutes of game time.
5	Character regains control of their emotions within 1d10 minutes of game time.
6	Character regains control of their emotions immediately.

Sub-Table B: Preferred Victims

D6	Victims
1-2	Complete Strangers: Nothing matters expect that the victim can be killed with impunity.
3-4	Casual Acquaintances: The character's favorite bartender or serving wench, the smith that shoes his horses—any of these become enticing as the character's next victim.
5	Friends and Partners: The next time the character goes crawling with his adventuring party...
6	Family: Old fraternal jealousies, Oedipal impulses towards mother or father figures—all are justification enough for the homicidal maniac now.







IS FOR MISKATONIC UNIVERSITY

Miskatonic University is one of the great old Universities, a very desirable school for the children of the rich and powerful. The grand old institution is known for the quality of its instructors, the beautiful ivy-covered campus, and of course its world-renowned rare **Books** collection, which includes such esoteric occult volumes as the *Book of Eibon*, *Unaussprechlichen Kulten*, and the dread *Necronomicon*. This collection has made Miskatonic University the focal point of many supernatural events and investigations, while also making the school a bit of a magnet for strangeness. Investigators are warned to proceed with caution.

The table below lists various operating factions that might complicate your plans at 1920's Miskatonic University. Roll a d12 or choose.

D12 Roll	FACTION
1	A helpful stranger, secretly possessed by the malignant spirit of occultist Ephraim Waite: Ephraim could be possessing any body the investigators encounter, but no matter what form his dark spirit wears, his motivations remain the same: to protect his stolen immortality by obtaining more occult knowledge and power, and destroying any possible investigators who could expose him, or worse—cast his spirit-form into the void. The Ephraim-thing offers assistance, but is simply waiting for its opportunity for betrayal.
2	Old Nat Washington, groundskeeper: Old Nat was a spiritual seeker taken in by the Esoteric Order of Dagon, falling in with those ancient malefactors in a bid for power and respect. Nat attended one of the Order's obscene observances, and contact with those otherworldly powers drove him mad. Washington wandered from place to place, following secret signs only he could interpret. Years later, he found himself attracted to the Miskatonic Campus, and managed to find work as a groundskeeper. Over the years, he has given in to terrible commands, in the form of whispered imperatives from an unthinkable beyond, to commit seemingly random acts of theft, vandalism, and violence. He is a pawn of Dagon, utterly capable of murder and self-sacrifice as the Dark God commands. Nat keeps a secret cache of implements of mayhem in a corner of a boiler room, hidden in an ancient crate and protected by the Elder Sign.



3	The brothers of Nu Delta Tau: The Nu Deltas are one of the first American fraternal originations. Pledges to NΔT Miskatonic are unwittingly joining a secret cabal of foot soldiers, who are indoctrinated by sinister forces to secretly serve the dark malignancy that is Nyarlathotep , the Crawling Chaos. The hazing period is particularly loathsome, and is rumored to involve ensnaring indigent “lesser peoples” and abusing them horrifically. Graduate members of NΔT form a dark network across the nation, attaining positions of leadership and influence in the government, military, and industry, and all still owe their dark allegiance to their Fraternity, and so witlessly enact the will of both Nyarlathotep and his unknowable father, Azathoth.
4	Justin Chase, admissions assistant: Justin is secretly Paul Daniel Chapman, a divinity student from Central Bible College of Maryland. The administrators of CBC have been obsessed with Miskatonic ever since a guidance counselor broke privilege and shared the secrets of a troubled student seeking help for nightmares—the unfortunate visited the MU rare book room for a research project and innocently flipped through <i>Unaussprechlichen Kulten</i> . The bible college’s dean, sensing the chance to be the forefront of a new moral panic, provided Chapman with false documents and references, and now the fearful young man is spying on the entire campus, focusing on the library. Strangers comings and goings always catch his attention, and he will attempt to discern and document the identities, intent, and reading habits of all suspicious visitors.



5	The Screamer: A school mystery, the screamer’s distinctive wail has been reported for more than a year, at seemingly random times and places around campus. The screamer has become a campus cultural touchstone, with students and faculty members alike speculating on their identity and motivation. The truth is more sinister than they could ever imagine: the screamer is a ghost, fixed in place and time by the sorcerer Ernest Montaigne. Montaigne cast aside his body to allow his spirit to travel into the highest realms of horrific truth, but he left a beacon in case he ever needed to return to the mundane Earth-realm of his birth: the ghost of a dreamer who died in his sleep, now under constant psychic torment which can only be relieved once per day by emitting its piteous wail. If the need ever arises, the sorcerer can trace that scream back to Earth, and find his way home. The ghost would do anything to end its eternal torment, including attacking Investigators whom it has any reason to believe might have the magical or supernatural means to end her tormented existence.
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6	The Vines: Within a decade of the founding of Miskatonic University, the Vines Mutual Aid Society and Supper Club held its first clandestine meeting in the Political Science Faculty Lounge. The Vines is a secret organization, never numbering more than 33 students, dedicated, as it is described in their charter, to “ <i>preserving the sacred heritage and time-tested values of our beloved alma mater.</i> ” Essentially a social and networking club, the Vines quietly apply pressure to keep “undesirables”—anyone other than old-moneyed New Englanders—from gaining influence, if not preventing their admission altogether, to MU. Every spring on Seed Day, extant members choose a number of new recruits equal to the previous years graduated Vines, and secretly induct them into their society and observances. The Vines are blissfully unaware of any of the cosmic forces and dark powers that lens through their beloved university, but they take an extremely dim view of outside influence, and might discretely and indirectly work to confound any plans brought about by the “wrong kind of people” on simple principle.
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7	Dr. Orosz Erika, Visiting Professor of Art History: Prof. Erika came to Miskatonic to verify the authenticity of large donation of rare Regency-era portraiture. In a stack of unclassifiable paintings that had baffled art historians for years, she was struck by a horrific image on the back of a strange image of some fantastic city: Orosz Erika saw the Yellow Sign , and it changed her. Now she is obsessed with the Yellow Sign, and makes it everywhere; in the margins of yellowing manuscripts, carved into the limbs of ancient trees, rendered in copper wire which she hangs around the school, and so on. If she notices the investigators she will mark them as they who might take The Sign to remote places, and adjust her machinations accordingly. If they have a car she might scratch The Sign into the dirt on its bumper, or sneak into their rooms to carefully draw it on a blank page in their notebooks.
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8	<p>The Children of Prospect Street: There is a pack of homeless people who live in the alleyways and basements near campus. Visitors to Arkham see them everywhere, some wandering senselessly or staring off into unknown vistas, some muttering strange soliloquies as they shuffle past strangers, some harassing and haranguing, like manic street preachers. Each member of this ragged crew began having dreams of dark figures, who spoke to them in a secret language. The de facto leader of this misbegotten crew is the madwoman Gemma Green. Gemma's dreams are profoundly prophetic, and now the madwoman daily preaches to her wretched band, telling them of the true powers of the universe that can share infinite secrets to those who dare to listen and do the will of the True Powers. It seems that what these unknown powers want is blood. The Children of Prospect Street have thus far only sacrificed rats and the occasional slow cat to their obscene god, but Gemma knows that soon they must give their Benefactor the blood it truly desires, the sanguine riches of a human who truly understands mortality. They watch the investigators as they move through Arkham, marking them as possible sacrifices to great Yog-Sothoth, but if one is isolated they might not be able to help but relate the truth their dark dreams have imparted.</p>
9	<p>Ms. Eliza F. Lodge-Reymont, purchasing department: Ms. Lodge-Reymont is the widow of revered philanthropist and Miskatonic alumni Dr. Emmet Lodge. The widow controls the school's largest private endowment, which made it easy for the socialite to maneuver herself into the highest office in the purchasing department. The position allows Ms. Lodge-Reymont to indulge her passion for antiques and travel; she and her assistants travel the globe to view collections of books, art, and natural history artifacts, with an eye towards adding them to the University's collection. The widow is a loquacious socialite who cultivates friendships with interesting and learned people whenever possible, and if approached correctly she might be willing to spend money on the investigators' behalf, either by acquiring materials they need for research, or in rare instances sponsoring an entire investigation that she believes will lead to the University acquiring something priceless and unique before those pretenders at Harvard get their ignorant hands on it.</p>
10	<p>The Tiger-striped Tabby: This distinctly-striped grey cat is a campus feature, normally spotted lounging on the faravahar over the entrance to the anthropology building, but is sometimes discovered in the unlikeliest of places: asleep in a cabinet in the chemistry lab, exploring the coat room in the Dean's Hall, or hunting mice in the library stacks. No ordinary feline, this is Isackeshtarla, deposed Princess of the Moon and soul survivor of a pogrom that slew a line of noble cats that had thrived since before the days of the Pharaohs. Clever and determined, Isackeshtarla schemes on how to retake her throne. Cats loyal to the new regime now stand guard along all the paths between the waking world, the Dreaming, and the moon, so the deposed despot cannot travel freely. But she watches, always watches, and if she believes that an investigator plans to travel to any other world she might stowaway in their gear in order to begin the trek to the ancient feline palace at Ulthar, where she might take back her birthright and ascend to power once more.</p>

11	<p>"The Avenger," cafeteria cook: Directionless drifter Nigel Freudenberger took a job in the Miskatonic University campus, meaning to quit once he had enough cash for a tramp steamer ticket and a trunk, hoping to leave his soul-crushing despair behind and see the world. During his first week, he was taking out the garbage when he surprised a group of robbed men in an alleyway, attempting to pick the lock on the back door to the library. Freudenberger challenged them, and then something he never could have foreseen happened: one of them pointed and shouted a stream of vial syllables at the hapless drifter, and he was lifted into the air, as if an occult hand had snatched him up, dropping him off in a strange city, too strange and wonderful to be of this Earth. Freudenberger wandered through Sona-Nyl for what felt like a thousand lifetimes, before he finally woke to find himself in the alleyway, as if no time had passed. The former drifter is now an impassioned searcher, obsessed with the city he once visited and seething with revenge at both those who cast him there, and whatever force drew him out from the paradise he felt he had barely explored. The Avenger is always watching, always armed with an array of piecemeal weapons, and might attempt to force investigators to reveal any and all knowledge of the world beyond the mortal illusion.</p>
12	<p>Dr. Henry Armitage, Chief Librarian: After the Wilbur Whateley incident, Armitage began researching the occult, determined to prevent the dark forces he encountered from destroying mankind. If investigators appeal for access to the dark volumes in the Miskatonic Rare Books Room, Armitage will stall, and try to find out everything he can about them first. If the librarian determines that the investigators are fools likely to cause some great calamity, he not only denies them access, but he quickly warns his established network of librarians and caretakers in charge of similar volumes, effectively limiting the investigators' access to ancient volumes from any source other than private collectors. If Armitage is convinced that the investigators are intelligent and attempting to keep horrifying forces from assaulting mankind, he helps them any way he can.</p>





IS FOR NYARLATHOTEP

"Nyarlathotep... the crawling chaos... I am the last... I will tell the audient void..."

Nyarlathotep
By H. P. Lovecraft

The crawling chaos that is Nyarlathotep is an unstoppable force of nature and an agent of change. Unlike many of the Great Old Ones, Nyarlathotep enjoys the interactions it creates with humanity. It enjoys the game of cat-and-mouse as it dangles great and wondrous power to the petty and greedy humans, and then sits back and watches as they kill and maim each other for hollow promises. While the utter destruction of humanity isn't Nyarlathotep's intended goal, it won't end its destructive games with humanity until there is no one left to play with.

Nyarlathotep is everywhere and nowhere; it is able to observe and intervene with humanity whenever it amuses it to do so. The game master can use the Acts of Chaos table to inject a touch of anarchy into their game. These events could become full-blown adventure hooks, or they could be an inconvenient speed bump in the current campaign. With the Masks of Nyarlathotep table, the GM can choose the avatar in which Nyarlathotep appears to the characters. Nyarlathotep has a thousand forms, but its favorites are those of messenger and trickster. It derives great pleasure from leading hapless humans into self-destruction, and great power from those that give fealty to worship it as a god.



D14 Roll

ACTS OF CHAOS

- 1 During what seems like a perfectly normal rain shower, the characters begin to hear the slap-thump of something striking the roof and windows. When they go to see what could be making those strange noises, they discover that it is raining fish carcasses. Each fish has been torn open and gutted, and either the fish heads with guts are thumping to the ground or headless fish bodies are slapping near their feet.
- 2 The day is hot. The city has been experiencing record-breaking heat for the last 14 days. The characters witness an elderly gentleman carrying a gas can enter a nearby public park. The man is some distance away, so shouts directed at him seem to go unheard. The old man then douses himself in gas and lights himself on fire. As his body burns, the characters see a trio of tiny figures composed of pure fire leap out of the old man's blazing carcass. The flaming gremlins begin to dance and skip through the park, lighting everything they touch on fire.
- 3 A meteor shower lit the night as dozens of meteorites streaked over a small village the characters are currently visiting. The next morning, families discovered that their milk had spoiled and their eggs had soured. At a nearby farm, a couple of pregnant animals went into early labor. A calf was stillborn, and a goat was born with two heads. The dogs howled until the farmer put the two-headed kid out of its misery. And in the center of the village, a 200-year-old oak suddenly collapses; the tree had rotted from the inside out. A foul-smelling black ooze seeps from the dead tree.
- 4 As the characters read the morning headlines they learn that the body of a fourth homeless man has been discovered; like the previous victims, the authorities believe that this person was killed by a flock of birds. Evidence shows that he was pecked and clawed until he collapsed from blood loss, and then the birds proceeded to consume him. Newspapers also report that crow sightings have exponentially increased, and that nothing seems to deter the animals from congregating. Authorities advise the public to stay indoors.

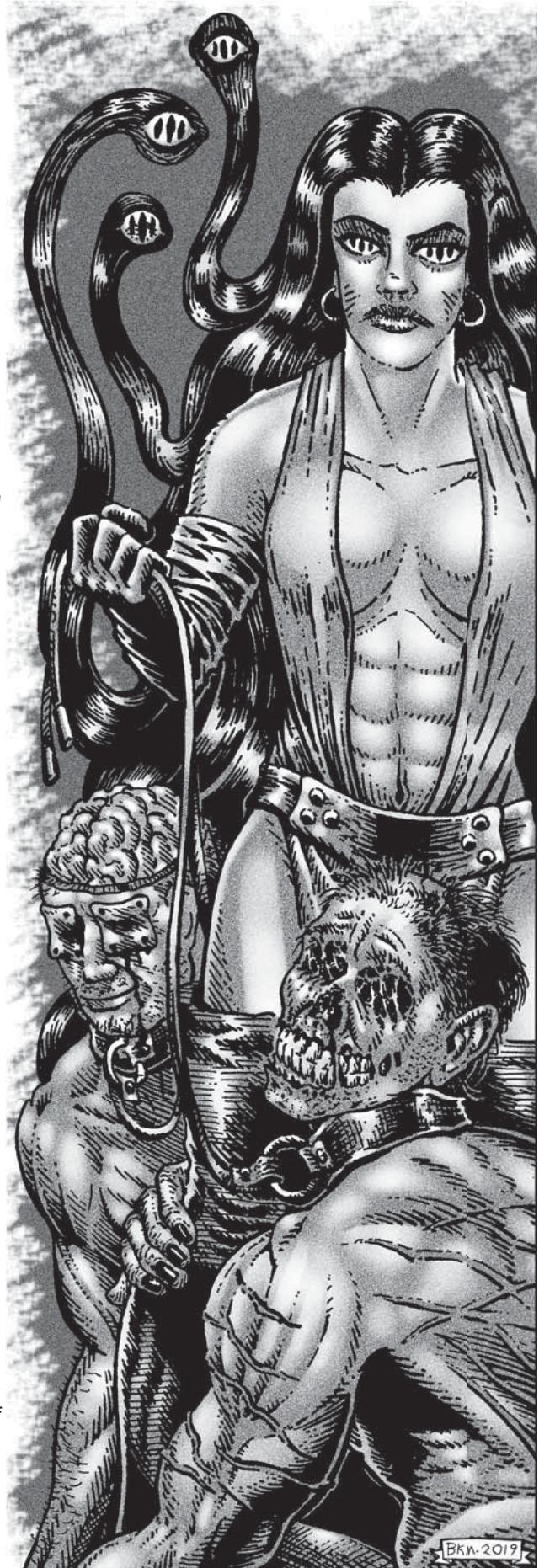
5 One of the characters is experiencing a recurring dream that greatly disturbs him. In the dream, the character is enjoying a meal with his closest friends and family. During the meal, the character begins to cough, and cough, and cough. No one else at the table seems to be concerned for the character. The character then feels a lump in his throat, and the coughing becomes more exaggerated in order to dislodge the lump. Eventually, the character coughs up a golf ball-sized lump of milky-grey gelatin onto his plate of food. No one else at the table is bothered by this. First, the gelatin wriggles for a moment, then it unfolds and a small alien creature begins to eat the food on the plate. The character woke up this morning with a cough.

6 During the course of whatever investigation the characters are currently involved in, they discover something horrific. They found a large white cocoon, approximately the size of a satchel bag. When the cocoon is cut open, they discover the remains of a masticated dog. A few seconds after the dog corpse is exposed, the thin necrotic flesh tears open, and dozens of shiny orange spiders with long black legs scurry out of the corpse. The spiders quickly flee and disappear from sight.

7 The characters hear something screeching at night. If they go to inspect what is making the noise, they hear it again, except this time it is clearly coming from up in the night air. It is too dark to see what is making that sound, and it does not sound friendly. The sound persists for several nights, and despite the characters' best efforts to see it, it eludes them. Finally, one evening when the characters are looking up to try and get a look at the screeching thing, something falls from the sky and lands near the characters. It is the bloody and half-eaten corpse of a goat.

8 During an investigation in an urban setting, one character is plagued by cockroaches. At first, the character only encounters a few, and only when that character is alone; no one else is ever around to witness the cockroaches. Later, more and more roaches appear to the character. The bugs swarm his clothing and equipment; they get into his food and other personal items. If the character succeeds in killing any roaches, the remains disappear as soon as the character looks away; they just vanish. The bugs are manifested and controlled by Nyarlathotep, and the ultimate goal is to swarm the character with roaches in order for the bugs to pour into the character's throat and for Nyarlathotep to psychically control the character.

9 One character has acquired a strange bruise on their left forearm. The bruise has an odd and specific shape. It appears to be a circular ring with a single line bisecting it vertically into two equal hemispheres. The left hemisphere has a seven-pointed star, and the right has a spiral design. The incredibly painful bruise does not show any signs of healing, even after several days. All animals now react to this character with hostility. They screech and growl and avoid the character at all costs, but if cornered they viciously attack.



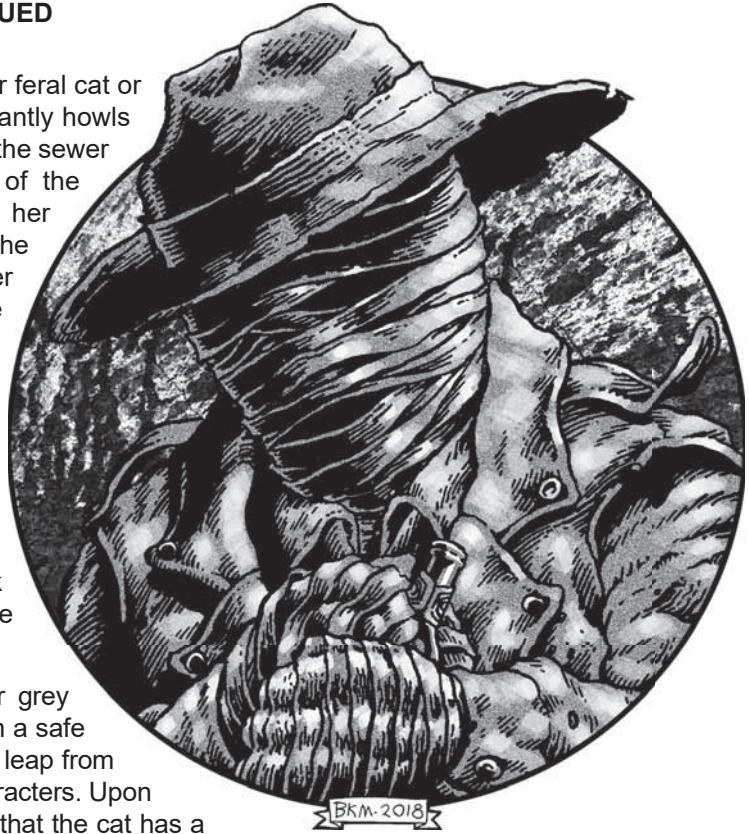
10 The characters occasionally witness one particular feral cat or dog that is pregnant. The expectant mother constantly howls in discomfort. The animal avoids capture by using the sewer system. Eventually, the characters catch sight of the expectant mother again, but now she is lying on her side screaming in pain. Her belly is distended, and the characters can see signs of rapid movement under her flesh. Before the characters can intervene, the mother's belly is torn open from the inside and a strange vaguely reptilian creature scurries out of from the dead mother and escapes into the nearby sewers.

11 The characters become caught in a daily time loop; they keep reliving the same day over and over again. The GM should determine what element needs to be changed in order to break the loop, but until that change condition is met the characters are immortal while in the loop.

12 At least one of the characters notices a peculiar grey and white cat that seems to be following them from a safe distance. The cat is young and spry, and is able to leap from one high ledge to another in order to follow the characters. Upon closer inspection, the characters eventually notice that the cat has a human face. And if the characters are able to get close enough to have a conversation with the cat it says, "You're not ready yet," and then runs away.

13 While walking on the sidewalk located in a busy city, a homeless man collides with one of the characters. The man grabs the character's clothing, and the two of them fall to the ground in a heap. The homeless man presses something into the character's hands and whispers, "Take it. It must be kept safe. It's all on you now." At that moment, the man's body goes limp as his life drains away. As the character untangles himself from the dead homeless man, he discovers a large rose-colored crystal in his hand. There is no obvious cause of death for the homeless man, and it does not look like anyone was pursuing him.

14 Someone familiar with the characters has recently been complaining of debilitating migraine headaches. Eventually, while the person is visiting with the characters, she screams in pain and clutches her head. Her migraine is back, and worse than ever. Unless restrained, the woman begins to smash her head against the wall or table, and usually directly on a sharp corner. As soon as her head begins to bleed the characters can hear a sound that can only be described as a giant egg cracking. The woman's skull then splits open so her brain can leap out of her head. Her brain tries to escape on its multiple tiny legs.



1 The Dark Prince: In this form, it appears as a tall, dark-skinned man; he's well-groomed and walks with an air of authority. He is soft spoken, and speaks any language as if he was born to it. An entourage of servants always accompanies the Dark Prince. They tend to his every whim and need without being asked. It's as if the servants are able to anticipate each and every action taken by the Dark Prince. If confronted, the Dark Prince has the ability to morph into the titanic form of Nyarlathotep as the God of the Bloody Tongue.

2 The Beggar: In this form, it appears as a disheveled homeless man. He is filthy, his hair is grown out and ragged, and he wears layers of discarded clothing. He is missing several teeth, he smells foul, and flies routinely land on his face and in his hair. But, despite his appearance, the Beggar speaks with a clear English accent. All the other homeless people avoid the Beggar at all costs. If confronted, the Beggar transforms into a giant alien fly-reptile hybrid.

3 The Bloated Woman: In this form, it appears as a morbidly obese woman. The Bloated Woman typically has a place of business where the characters can reliably find her; she is rarely encountered in the general public. She usually speaks in riddles, requiring the characters to deduce the meaning of her messages. If the characters confront her, she displays her monstrous side; some of her rolls of neck fat open to reveal more fanged maws, and several long, mucus-covered Tentacles uncoil from around her torso. Many of the "fat rolls" under her dress are actually tentacles.

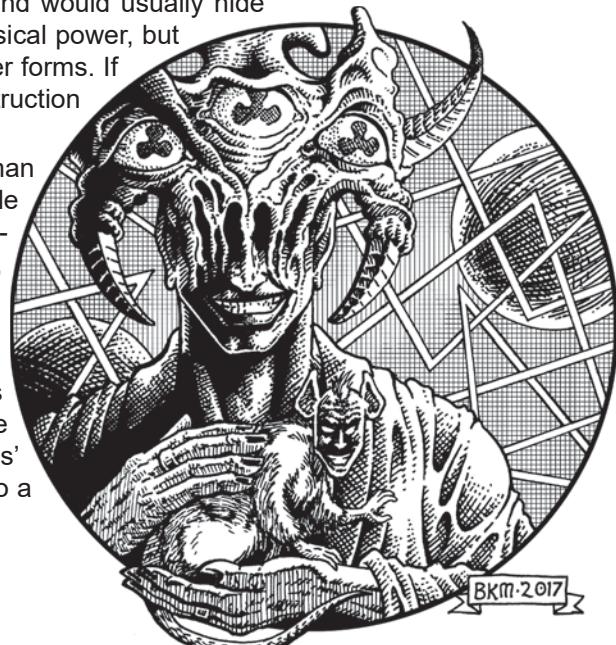
4 The Shadow Man: In this form, it appears as a two-dimensional shadow. The Shadow Man manifests between the hours of dusk and dawn. The form of the Shadow Man lengthens along the floor or wall near someone else's shadow. The Shadow Man is then able to communicate with that person by whispering into their shadow. Many people don't even notice when the Shadow Man is among them, for it can mimic the shape and movements of those shadows. The Shadow Man is an expert at manipulating people through their insecurities and fears. If he is confronted with direct light, the Shadow Man simply disappears. The Shadow Man is vulnerable to spells, and in turn he is capable of conjuring magic as well.

5 The Albino: In this form, it appears as an albino man with white hair and pink eyes. The Albino is a wealthy businessman; he wears the latest fashions and drives the best car. He prefers a pallet of grey in his clothing that is accented with silver watches and jewelry. The Albino has a personal assistant who constantly accompanies him; she seems to be able to anticipate his every need. The Albino is incredibly charismatic, and is usually able to convince people to join his cause or do his bidding. If confronted, the Albino swells in size as he transforms into an albino version of a gug.

6 The Rag Doll: In this form, it appears as an animate doll. The Rag Doll may be constructed to resemble a male or female form, but in either form it approaches children in order to whisper lies to them as they sleep. While in the Rag Doll avatar, Nyarlathotep tries to turn children against their parents so they'll murder their parents and begin spreading their own chaos and anarchy. If confronted, the Rag Doll tears away its "flesh" of cotton and yarn, to reveal a skinless creature with clawed hands, a head covered in dozens of black orb eyes, and a fanged sphincter on its chest. The skinless creature roars from the maw on its chest as it begins to grow until it is 10' tall.

7 The Golem: In this form, it appears as an animate construct of mud, stone, flesh, wood, or metal. The Golem could be rendered with such detail that it could pose as a statue in order to hide in plain sight. Or, it could be so crudely constructed that it would stand out in a crowd, and would usually hide from prying eyes. The Golem avatar has great strength and physical power, but lacks the imagination and cunning that is present in all of its other forms. If confronted, the Golem is a blunt instrument that excels in the destruction of anything that stands in its way.

8 The Widow: In this form, it appears as a beautiful middle-aged woman who has recently lost her husband. She is a woman with a sizable bank account and an adventurous mind. The demands of first-class society prevent her from pursuing adventures on her own, but she indulges her desire for adventure by funding academic and private expeditions. As far as everyone else is concerned, she donates any recovered artifacts under her name to museums, and it is known that she plans to write a book about the adventures that she has funded. But really Nyarlathotep orchestrates the expeditions in order to prepare the planet for the Great Old Ones' eventual return. If the Widow is ever confronted, she morphs into a giant human-spider hybrid with a thirst for blood.



- 9 The Slender Man: In this form, it appears as a tall thin man with elongated arms. The Slender Man is a faceless creature that can only be seen by the one person who has been marked as the Slender Man's next victim. The Slender Man slowly and relentlessly pursues his marked victim until he is able to strangle them to death. A victim becomes marked when they accept possession of a leather thong necklace with a small hand-chiseled charm. The charm has a crude image of a stick figure on one side, and a strange glyph on the other side. The glyph is from the Aklo language, and is the symbol for Nyarlathotep. The necklace is impervious to harm, and if discarded it somehow reappears where the owner least expects it. The only way to be rid of the necklace is for someone else to agree to own it.
- 10 The Blind Monk: In this form, it appears as an old blind man of Asian descent. Publicly, the Blind Monk has a small shop where he teaches meditation, but this is a front for a criminal empire of extortion, drugs, and prostitution that he secretly runs. He has a small army of skilled fighters at his beck and call. The Blind Monk's goal is to misdirect characters into completing crimes that further the goals of the Great Old Ones. If confronted, the Blind Monk melts as his body transforms into an oily and fetid pudding. The animated ooze then attacks with multiple acidic pseudopods.
- 11 The Moon Lord: In this form, it appears as a hairless porcelain-white man. The Moon Lord only appears on nights of the full moon. He is clothed only in a flowing grey robe. The Moon Lord's mouth is sewn shut with jute cord; he communicates with his followers through telepathy. The cult of the Moon Lord brainwashes its followers into becoming suicide assassins, with the promises of a life of immortality and paradise on the moon. If the Moon Lord is confronted, he sheds his robe as his body begins to transform into a 20'-tall rampaging moon-beast.
- 12 The Twins: In this form, it appears as a pair of male conjoined twins. The Twins share one set of hips and legs; they each have a torso, but they are fused vertically side-to-side. Each twin only has one arm since they're fused where their other arm would be. The left twin has a handsome angelic face, while the right twin has a distorted demonic face. Only one twin is awake and conscious at a time. The Twins have a cult following; the angelic twin bestows boons and praise while the demonic twin delivers pain and death. If confronted, the Twins use magic and their cultists to retaliate.
- 13 The Dire Wolf: In this form, it appears as a giant grey wolf. The Dire Wolf is worshiped by tribes living in the eternal winterlands of the northern forests and mountains. The Dire Wolf demands sacrifices of blood and flesh, and in return the Dire Wolf bestows the gift of skin-shaping so his most devout cultists can run and hunt through the woods in the form of a wolf as well. If confronted, the Dire Wolf defends itself with tooth and claw. And if it needs to, the Dire Wolf can sprout wings, tentacles, and a second head.
- 14 The Prostitute: In this form, it appears as a young and incredibly beautiful woman. The Prostitute trolls the seedy underbelly of large cities, seeking her next victim. She uses her encounters with men to corrupt them to become her slaves. The enslaved men do anything the Prostitute commands, including sacrificial murder of their families and self-mutilation. If confronted, the Prostitute's flesh is shed as it morphs into a gigantic tentacled monstrosity; each whipping tentacle ends with a sphincter of razor sharp teeth. A dozen eyestalks sprout up from the center of the mass of tentacles.
- 15 The Magician: In this form, it appears as a dark and mysterious stage magician. The Magician uses the stage name of The Forgotten Pharaoh. He specializes in stage magic that utilizes electrical devices, vanishing boxes, and swords. The Magician is also a hypnotist and escape artist. The Magician rarely performs for a general audience; he usually consults with other magicians to help perfect their craft. The reason why the Magician is so revered by the stage magician community is because no one has been able to replicate his tricks, and that is because he infuses a touch of actual magic into his performances. If confronted, the Magician retaliates directly with magical attacks, and if cornered the Magician uses a vanishing box to morph into a dark and nightmarish horror comprised of quills and claws.
- 16 The Hollow Man: In this form, it appears as man dressed in rumpled clothing and a heavy trench coat; all of his exposed skin is completely covered in bandages with small dark splits for his eyes and mouth. The Hollow Man approaches the characters and presents himself as a confidential informant. He seems to have access to information the characters need. His true goal is to misdirect the characters into performing actions that further the desires of the Great Old Ones. If confronted and the Hollow Man's bandages are removed, his true form is revealed. His true form is that of a man-shaped thing with a transparent outer "skin" that is filled with a great blackness that is filled with a universe of stars and planets. Anyone touched by the Hollow Man's exposed "flesh" is transported to one of the billions of planets in the universe contained within him.



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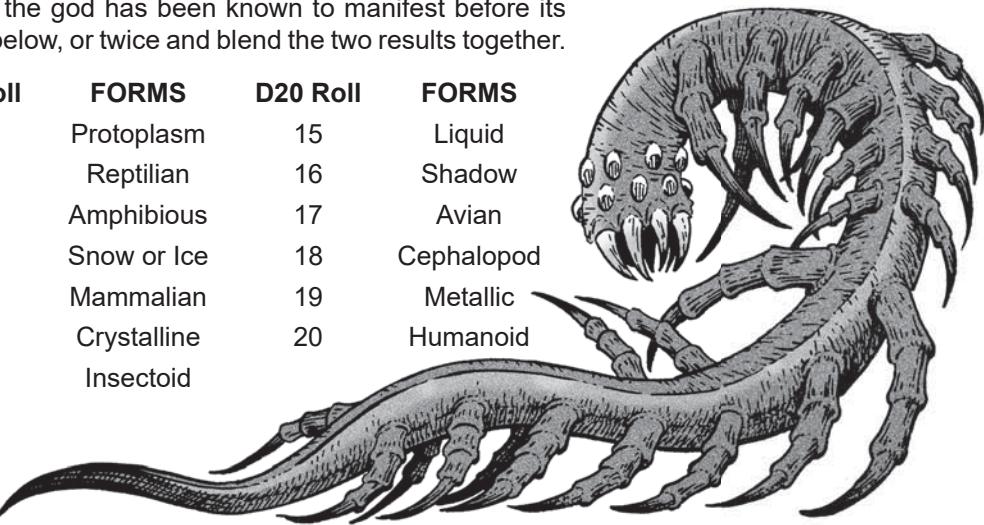
IS FOR OUTER GODS

At the center of infinity, the Blind Idiot God, Azathoth, holds court over the Outer Gods. By the thousands they dance around Azathoth, these Outer Gods, to the chaotic cadence of a piping demonic flute. Great and small, bright and dim, swift and slow, benign and malevolent, each Outer God is a unique expression of the cosmic drive for hunger—the hunger to be feared, worshipped, and obeyed. The Outer Gods care nothing for humanity; they care only for the sensation of that cosmic hunger being sated, and the Outer Gods will bleed humanity to acquire every drop of that sensation. Game masters can use the tables below to mimic the powers of a god as they create their own Outer God!

An Ungodly Form

This table determines the form in which the god has been known to manifest before its subjects. GMs can roll once on the table below, or twice and blend the two results together.

D20 Roll	FORMS	D20 Roll	FORMS	D20 Roll	FORMS
1	Mist or Vapor	8	Protoplasm	15	Liquid
2	Mass of darkness	9	Reptilian	16	Shadow
3	Mass of light	10	Amphibious	17	Avian
4	Lava or Fire	11	Snow or Ice	18	Cephalopod
5	Sludge	12	Mammalian	19	Metallic
6	Stone	13	Crystalline	20	Humanoid
7	Fungal	14	Insectoid		



By Tooth and Claw and Smoking Eye

This table determines the various physical features of the Outer God. Roll 2d3 to determine the number of features, and then roll on the following table to determine each feature.

2D10 Roll	FORMS
2	Tentacles; roll a d6 for the location of the prehensile tentacle cluster: 1 – face; 2-3 – replacement arms; 4 – replacement legs; 5 – back; 6 – tail.
3	Gibbering mouths; roll 2d12 to determine the number of mouths the Outer God can manifest. The mouths have 1d3 additional abilities; roll a d8 for each ability: 1 – vertigo-inducing gibberish; 2 – drools acid; 3 – vomits bile; 4 – speaks with a dead relative's voice; 5 – belches smoke; 6 – Gregorian chanting; 7 – puckers and licks its lips; 8 – constant laughter and chuckling.
4	Compound eyes; roll a d2 to determine the style of compound eyes: odd – multi-faceted; even – clustered group. Roll a d8 to determine how many eyes the Outer God has; a roll of "1" is automatically a multi-faceted cyclopean eye.
5	Fins; roll a d6: 1 – dorsal fin only; 2 – two pectoral fins; 3 – four pectoral fins and two pelvic fins; 4 – caudal fin; 5 – dorsal fin, two pectoral fins, and a caudal fin; 6 – two dorsal fins, four pectoral fins, two pelvic fins, and a caudal fin.



Roll

- 6 Tusks; roll a d4 to determine how many tusks the Outer God possesses. Roll a d3 to determine the type: 1 – long and sabre-like, protruding from the upper jaw; 2 – short but thick, protruding from the lower jaw; 3 – great, arcing, and elephant-like.
- 7 Hooves; roll a d2 to determine type: odd – solid, horse-like; even – cloven, goat-like.
- 8 Claws; roll 2d6 to determine the number of claws.
- 9 Pincers; roll 1d3 + 1 to determine the number of pincers. Roll a d4 to determine their type: 1 – slim and needle-like, good for spearing and pinching; 2 – thick and heavy, good for clubbing and crushing; 3 – sharp-edged, good for slashing and cutting; 4 – hooked, good for piercing and grasping.
- 10 Antlers or Horns; roll a d8 to determine the style: 1 – goat-like; 2 – ram-like; 3 – moose-like; 4 – buck-like; 5 – bull-like; 6 – longhorn-like; 7 – unicorn-like; 8 – chaotic design that does not emulate antlers found in nature.
- 11 Antennae; roll a d12 for the number of antennae, and then roll a d3 to determine the number of abilities the antennae possess. Roll a d12 for each ability: 1 – vision, the antennae are eyestalks; 2 – able to sense minute changes in air temperature; 3 – able to sense nearby pheromone changes; 4 – able to sense minute seismic changes; 5 – able to thwart psychic attacks; 6 – able to produce vertigo-inducing subsonic whines; 7 – able to use sound waves for echolocation; 8 – able to smell and taste colors; 9 – able to discharge a static shock; 10 – able to see into ultraviolet and infrared light bands; 11 – able to project specific emotions onto nearby targeted persons; 12 – able to psychically link all nearby persons into a single hive-mind.
- 12 Mandibles or Fangs; roll a d5 for the type: 1 – scarab-like mandibles; 2 – cobra-like retractable fangs; 3 – tarantula-like fangs; 4 – eagle-like beak; 5 – crow-like beak. Roll a d2 to determine if the mandibles have a poison delivery system: odd – yes; even – no. (See “Poisonous” below.)
- 13 Multiple limbs; roll 1d8 + 1 to determine the number of limbs, then roll a d3 to determine which limbs have multiplied: 1 – arms; 2 – legs; 3 – arms and legs.
- 14 Wings; roll a d6 to determine the type: 1 – bat-like; 2 – eagle-like; 3 – dragonfly-like; 4 – hummingbird-like; 5 – scarab-like; 6 – butterfly-like.
- 15 Enormous or Tiny; roll a d2 to determine size: odd – enormous; even – tiny. The GM then determines the “standard” size of the Outer God, and rolls to determine the scale. If enormous, roll a d12: 1-3 – half as large; 4-6 – twice as large; 7-8 – quadrupled in size; 9 – ten times as large; 10 – as large as a sports arena; 11 – 60 stories tall; 12 – twice the size of the Eiffel Tower. If tiny, roll a d6: 1 – one-third as small; 2 – half as small; 3 – twice as small; 4 – smaller than a full-grown man; 5 – no larger than a cup; 6 – microscopic.
- 16 Blind or Eyeless; roll a d3 to determine the visual impairment: 1-2 – blindness; 3 – eyeless. If the Outer God is eyeless, then it has no sense of vision at all; otherwise roll a d8 to determine the type of blindness: 1 – color blind; 2 – no depth perception; 3 – can only see or notice things that are moving; 4 – infrared vision only; 5 – ultraviolet vision only; 6 – aura vision only; 7 – pheromone vapor vision only; 8 – trans-dimensional vision only.
- 17 Quills or Stingers; roll a d6 to determine type: 1-4 – quills; 5-6 – stingers. If quills, roll a d50 to determine how many quills, then roll a d4 to determine features: 1 – can be shot at a nearby target; 2 – contain nerve toxin; 3 – transmit disease; 4 – subjugate victim’s mind. If stingers, roll a d6 to determine how many stingers, then roll a d4 to determine features: 1 – central nervous system venom; 2 – corrosive acid; 3 – hallucinogenic toxin; 4 – tranquilizer.
- 18 Enhanced senses; roll a d6 to determine the enhanced sense: 1 – taste; 2 – touch; 3 – hearing; 4 – sight; 5 – scent; 6 – psychic. The GM determines the exact nature of the enhanced sense.
- 19 Blubber; roll a d3 to determine the composition of the flabby protective layer: 1 – fat; 2 – protoplasm; 3 – gelatinous discharge.
- 20 Exoskeleton; roll a d10 to determine the make-up of the exoskeleton: 1 – chitin; 2 – glass; 3 – slate; 4 – quartz; 5 – bone; 6 – lead; 7 – wood; 8 – ice; 9 – volcanic rock; 10 – silver and gold.

Note: The table above is designed to guide the GM in the creation of an Outer God; she is welcome to augment any aspect of the Outer God, rolled trait or not, as she sees fit.

Gifts Of The Gods

All Outer Gods are masters of the arcane arts; what humanity interprets as magic is but an alien form of science to them.

In addition to spell-craft, each Outer God is gifted with an array of other special abilities. Roll a d3 to determine the number of special abilities, and then roll on the table below to identify each one.

D30 Roll	FORMS	D30 Roll	FORMS	D30 Roll	FORMS	D30 Roll	FORMS
1	Invisibility	9	Gaseous form	17	Psychic armor	25	Bloody
2	Radioactive	10	Dreaming	18	Gelatinous form	26	Noisome
3	Magnetic	11	Flight	19	Electric	27	Combustible
4	Telepathic	12	Empathic	20	Greasy	28	Petrification gaze
5	Poisonous	13	Magma form	21	Screeching	29	Crystalline form
6	Plasticity	14	Regeneration	22	Albino	30	Adhesion
7	Swift	15	Shape-shifting	23	Duplication		
8	Physical armor	16	Levitation	24	Liquid form		

Speak Its True Name

To form the Outer God's name, roll a d5 to determine the number of syllables: 1 – two; 2-3 – three; 4-5 – four. To determine each syllable, roll on the table below.

D%	Syllable	D%	Syllable	D%	Syllable	D%	Syllable	D%	Syllable
1	cth	21	da	41	ethld	61	tuu'wa	81	ishk
2	ts	22	shee	42	nah	62	wali	82	keth
3	ne'	23	ho'lo	43	nava	63	muey	83	uu'lm
4	neeh	24	mo'si	44	tsoh	64	nuvat	84	puul
5	iid	25	ate'	45	uta'	65	ney	85	eazth
6	oh	26	kii'	46	nth	66	awi	86	fuhl
7	ji	27	yah	47	eutl	67	loma	87	heaf
8	ni	28	yiyl	48	reu	68	hten	88	kr'ru
9	sch	29	ash	49	uta	69	owi	89	inega
10	jool	30	naaki	50	'ul	70	whey	90	goga,
11	la'	31	de'j	51	thu	71	a'ni	91	osdi
12	'a	32	hast	52	ako	72	ivit	92	itse'
13	ta	33	djin	53	ngwu	73	itam	93	oji
14	tsooz	34	ba'a	54	ehp	74	kiv	94	kivzi
15	tlee'	35	tso	55	akw	75	krea	95	ausd
16	nil	36	'ei	56	aeng	76	ama	96	aech
17	jaa'	37	kth	57	itam	77	y'ea	97	tsv
18	ke	38	da'h	58	nu'	78	mnit	98	hlea'
19	ka'	39	nee	59	paah	79	zeh	99	zhu'v
20	eht	40	xi	60	'um	80	fe'n	100	jo

Note: When naming an Outer God, the GM should capitalize at least the first letter, and at their discretion, one or more of the syllables may be separated by a hyphen.





IS FOR PNAKOTIC

The Pnakotic Manuscripts is an ancient tome that predates mankind. Originally penned by the Great Race of Yith and stored in the fabled library city of Pnakotus, other alien races have contributed to the manuscripts. *The Pnakotic Manuscripts* is coveted by cultists and zealots because of the wealth of long forgotten and forbidden knowledge contained within.

Some of the greatest treasures in an adventure featuring the Cthulhu Mythos are moldy old **Books**, like *The Pnakotic Manuscripts*. Cthulhu Mythos adventures truly embrace the old adage that knowledge is power, and these grave, mold-covered volumes can be more

dangerous than blade or bullet and worth more than twice their weight in gold. Game masters who want to create their own nitre-encrusted tomes can use the following tables to formulate a title inspired by the Cthulhu Mythos.

Mythos tomes typically have a title that combines the type of document along with an unusual location or possibly the book's author. The following tables have been designed to help the game master create an ancient book of Mythos secrets and spells. To begin, use the Tome Title Composition table below to select or randomize the format of the title.

D4 Roll	TOME TITLE COMPOSITION
1	The {A} {B}
2	The {B} of {A}
3	The {B} of {C}
4	{C}'s {B}

The variables in the title formats are explained as such:

- A = Mythos Location
- B = Document Format
- C = Insane Author



The Pnakotic Manuscripts is an example of title composition #1. The following sub-tables have been created to invoke a very specific connection to the Cthulhu Mythos: A: List of Locations, B: Index of Documentation Formats, and C: Register of Entities. The game master should feel free to browse them to see if something here is suitable for his newly created tome, or he can randomize the selection for something truly surprising.

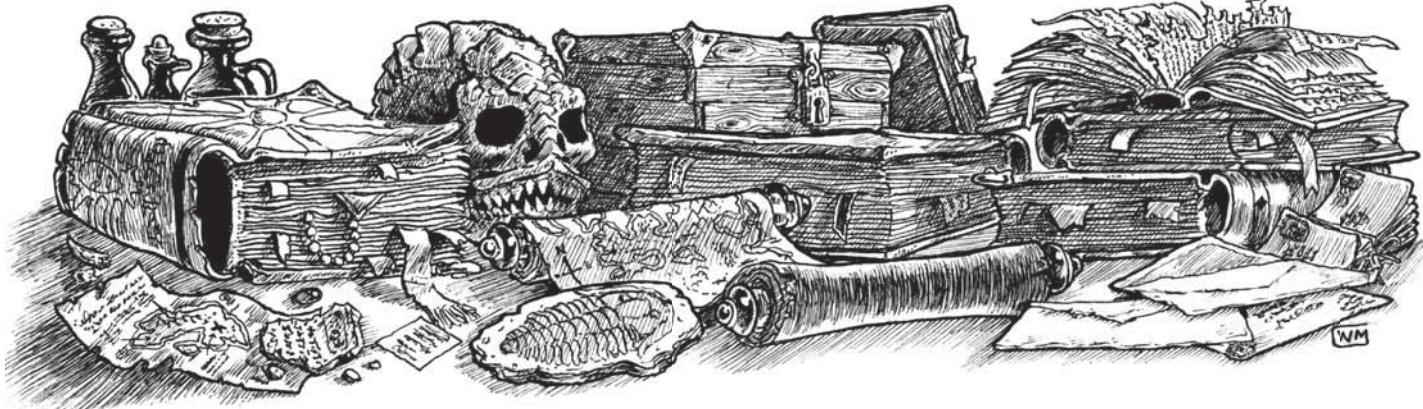
The following sub-table is a list of alien or unusual places where a Mythos tome may have been created or stored, or possibly the tome holds secrets about this special place.

2D20 Sub-Table A: List of Locations

- 2 Serannian: A pink marble city in the sky ruled by King Kuranes in the Dreamlands
- 3 Fomalhaut: The brightest star in the constellation Piscis Austrinus; the prison of the Great Old One, Cthugha
- 4 S'glio: An alternate dimension that manifests only as sound
- 5 Tindalos: A lightless world spotted with corkscrew-shaped towers orbiting a black hole; home of the time-traveling Hounds of Tindalos
- 6 Elder Valusia: The land of the serpent people
- 7 R'lyeh: A sunken city of non-Euclidean architecture; resting place of Great Cthulhu
- 8 The Abyss of Yhe: Where the son of Cthulhu, Ythogtha, is imprisoned
- 9 Celaeno: A star within Pleiades in the constellation of Taurus
- 10 Celephaïs: A grand city in the Dreamlands created by King Kuranes
- 11 Tsath: The capital city of K'n-yan
- 12 Vega: The brightest star in the constellation of Lyra
- 13 Yagothoggua: A sacred city in Quy during the Hyborian Age; home of the god Quyagen
- 14 Aldebaran: The star of the Great Old One, Hastur, near Pleiades in the constellation of Taurus
- 15 The Nameless City: An ancient city of ruins located somewhere in the deserts of the Arabian Peninsula
- 16 Ya' Dich-Gho: The ruined undersea city, former home to Deep Ones living near Stockholm
- 17 Sarkomand: A mysterious city of ruins on the northern shore of the Cerenerian Sea in the Dreamlands
- 18 Yuggoth: A dark planet at the edge of the Sol system; home of the fungoid Mi-go
- 19 K'n-yan: A blue-lit subterranean realm located below Oklahoma
- 20 Yian: A mysterious and lost city of a thousand bridges
- 21 Great Library of Celaeno: Located on the fourth planet circling the star Celaeno
- 22 Yith: A black aeon-dead planet; original home of the Great Race of Yith
- 23 Y'ha-nthlei: Undersea city of the Deep Ones
- 24 Lomar: A long forgotten land from before the rise of mankind
- 25 Mu: A lost continent that was destroyed and sank beneath the ocean aeons ago
- 26 Thuggon: A planet orbiting the star Wezen; home of the Great Old One Y'mo-Thog
- 27 Cykranosh: The name the indigenous inhabitants have for the planet Saturn
- 28 Y'qaa: An underground realm below Mount Voormithadreth; home of Ubbo-Sathla
- 29 The Enchanted Wood: A renowned and mysterious forest in the Dreamlands
- 30 Mount Voormithadreth: A four-coned extinct volcano containing the Cavern of Archetypes and the Web of Atlach-Nacha
- 31 Carcosa: A mysterious and ancient city located on the shores of Lake Hali in the Hyades
- 32 Dylath-Leen: A dark and uninviting basalt city in the Dreamlands
- 33 Kadath: An ancient city in the Dreamlands; home of the dream-gods of Earth
- 34 Xandra: A planet destroyed by warring forces from Yuggoth and Shaggai
- 35 Ravermos: An underground city located on Mars; the exiled home of Vulthoom
- 36 The Pharos of Leng: A lonely black tower in the center of the Plateau of Leng
- 37 Lake of Hali: The cloud and mist covered lake near the city of Carcosa; also known as the Black Lake
- 38 The Plateau of Leng: An arid and frigid plateau in the Dreamlands
- 39 Shaggai: A strange planet orbiting twin green suns; home of the insectoid Shan
- 40 Ngraneck: A mountain on the Isle of Oriab; it is guarded by nightgaunts

The sub-table below is a list of various types of documents. The type of document can define the structure of the Mythos tome.

3D12	Sub-Table B: Index of Documentation Formats
3	Stele: A stone or wooden slab taller than it is wide
4	Fragments: A collection of broken, shattered, or scattered parts from a whole source
5	Manuscripts: A hand-written document
6	Tome: An especially large and heavy book
7	Shards: Broken pieces of ceramics, metal, glass, or rock
8	Tablets: A flat slab or surface bearing an inscription or carving
9	Sonnet: The expression of a single complete thought in iambic pentameter
10	Opus: A musical composition
11	Atlas: A bound collection of maps, charts, plates, tables, or illustrations
12	Essay: A short composition on a single theme or subject
13	Folio: A collection of large unbound sheets or leaves of paper
14	Scroll: A roll of parchment or paper
15	Monograph: A highly detailed and documented study in a particular field of inquiry
16	Anthology: A collection of short writings by a variety of authors on a similar theme
17	Writ: A formal order or document under seal issued in the name of sovereign, court, or other office of authority
18	Testimony: A declaration made under oath
19	Diary: A chronological documentation of a person's experiences, observations, and feelings
20	Contract: An agreement between parties concerning a specific subject
21	Constitution: A collection of fundamental principles
22	Pact: An agreement or treaty between two or more parties
23	Bond: A written obligation under seal; a promise of surety
24	Charter: A declaration of rights and privileges
25	Warrant: A certified document for the execution of an official judgement
26	Deposition: A statement made under oath
27	Credo: A doctrine, tenet, or philosophy that supports the belief in a higher power
28	Proclamation: An official and public announcement
29	Gospel: A doctrine of prime importance
30	Manifesto: A public declaration of intentions, opinions, motives, or objectives
31	Article: A written composition in prose concerning a specific topic
32	Record: A documentation of events or observations
33	Archive: A collection of historical documents for a lineage, entity, or nation
34	Chronicle: The documentation of historical events
35	Triptych: A work of art divided into three sections
36	Tableau: An artistic representation of people or objects



The sub-table below is a list of known authors of tomes in the Cthulhu Mythos. Game masters can create their own author of horrible and arcane knowledge, or he can use this table to select an author already known for his ability to write insane books.

3D8 Sub-Table C: Register of Entities

- 3 Mylakhrian: A powerful wizard of Theem'hdra
- 4 Comte d'Erlette: French aristocrat and author of *Cultes des Goules*
- 5 Friedrich W. von Junz: Author of *Unaussprechlichen Kulten*
- 6 Theodorus Philetas: A Greek scholar from Constantinople, Byzantine Empire, c. 950 A.D.
- 7 E-poh: Seven thousand-year-old leader of the Tcho-Tcho people
- 8 Abdul Alhazred: The infamous "mad Arab" who authored the *Necronomicon*
- 9 Klarkash-Ton: Atlantean high-priest who recorded the Commoriom myth-cycle of ancient Hyperborea
- 10 Yakthoob: A wizarding apprentice to Abdul Alhazred
- 11 T'yog: A high-priest of Shub-Niggurath and sorcerer in ancient Mu
- 12 Zon Mezzamalech: An ancient wizard of Hyperborea
- 13 Joseph Curwen: A necromancer who returns to corporeal form through his descendant Charles Dexter Ward
- 14 Theired Gustau: Translator and publisher of *Legends of the Olden Runes*
- 15 Eibon: Renowned wizard of Hyperborea and worshiper of Tsathoggua
- 16 Keziah Mason: A witch in service to Nyarlathotep
- 17 Ludwig Prinn: A wizard and author of *De Vermis Mysteriis*
- 18 Exior K'Mool: A powerful wizard of Theem'hdra
- 19 Herbert West: Physician and researcher who experimented with the reanimation of corpses
- 20 Gespard Du Nord: 13th-century wizard from Averroigne
- 21 Ibn Schacabao: A wizard mentioned in the *Necronomicon*
- 22 Teh Ath: A powerful wizard of Theem'hdra
- 23 Luveh-Keraphf: High-priest of Bast during Egypt's 13th dynasty and author of *Black Rites*
- 24 Nephren-Ka: The Black Pharaoh and avatar of Nyarlathotep



Abdul Alhazred



IS FOR QUIESCENT

Quiescent

*adjective: (1) marked by inactivity or repose ~ tranquility at rest;
(2) causing no trouble or symptoms ~ quiescent gallows*

That feeling of growing tension, be it the “calm before the storm” or the sense of “it’s too quiet,” the ability for a game master to set the mood in an adventure that includes Mythos elements is essential. The greatest fear is fear of the unknown. Books and movies successfully illustrate how a silent and mysterious atmosphere can build tension and prepare the players for a memorable scene of horror that erupts to break that silence.

There are times when a game master needs a quick encounter, be it a trap or monster, for the players to interact with. The following tables are designed to help the game master when an encounter is needed—one that lays silent and still, waiting to be triggered. For each encounter listed below, it is assumed that the game setting includes Mythos lore and is similar to our own reality, be it our historical past, probable present, or possible future.

Passive Trap

Use this table to select or randomize a dangerous hazard the PCs may encounter. Unless otherwise noted, each of the following silent traps is expertly set by zealots or lunatics, making them extremely difficult to detect and disarm prior to stumbling upon them.

TYPE OF HAZARD	
D4 Roll	TABLE RESULT
1	Door Traps – Sub-Table A
2	Room Traps – Sub-Table B
3	Outdoor Traps – Sub-Table C
4	Vehicle Traps – Sub-Table D

Sub-Table A: Door Traps

D6	Trap
1	Poisoned Needle: A spring-loaded needle pricks whoever touches the door knob. The poison results in death or a terrible illness. Roll a d4: 1 – slime from a Deep One's pores; 2 – tears from a witch; 3 – mucus from a Shoggoth's trail; 4 – alien venom.
2	Dagger Tripwire: A concealed tripwire has been set to release a spring-loaded dagger aimed at the heart of whoever opens the door. The dagger is a wicked occult ceremonial tool etched with sigils. The dagger inflicts minor damage, but the inscriptions infect the victim with an extreme sense of paranoia and distrust in all people.
3	Poisoned Gas: A bladder is set to expel a poisoned gas that kills or paralyzes the victim. Roll a d4 to determine the exotic gas: 1 – grave mold vapors; 2 – the breath of a Lloigor; 3 – flying polyp spores; 4 – ash from a mummy.
4	Shotgun: A shotgun is set to fire when the door is opened. The shotgun inflicts major (if not lethal) damage to whoever is standing in the open doorway, and minor collateral damage to anyone flanking the person who opened the door.
5	Explosives: Old and decaying explosives have been mounted above the door, resulting in a lower explosive yield than anticipated. They inflict major (if not lethal) damage to whoever opens the door, but the walls protect everyone else outside the doorway.
6	Mystic Glyph: An invisible ward has been placed on the door. When the door is opened an arc of lightning bursts from the ward to strike the person opening the door and burns the ward into the door.

Sub-Table B: Room Traps

D6	Trap
1	Poisoned Dart: An interesting portrait on the wall captures the viewer's attention. Then, a small hole opens in the center of the painting, and a blowgun-style dart is ejected. The dart itself does little to no damage, but the exotic poison results in death or horrible illness. Roll a d4 to determine the poison: 1 – Serpent Man venom; 2 – Crawling One larva; 3 – nightgaunt blood; 4 – ooze secreted by the Brood of Eihort.
2	Fire: The electrical wiring in this room has been sabotaged so the light switch ignites a small electrical fire in the wall. An arcane accelerant has been set to spread the fire. Roll a d4 to determine the accelerant: 1 – fire vampire perspiration; 2 – slime of a Tindalos hound; 3 – bile from the children of Gla'aki; 4 – cerebral paste from a Hyperborean wizard. Unless preventive action is taken soon, the fire becomes a raging inferno.
3	Snakes: Every window is bolted closed with decorative iron bars installed to prevent escape. Every door has been modified to slam shut and bolt once someone enters the room. The doors can only be opened from outside of the room, and only with a unique pair of keys. Trapped inside the room with the PCs are 1d4 + 2 king cobras. The snakes are the blessed Children of Yig, and it's through his influence that they are overly aggressive towards those trapped in the room.
4	Grenades: A small hat box has been stuffed with five fragmentation hand grenades. The safety pins have been removed, but the "spoon" is still held in place. The hat box is on a small side table that has been sabotaged to topple over upon entry into the room. There are only seconds to react before the grenades detonate and inflict major (if not lethal) damage.
5	Poisoned Gas: A majestic grandfather clock stands tall in this room, but one of the counterweights has fallen off its chain. The clock is easily repaired and restarted. Once reset, the clock is 30 seconds away from releasing an arcane gas. Roll a d4 to determine the gas: 1 – spores of a Dark Young; 2 – Yithian corpse gas; 3 – Mi-go fungal cloud; 4 – ash from a Star Spawn's liver. The gas inflicts major (if not lethal) damage to whoever is within the room after 30 seconds.
6	Arcane Sculpture: There is a strange stylized sculpture of Cthulhu on a bookshelf. A mystical glyph is scratched into the bottom of the sculpture. The first person to touch the sculpture suddenly feels a static shock bolt through their body; he then drops to the floor unconscious. His consciousness has been flung 10 billion years into earth's past. He finds himself standing outside a Yithian city. If he can survive long enough in the distant past, Yithian science can return his consciousness back to his comatose body in the present.



Sub-Table C: Outdoor Traps

D4	Trap
1	Mi-go Traps: These nasty traps are designed by the fungi from Yuggoth. Each circular device measures approximately 2 feet in diameter and is about 4 inches thick; the devices can be easily concealed under leaves or other common forest detritus. The trap is activated when more than 10 pounds of pressure is applied to the device. An elastic membrane explodes from the device to completely entangle whatever stepped on the device. Once entangled, the membrane begins to constrict until it bonds the victim to the ground. There is a 30% chance that the constricted membrane suffocates the victim. The Mi-go have an enzyme that dissolves the membrane so the captured prey can be collected.
2	Mass Grave: This large pit is difficult to conceal through conventional means, but an illusion ward can conceal it magically. Nyarlathotep has rewarded some cultists with the means to construct a mass grave trap. Once the pit has been dug out to the desired specifications, Nyarlathotep provides the corpse of a gug to lie at the bottom of the pit. The rotting and fetid corpse emits a gas that is heavier than air; the gas is lethal to all who inhale it.
3	Explosive Urchins: The Deep Ones have bred explosive sea urchins. These spiny sea creatures have been genetically altered so the animal can explode its outer shell to ward off predators. The urchins can survive for up to two days out of water. The urchins are extremely sensitive and can sense movement up to 10 feet away. The urchins consider any form of life other than a Deep One to be hostile predator. Seconds after sensing an approaching predator, the urchin explodes its spiny shell; the resulting damage can range from serious to lethal, depending on how many of the spines have hit the predator.
4	Abandoned Sacrificial Altar: The PCs discover a circle of stones with a low stone slab table in the center. The slab table is etched with runes that are filled with dark stains. Anyone standing within the circle of stones will feel a mild sense of nausea. Anyone foolish enough to lie down on the slab table is overcome with visions of murder and sacrifice; the disturbing visions induce nightmares for weeks afterwards. In addition, the person contracts a mystical blood infection that mutates the person into a ghoul in 30 days.



Sub-Table D: Vehicle Traps

D4	Trap
1	Dissolving Lug Nuts: The bolts that hold the wheels onto the vehicles have been sabotaged. Chthonian saliva is highly corrosive against stone and metal. The corrosive effect is not instantaneous; approximately 30 minutes after the saliva has been applied the metal nuts and bolts will corrode to the point of structural failure. The resulting car wreck inflicts major (if not lethal) damage to the driver and passengers.
2	Sabotaged Brakes: The mechanisms that control the brakes have been sabotaged. Through the use of an arcane spell, wax can be enchanted to become acidic if enough heat is applied to the wax. As they are used, the brakes become hotter and hotter until they ignite the wax to corrode the brake mechanisms. The vehicle can only be stopped once it crashes into something, inflicting major (if not lethal) damage to the driver and passengers.
3	Dimensional Explosives: The vehicle's starter has been sabotaged to ignite a half-pound explosive package hidden in the engine compartment. The package has been covered in blue slime from a Tindalos hound. The minor explosion creates a dimensional portal 20 feet in diameter. Anything caught within the explosive radius is flung through time and space. Roll a d6 to determine the result: 1 – Yuggoth; 2 – 10 billion years in Earth's past; 3 – the Dreamlands; 4 – The Nameless City; 5 – the Library of Celaeno; 6 – the Pharos of Leng.
4	Alien Swarm: A mystical glyph has been etched onto the top of the engine's crank case. The glyph is designed to use the vehicle as a conduit to open a gate to Cykrash (commonly known as Saturn); once the gate is opened the interior of the car is flooded by flesh-eating Cykrash scythe beetles. These nasty creatures have black carapace-covered bodies with bright crimson heads, and a metallic sickle-shaped blade grows on top of each creature's head. The 3-inch-long beetles attack as a swarm that slice open the flesh of their prey so they can burrow in and devour them from the inside out. A swarm of scythe beetles can devour a cow in less than two minutes, leaving only a pile of clean bones remaining.

Slumbering Beast

Use this table to select or randomize a silent creature the PCs may encounter. Each creature is secluded in a manner making it extremely difficult to notice, prior to waltzing within its grasp.



D10 Roll

CREATURE LYING IN WAIT

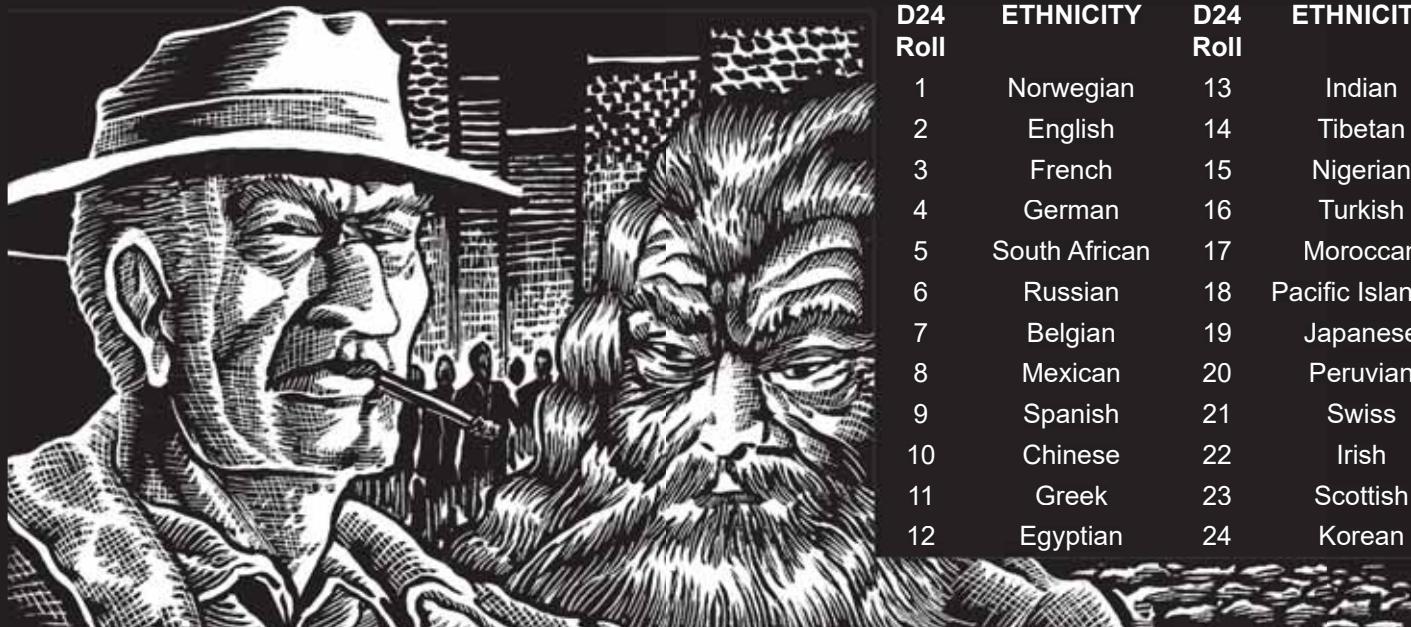
- 1 Cultists: A mob of half a dozen cultists armed with knives have set up an ambush as they wait for the PCs.
- 2 Undead: An animated corpse has been placed into the home or office of one of the PCs. The zombie is a slave to its creator, and has been instructed to murder the PC where, ideally, his defenses have been lowered.
- 3 Ghouls: Up to three scabrous ghouls lie in wait; their filthy claws and teeth can inflict serious wounds that could become infected.
- 4 **Deep One** Hybrids: Three or four fishermen dressed in dull yellow slickers over filthy dungaree overalls. The large wet-weather hats obscure their facial features. The burly men appear to be quietly keeping to themselves, but they are actually keeping a surreptitious eye on the PCs. The Deep One hybrid fishermen are armed with boat hooks, fishing spears, and knives.
- 5 Dimensional Shambler: A cultist wizard has marked the PC for death. The wizard has summoned a dimensional shambler to manifest and attack the PC. The trans-dimensional creature attacks by grabbing its intended victim and then transporting them both back to the creature's dimension of origin. It can then feast on its prey at its leisure.
- 6 Hunting Horrors: A pair of hunting horrors are tracking the PCs. These nocturnal predators quietly lie in wait for the PCs to walk into their trap.
- 7 Star Vampire: A cultist wizard has summoned a star vampire, and has bound it to serve his will. The wizard has dispatched the alien creature to assassinate one of the PCs.
- 8 Extra-Dimensional Predators: A cultist scientist has unlocked the secrets of Crawford Tillinghast's resonator, and has hidden the machine in the home or office of one of the PCs. The device blends our reality with that of a parallel dimension populated by bizarre predatory creatures that swim through the air like fish through water. These extra-terrene creatures silently swim through walls and floors as they encircle their prey just prior to the kill.
- 9 Nightgaunts: A cultist wizard has opened a gate to the Dreamlands, and has summoned forth a group of nightgaunts (known as a somnambulist of nightgaunts). The silent servants are under orders to capture the PCs and transport and maroon them in the Dreamlands.
- 10 Shoggoth: This fetid amorphous thing summoned by a cultist wizard was commanded to use the sewer system to silently enter the home or office of one of the PCs. The Shoggoth has been instructed to induce as much terror as possible before consuming the meddlesome PC.



IS FOR RED HOOK

Red Hook, New York, 1925 was a melting pot of immigrants scurrying like rats in a maze of squalor. It was a port-o-call for merchants, thieves, opportunists, and ne'er-do-wells. Even today, there are places like old Red Hook in every corner of the globe. It's both a place where decent hard-working families struggle to survive and where the criminal elements have figured out the secret to a successful lifestyle.

Game masters can use the following tables to generate NPCs that would be right at home in old Red Hook, or one of its many varied clones. GMs can use all or some of the following tables to build a colorful citizen for the player characters to encounter. They can even roll multiple times on the same table, but beware that some features contradict each other. It's up to the GM to flesh them out and decide if the citizen is friend or foe.



D24 Roll	ETHNICITY	D24 Roll	ETHNICITY
1	Norwegian	13	Indian
2	English	14	Tibetan
3	French	15	Nigerian
4	German	16	Turkish
5	South African	17	Moroccan
6	Russian	18	Pacific Islander
7	Belgian	19	Japanese
8	Mexican	20	Peruvian
9	Spanish	21	Swiss
10	Chinese	22	Irish
11	Greek	23	Scottish
12	Egyptian	24	Korean

D24 Roll	ADDITIONAL TRAITS	D24 Roll	ADDITIONAL TRAITS	D24 Roll	ADDITIONAL TRAITS
1	Facial scar	9	Wears The Latest Fashion Trends	17	A Dark And Wry Sense Of Humor
2	Missing Finger, Hand, Or Arm	10	Wears Donated Or Discarded Clothing	18	No Sense Of Humor
3	Walks With A Limp	11	Blind In One Or Both Eyes	19	Alcoholic
4	Extremely Obsessive-Compulsive	12	Fully Or Partially Deaf	20	Drug Addict
5	Speaks With A Stutter Or Lisp	13	Well Educated	21	Strange Or Foul Body Odor
6	Burn Scars	14	Poorly Educated	22	Missing One Or More Teeth
7	Dwarfism	15	Marginally Or Extremely Obese	23	Tattoos
8	Gigantism	16	Marginally Or Extremely Thin	24	Muscular



D24 Roll	TRADE OR OCCUPATION						
1	Fisherman	7	Street vendor	13	Security guard	19	Alienist or Psychiatrist
2	Unemployed or Hobo	8	Petty thug	14	Nurse	20	Detective
3	Longshoreman	9	Truck driver	15	Clergyman	21	Scientist
4	Gangster or Mobster	10	Banker	16	Construction worker	22	Sanitation worker
5	Beat cop	11	Pharmacist	17	Attorney	23	Mortician
6	Spiritualist	12	Teacher	18	Doctor or Veterinarian	24	Artist



D24 Roll	ADDITIONAL TRAITS	D24 Roll	ADDITIONAL TRAITS	D24 Roll	ADDITIONAL TRAITS	D24 Roll	ADDITIONAL TRAITS
1	Veteran	7	Compulsive Liar	13	Vengeful	19	Delusional
2	Ex-Con	8	Suicidal Tendencies	14	Distrusting	20	Worried
3	Gambler	9	Forgetful	15	Trustful	21	Confident
4	Homosexual	10	Youthful	16	Aggressive	22	Elderly
5	Paranoid	11	Glutton	17	Compassionate	23	Shy
6	Terminally Ill	12	Tourette Syndrome	18	Recently Widowed	24	Insane



IS FOR SERPENTFOLK

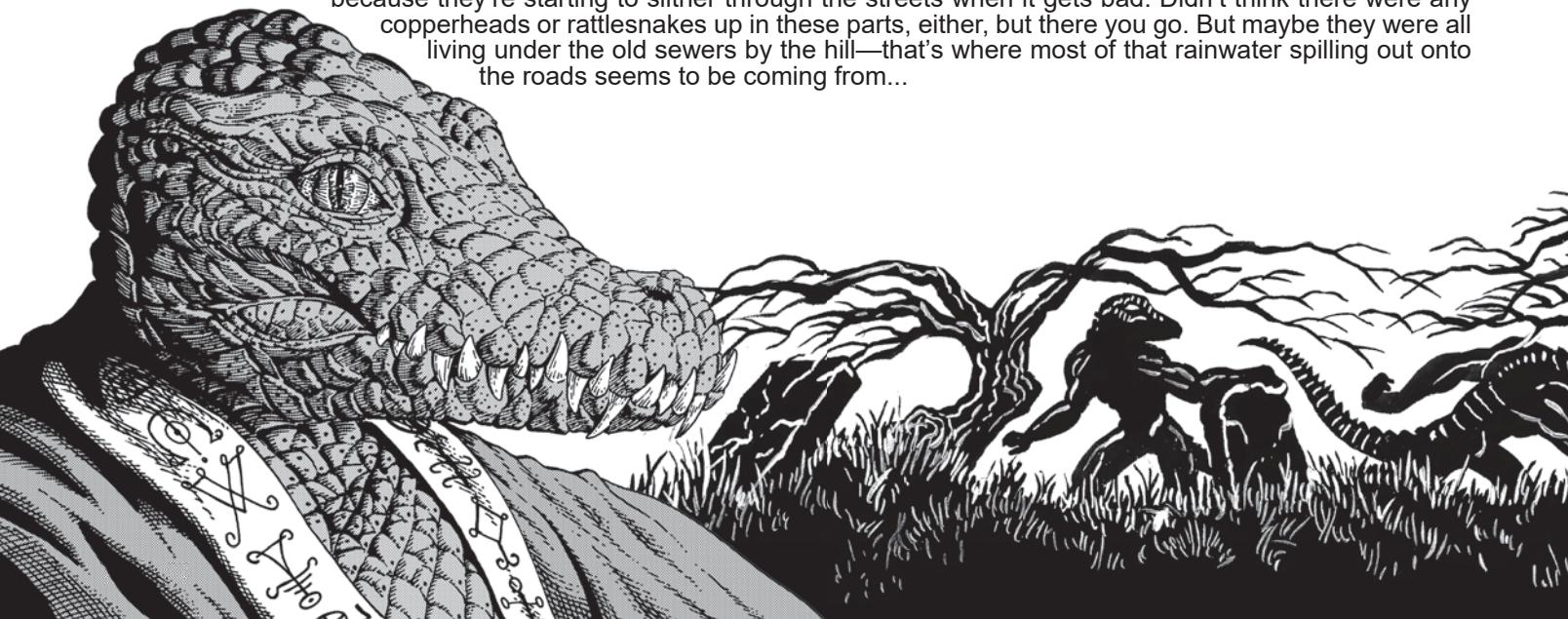
The denizens of nameless cities from beyond, the Serpentfolk are the remains of a proud, warlike race who ruled mighty kingdoms during the Hyborian Age. Also known as the Children of Yig, they disappeared from the realms of humankind long ago, creeping out of the shadows at times to try and reclaim their mastery of the mortal realms. Over time, the Serpentfolk split into two distinctly separate groups: the “Serpent Men,” humanoids with scaled skin and snake-like heads, and “Man Serpents,” which have the bodies of giant serpents and the heads of human beings, with smaller snakes for hair like Medusa. Both are dangerous foes, however, possessing forbidden knowledge and sorcerous might older than any human civilization.

The game master can use the following tables to choose or randomly select the types of Serpentfolk found in a Mythos mystery game, as well as where they might be found, in order to provide a random but fleshed-out adventure hook to the players.

D6

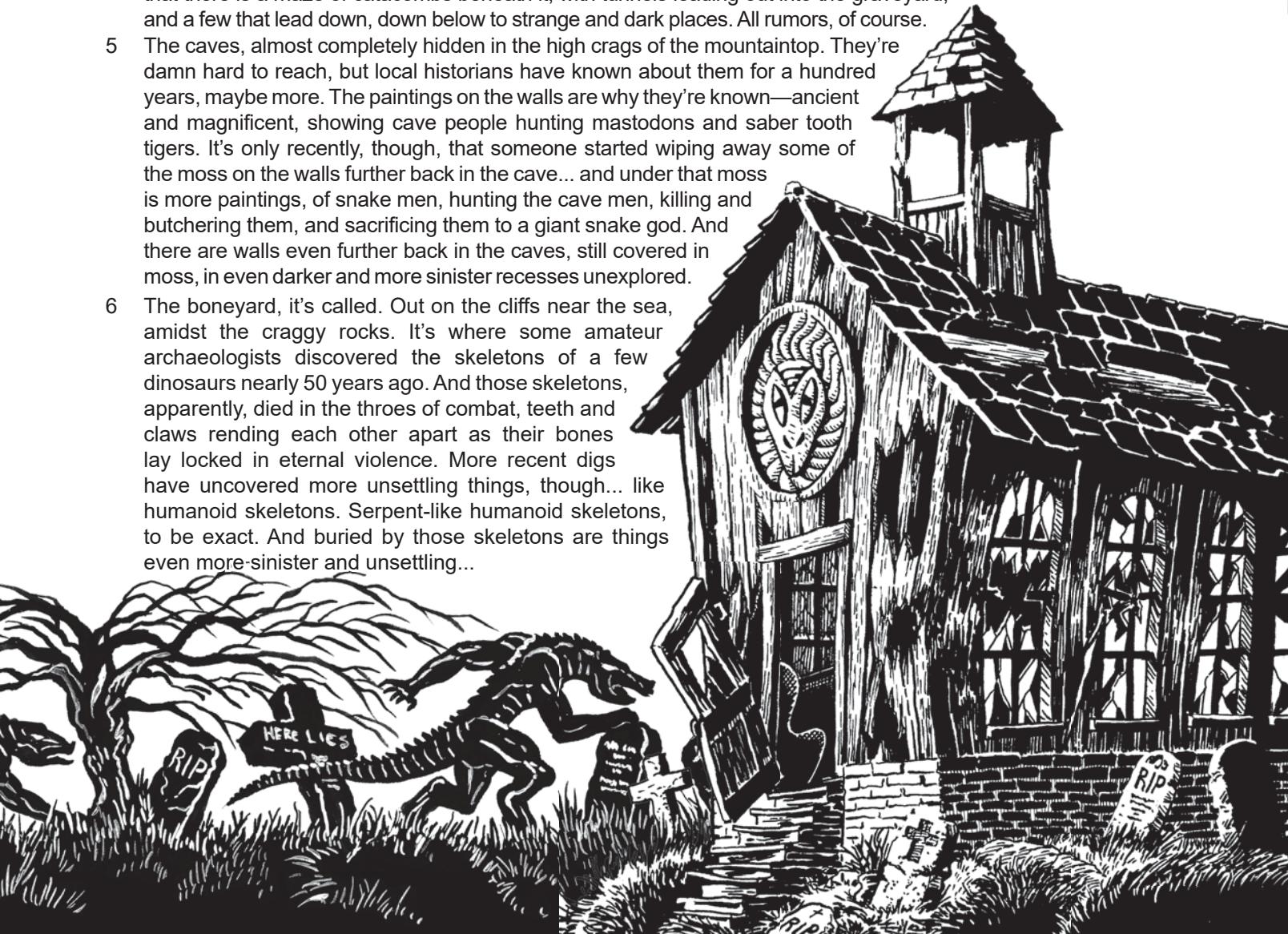
Roll

- 1 Six Serpentfolk followers of Tsathoggua, cursed by Yig for their blasphemous heresy, are the last survivors of their destroyed temple in Atlantis. One of their number is their high priest, his scaly face scarred from the hand of Yig himself literally tearing his eyes from his skull. They wander through eldritch portals through time and space seeking sanctuary, enslaving and destroying whatever they encounter in order to survive.
- 2 A Man Serpent, known in the Valussian texts as Mighty Ghattavithrassa, was sealed away in a giant ice tomb at the end of the Last Hyperborean Age, imprisoned by his own kind for attempting to betray them to the Elder Gods. While he slumbers in his frozen prison, Ghattavithrassa dreams of vengeance, knowing the pacts that he made with his new masters will serve him well once awoken. And when awoken, he plans to first play the fawning servant before becoming master of all.
- 3 A Serpentfolk warrior, clad in a chain armor made of no metal known to human science, holding in his hand a long, deadly spear. He sits astride the scaly corpse of a strange dinosaur, its body desiccated and withered. Both of these figures appear quite dead to the astonished explorers who find their remains half-buried in a forgotten cave, apparently the victims of an avalanche. But also found with them is a jeweled medallion—and when all three are exposed to the light of the sun once more, it becomes clear that the bodies were not dead, but merely resting...
- 4 A mysterious priest, always wearing a cowl to obscure his scarred face and gloves to cover his hands, always performing midnight services in the dimmest, flickering candlelight. When asked about his cowl, the priest merely says that it is to cover the unsightly scars he received during the Great War, in service to his country. He speaks quietly, with a lisp, but although quite soft-spoken, congregations of rapt, attentive worshipers eagerly attend his every sermon. And his congregation grows with each passing week.
- 5 A tattered book, found in the dusty alcoves of an old library, or perhaps the private collection of a mad philanthropist. No one knows for sure. Regardless, while most of the book is written in the scrawling hand of some madman in a language long forgotten, its center pages are gilded in gold, and feature the most beautiful, lifelike drawings of a pair of serpent warriors, sparring with one another with scimitars. The book is renowned for those illustrations, as well as the mystery behind them: whenever the book is closed, and then reopened, the warriors appear to be in a slightly different pose, as if they moved somehow. Which, of course, is impossible. But it does appear at times that watching the illustrations is more like watching a display at a museum, or perhaps a zoo, since they're so lifelike.
- 6 A wizard, high atop a hill, casting spells to summon an unspeakable ancient evil. Such poppycock. But it's what the locals in the village claim to have seen, at least during the recent storms. And boy, has it been storming lately, always raining hard. So hard, in fact, that snakes must've been flooded out their home in the woods, because they're starting to slither through the streets when it gets bad. Didn't think there were any copperheads or rattlesnakes up in these parts, either, but there you go. But maybe they were all living under the old sewers by the hill—that's where most of that rainwater spilling out onto the roads seems to be coming from...



Roll

- 1 The old museum at the end of town. Rundown with half its windows boarded and half its contents covered in a fine layer of dust, few even know it's still even open, let alone showing exhibits. But yet it is, just as it has been since it was built right after the War Between the States. It's always been a haven for strange curiosities, and even hosted some of the wonders of P.T. Barnum during the height of its glory years. But now, it simply houses a few curiosities. Strange **Books**, and the hides of some strange animals. And some say it also hides some scaly fugitives desperate not to be seen.
- 2 Seven stones, all in a circle, all at the top of the hill. "Little Stonehenge," some call it. Except it's not nearly as impressive as the real Stonehenge, and harder to reach. And with all the snakes that hide in the rocks around the bigger stones, it's not always the safest hike. Still, people like to make their way up there, if only for the stories about the place. It's said that witches—real witches, not like the frauds that had burned at the stake over in Salem—practiced unholy rites up at the circle, worshipping their weird snake god. And that during certain nights of the year, when planets and stars and other things are lined up just right in the sky, certain things appear—or disappear—between the stones, as if the spaces between them become doorways to the unknown.
- 3 The grassy fields, just outside town. The townsfolk always called them the Dead Fields. The original settlers tried forever to plant their crops there, the wide-open grasslands where no trees grew and nothing needed to be cleared. But nothing else grew there, either, no matter what was planted. For those who traverse the grasslands in the dead of night, however, they sometimes hear the clashing of steel, and the sound of angry, rasping, hissing voices. And when such noises are heard, the ground becomes soft and wet, the red clay staining the soles of shoes... yes, it must be red clay. And that's also when the snakes become restless and start to slither out of the tall grasses.
- 4 The old skeleton of the church by the river. By all rights it should've fallen apart after the big fire 30 years ago, a burnt, blackened husk of a building. Those who watched it burn say it was hit by not one, not two, but seven bolts of lightning that fateful night, as if being punished by the vengeful hand of something unholy. Curiously, the stained-glass windows stayed intact, and have remained standing even to this day... but just the green panes of glass, which sometimes look to be twisted into green, serpent-like coils. Though no pious person would step foot in the remains of that church, it's said that there is a maze of catacombs beneath it, with tunnels leading out into the graveyard, and a few that lead down, down below to strange and dark places. All rumors, of course.
- 5 The caves, almost completely hidden in the high crags of the mountaintop. They're damn hard to reach, but local historians have known about them for a hundred years, maybe more. The paintings on the walls are why they're known—ancient and magnificent, showing cave people hunting mastodons and saber tooth tigers. It's only recently, though, that someone started wiping away some of the moss on the walls further back in the cave... and under that moss is more paintings, of snake men, hunting the cave men, killing and butchering them, and sacrificing them to a giant snake god. And there are walls even further back in the caves, still covered in moss, in even darker and more sinister recesses unexplored.
- 6 The boneyard, it's called. Out on the cliffs near the sea, amidst the craggy rocks. It's where some amateur archaeologists discovered the skeletons of a few dinosaurs nearly 50 years ago. And those skeletons, apparently, died in the throes of combat, teeth and claws rending each other apart as their bones lay locked in eternal violence. More recent digs have uncovered more unsettling things, though... like humanoid skeletons. Serpent-like humanoid skeletons, to be exact. And buried by those skeletons are things even more-sinister and unsettling...





IS FOR SHOGGOTH

Tremendous, amorphous, protean, and vile: these are the servitors of the **Elder Things** known as the shoggoths. Manufactured by that ancient species that descended from the stars, the shoggoths built the great underwater cities of their masters, compelled by hypnotic commands more cruel than a taskmaster's whip. In time, these mindless slaves grew cunning, growing sentience as they grow the appendages they need to perform their duties, and rebelled against the Elder Things. The rebellion was squashed, but the shoggoths retained some of their intellect, making them even fiercer and more terrible opponents.

The shoggoth is a great mass of cells commonly measuring 15' in diameter. Their protoplasmic bodies house eyes and mouths, and the creatures can grow whatever appendages are necessary for their appointed tasks of construction or warfare. Shoggoths show a horrifying tendency of mimicking their masters' voices, creating eerie and alien cries amongst ruins and in underwater depths.

Shoggoths were originally created to be aquatic creatures, capable of surviving the crushing pressure of the deep sea and needing no air to maintain their bodies. Over time, the highly-mutable servitors adapted to existence outside of the oceans. The implications of this development are terrifying: a shoggoth can be encountered almost anywhere!

Although the shoggoths were originally the slaves of the Elder Things, some believe that other races have utilized them as well. There are rumors that the **Deep Ones**

have mastered a few shoggoths and keep them in their underwater cities amongst the wonder and glory of their weedy paradises. Mortal cults have also commanded shoggoths in the past, either through sorcery or as gifts from the entities to which they pay homage.

There are also hushed whispers of a race of creatures known as the "proto-shoggoths." The exact nature of these things is unknown. Some speculate that they were an early attempt at manufacturing a slave species by the Elder Things, but were too horrible for even their alien minds to tolerate and were (almost) all destroyed.

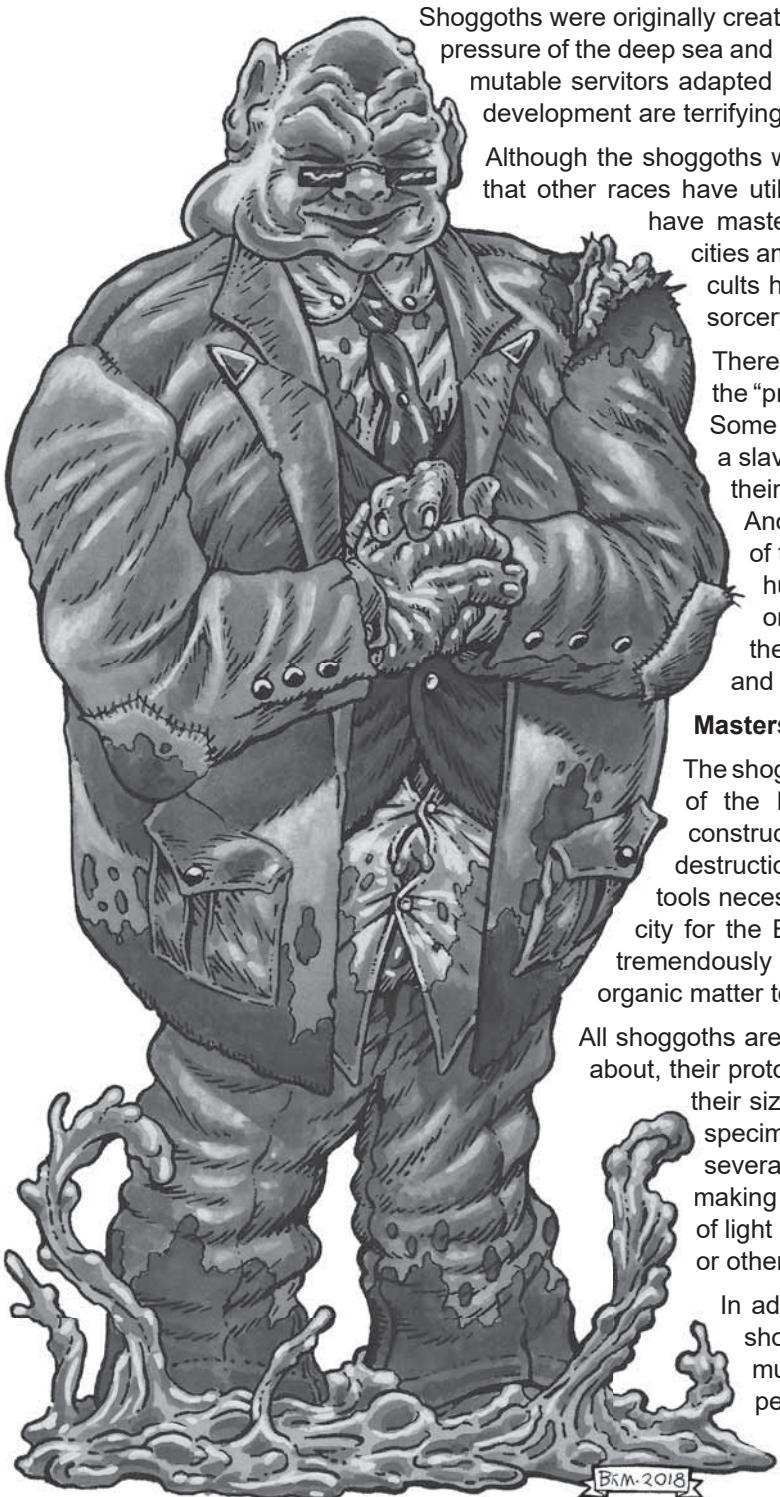
Another theory is that the proto-shoggoths are smaller versions of their great cousins and capable of changing their bodies into humanoid shape to infiltrate the abodes of other races. As no one has encountered a proto-shoggoth—or at least survived the encounter to report it—these theories are merely conjecture and the truth may be something even more terrible to behold.

Masters of Mutation

The shoggoths may be created servitors, a sort of dim-witted custodian of the Mythos, but they were manufactured for two purposes: construction and war. As such, they are living embodiments of destruction. A shoggoth can alter its cellular body to create the living tools necessary to perform its labors, be it the erection of a submerged city for the Elder Things or the annihilation of their enemies. They are tremendously strong creatures capable of breaking stone and tearing organic matter to shreds.

All shoggoths are at least 15' in diameter in a resting state. When they move about, their protoplasmic forms elongate and contract as they move, altering their size and shape. Some shoggoths, perhaps immensely ancient specimens, are believed to be even larger. Each shoggoth has several eyes and mouths, and is capable of mimicking speech and making other noises. Their eyes perceive many different wavelengths of light and shoggoths are unaffected by darkness, obscuring mists, or other visual impediments.

In addition to these standard shoggoth abilities, an encountered shoggoth may have other unexpected capabilities. These mutations are alterations the shoggoth has made to itself to perform its duties. The game master can either roll randomly or choose from the table below to determine what special powers the protean servitor possesses.

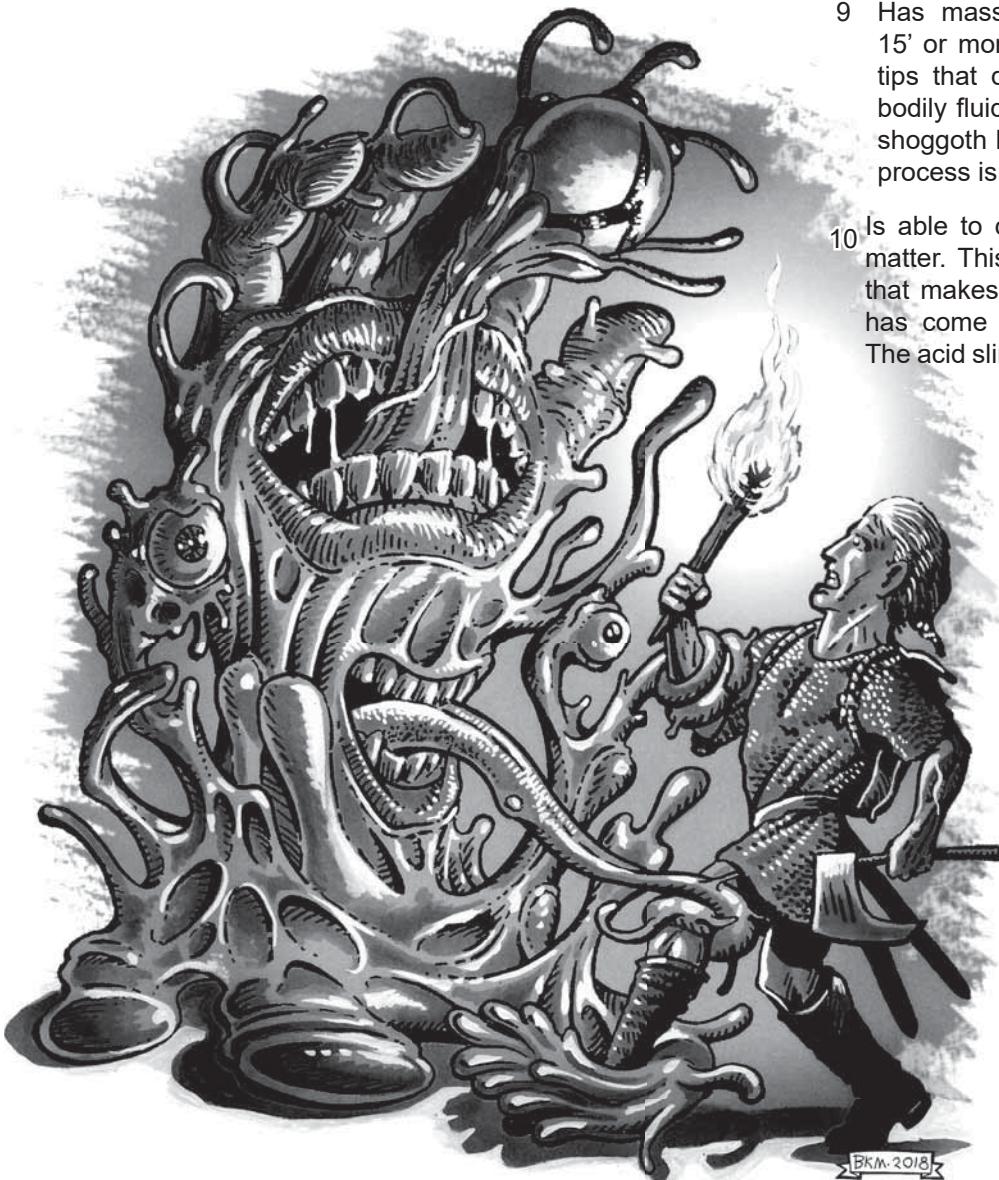


D10 The shoggoth...

Roll

- 1 Has an appendage that produces a “sonic saw,” a blade of sound waves capable of hewing through stone and metal.
- 2 Can create a cloud of toxic chemicals that exterminates living creatures while leaving other organic and inorganic materials unharmed. The chemical cloud functions both above and underwater.
- 3 Is capable of maneuvering heavy loads with a crude form of telekinesis. Used to move building materials originally, the shoggoth can hurl opponents or drag them towards it by brute force.
- 4 Can exude an adhesive fluid that rapidly hardens to a state stronger than concrete. The shoggoth can seal doors, entrap opponents, and suffocate enemies with this fluid.
- 5 Can produce blasts of immense heat. This thermal effusion can be limited to small gouts to weld metal or large conflagrations to incinerate the Elder Things’ enemies.
- 6 Can extrude tubular appendages that produce suction. The shoggoth can clean up harmful substances and store it in specially formed internal compartments for later disposal without harming itself or suck off the heads of enemies with equal ease.
- 7 Is able to generate delicate, supple tendrils of great dexterity and strength. The shoggoth can extend these up to 40' in length, enabling them to reach targets through narrow passages, plumbing, vents, and other small gaps.
- 8 Can alter its body to create cavities able to intake and eject surrounding water at great rates. These ejections can be used to extinguish fires, to batter opponents, or as a form of jet propulsion when swimming, greatly accelerating their movement below or at the surface.

- 9 Has masses of thin, hollow tendrils extending 15' or more. The tendrils end in hypodermic-like tips that drain blood, spinal fluid, bile, or other bodily fluids from those they strike. What use the shoggoth has for these fluids is unknown, but the process is nearly always fatal to the victim.
- 10 Is able to create acidic slime to dissolve organic matter. This slime possesses an adhesive quality that makes it incredibly difficult to remove once it has come into contact with organic substances. The acid slime turns all it touches into bubbling goo.





Shoggoths are frightening adversaries and their adaptability makes them a potential encounter nearly anywhere the GM desires. However, he might want to feature the shoggoths as a crucial plot point or adventure hook in his next game session. Here are six suggestions that utilize shoggoths in a central role.

D6

Roll

- 1 The adventurers are exploring an ancient ruin and hear strange sounds echoing throughout it. The ruin is the home of a shoggoth, one forgotten by the Elder Things when they retreated to their underwater cities. The shoggoth believes it is an Elder Thing and the overlord of the ruined city.
- 2 The PCs are deep inside a complex controlled by a Mythos race that uses shoggoths as slaves (Elder Things, Deep Ones, etc.). If circumstances weren't dangerous enough, things turn exceedingly deadly then the slave shoggoths stage another revolt against their masters. While the master species will likely be concerned with putting down the revolt, the party now has to deal with uncontrolled shoggoths running amok!
- 3 A shoggoth has evolved ever further on the intelligence scale, making it a genius among its race. This master shoggoth has devised the means for shoggoths to merge together to form a sanity-blasting titanic shoggoth. The shoggoth genius intends to use this horde-shoggoth form to overthrow its masters and dominate the world.
- 4 A fishing village is reporting mysterious disappearances of boats plying the nearby waters. The PCs are hired to investigate the matter, expecting the usual fantasy underwater culprits. Much to their horror, the disappearances are caused by a rogue shoggoth that has claimed the waters for its own.
- 5 A sorcerer has discovered antediluvian fragments written by the Elder Things about the manufacture of shoggoths and is attempting to reproduce their efforts. The area surrounding his lair is littered with the cast-off failures of his experiments, all of which have protoplasmic forms and bizarre abilities.
- 6 An incautious group of explorers (maybe the PCs themselves) breaks through a sealed door in the depths of an ancient ruin. Beyond the door lies a shoggoth breeding pit left behind by the Elder Things. The breached portal causes the breeding pit to activate and a new generation of shoggoths begins to gestate. In time, the firstborn of the reawakened pit will venture out into the ruin and the lands beyond, wild and untamed. The party must stop the breeding process before it's too late. However, the Elder Things left other defenses behind when they abandoned the ruined city...





IS FOR TENTACLES

Nothing evokes the terror of the Cthulhu mythos quite like the imagery of a score of blind and boneless tentacles erupting from the depths to snare and drag some hapless victims to their dooms. From Great Cthulhu's signature facial feelers to the multitudes that make up the head of a Cthonian's head, the sheer alien quality of tentacles drives home that the horror of the Mythos has its roots elsewhere from traditional folklore and fantasy.

Even better for the game master trying to throw something different at his players, tentacles can come in all shapes, sizes, and lengths. An unwholesome stretchiness is part and parcel of the concept of tentacles, as is their ability to insinuate themselves into places the players might think perfectly defended.

Tentacles can also be added to nearly any creature, enhancing both their combat abilities, and the sheer shock of seeing them. A grizzly bear is a fearsome enough opponent by itself. A grizzly bear with tentacles capable of reaching 20 feet to ensnare prey and drag them turns a standard woodland encounter into a nightmare. Now imagine fighting a dragon or an entire tribe of lizardmen enhanced with tentacles...

Below, you will find a list of a variety of tentacles that monsters can have besides the normal creepy boneless appendages.

Roll of 1d14

1. Tentacles have barbs on them that inflict an additional 1d4 damage per tentacle for every round it maintains a grip, in addition to any constriction damage. Victims must make a Luck check, or scars from the barbs reduce the character's Personality by 1d3.
2. Severed tentacles regrow and duplicate in a manner similar to a hydra's heads, unless the stumps are seared with flame or acid.
3. Tentacles leave tiny eggs that implant themselves at the site of contact with bare flesh, doing 1 point of incidental damage. There is only a strange red rash around the wound afterwards to show there is a lingering problem. If left undetected and untreated (bathing with alcohol, or a successful Lay on Hands used only to destroy the eggs), the eggs erupt 1d12 days later, with 2d12 2-foot-long tentacles sprouting from the points of contact. Unless removed (a minimum 2d6 Lay on Hands is needed at this point) the tentacles continue to grow, draining 1d6 Constitution from the victim per day until he or she reaches 0, at which she dies and the tentacles crawl away to gestate into more of the original monster.
4. The tentacle is like a lizard's tail: if severed while still in contact with bare flesh, it becomes fused to the player character unless the PC makes a successful Fortitude save (DC = 10 + monster HD). If not removed within 1d4 weeks the PC's limbs begin to turn into tentacles themselves, quickly growing incapable of fine manipulation or weapon use.
5. The creature's blood has mimetic qualities, and by extension so do its tentacles. Every time a wound is inflicted on it or its tentacles, a duplicate of the player character's head sprouts instantly at the site of the wound. While the extra heads are not very dangerous (bite damage 1d4 and at -3 to hit), the sight and experience will be very disturbing to any combatants involved.



6. The tentacle's suckers are unusually strong. The player character is at a cumulative -1 per round on Strength checks to pull free as the suckers manage to gain a stronger and stronger grip.
7. Anywhere the tentacle's suckers make contact with naked flesh, the character begins to grow eyes within 2d6 days of the encounter. The number of extra eyes is dependent on the type of armor worn: leather allows for 1d10, chainmail for 1d6, and plate usually disallows or no more than 1d4. While horrifying, the extra eyes do give the character a bonus to visual perception rolls equal to the number of extra eyes when they are uncovered.
8. The creature turns to stone instantly when it dies. This can possibly trap the weapon that struck the killing blow unless the character makes a Reflex save (DC = 10 + creature's HD) to pull it free in time. Worse, any characters entangled by tentacles at the time of death find those tentacles also turn to stone and they will have to be freed from what have effectively become rocky manacles.
9. The tentacles grow mouths when struck with sharp weapons. Those mouths begin to scream unintelligibly, attracting any nearby wandering monsters. Alternately, the mouths begin to sing, spout poetry, or to try to talk to each other.
10. The tentacles are covered with an acidic slime that inflicts an additional 1d4 damage per round. Characters who strike the creature with weapons must make a Luck check; failure means their weapons are weakened by acid and break with their next successful attack. Creatures who use natural weapons against the tentacles take 1d3 acid damage if they fail the Luck check.
11. The tentacle is covered with scores of much smaller (1-2 feet in length) tentacles that interfere with characters attempting to grapple the main tentacle. The creature gets double its normal size bonus for grapple attempts (e.g., creatures twice the size of attackers now get a +8, etc).
12. The tentacle is spiritual rather than physical, and does crushing damage to the victim's Personality score rather than to her hit points. A character reduced to a Personality of 0 or below lapses into a comatose state.
13. The tentacle's touch is necrotic: wherever it is able to grapple, the skin begins to die and putrefy immediately unless the victim makes a Fortitude save (DC = 10 + creature HD). The damage is an ongoing 1d4 per day per tentacle that was able to grapple, until a successful Lay on Hands used only to remove the necrotic damage is applied to the affected areas.
14. The tentacle's suckers have teeth and sharp proboscises. Once the tentacle has grappled an opponent, the teeth chew into the grappled character, either doing 1D6 damage per round or ruining the character's armor (1 round of chewing per 4 points of AC until AC is reduced to 0, then beginning to do 1D6 per round thereafter). Even worse, the tongues on each sucker, once flesh is exposed, dart forward, doing 1d12 total damage (the tongues are as sharp as small daggers). Unless the character makes a Fortitude save (DC = 10 + creature HD), the venomous saliva from the tongues begins to liquefy the character's internal organs, doing an 1d3 damage to their Stamina score per round until freed. A character whose Stamina is reduced to 0 will die within 1d10 rounds unless *neutralize poison or disease* (DCC RPG, pg. 277) is cast on them immediately.





IS FOR UBBO-SATHLA

There, in the grey beginning of Earth, the formless mass that was Ubbo-Sathla reposed amid the slime and the vapors. Headless, without organs or members, it sloughed from its oozy sides, in a slow, ceaseless wave, the amoebic forms that were the archetypes of earthly life.

Ubbo-Sathla

Clark Ashton Smith

When it comes to the creation of new monsters the game master is Ubbo-Sathla, and his creatures may have any features he so desires. The Outer God, Ubbo-Sathla, is the progenitor; the ultimate creator of life in its varied forms. When the

game master needs assistance spawning strange creatures to confront the player characters, the following tables can be just the demiurge he is looking for. The game master may roll on one, two, or all of the tables below, as often as desired, to create a new and wondrous Mythos thing.

It is assumed that the creature has a single body, but if it doesn't the game master may roll on this table for the composition of each body segment.

D8

Roll

- 1 Translucent blob of jelly
- 2 Three-dimensional carbon form with internal organs
- 3 Mass of writhing tentacles with a central core
- 4 Four-dimensional silicon form capable of manipulating time and space
- 5 Insectoid with carapace exoskeleton
- 6 Photosynthetic vegetation mass
- 7 Two-dimensional ectoplasmic form without internal organs
- 8 Embodiment of a basic element; roll a d4: 1 – air; 2 – earth; 3 – fire; 4 – water

BODY COMPOSITION

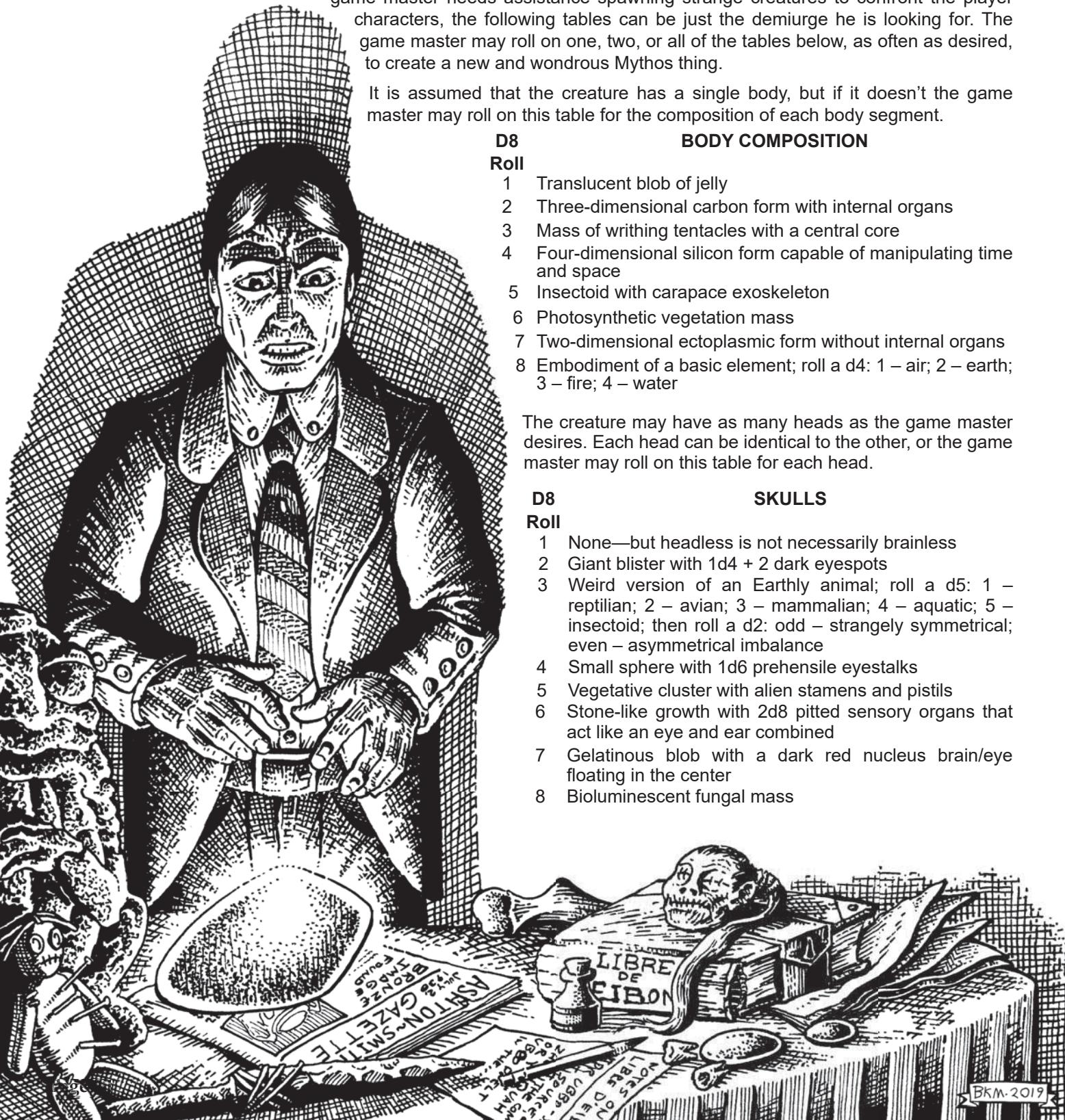
The creature may have as many heads as the game master desires. Each head can be identical to the other, or the game master may roll on this table for each head.

D8

Roll

- 1 None—but headless is not necessarily brainless
- 2 Giant blister with $1d4 + 2$ dark eyespots
- 3 Weird version of an Earthly animal; roll a d5: 1 – reptilian; 2 – avian; 3 – mammalian; 4 – aquatic; 5 – insectoid; then roll a d2: odd – strangely symmetrical; even – asymmetrical imbalance
- 4 Small sphere with $1d6$ prehensile eyestalks
- 5 Vegetative cluster with alien stamens and pistils
- 6 Stone-like growth with $2d8$ pitted sensory organs that act like an eye and ear combined
- 7 Gelatinous blob with a dark red nucleus brain/eye floating in the center
- 8 Bioluminescent fungal mass

SKULLS



Mythos creatures don't follow prescribed patterns found in nature; they can have an odd number of limbs with an imbalanced design, or they may have a symmetrical configuration of limbs. The creature can have as many limbs—be they arms, legs, or **Tentacles**—that the game master desires. The game master can roll once on this table to determine the nature of all the limbs collectively, or he can roll for each appendage.

D8 LIMBS

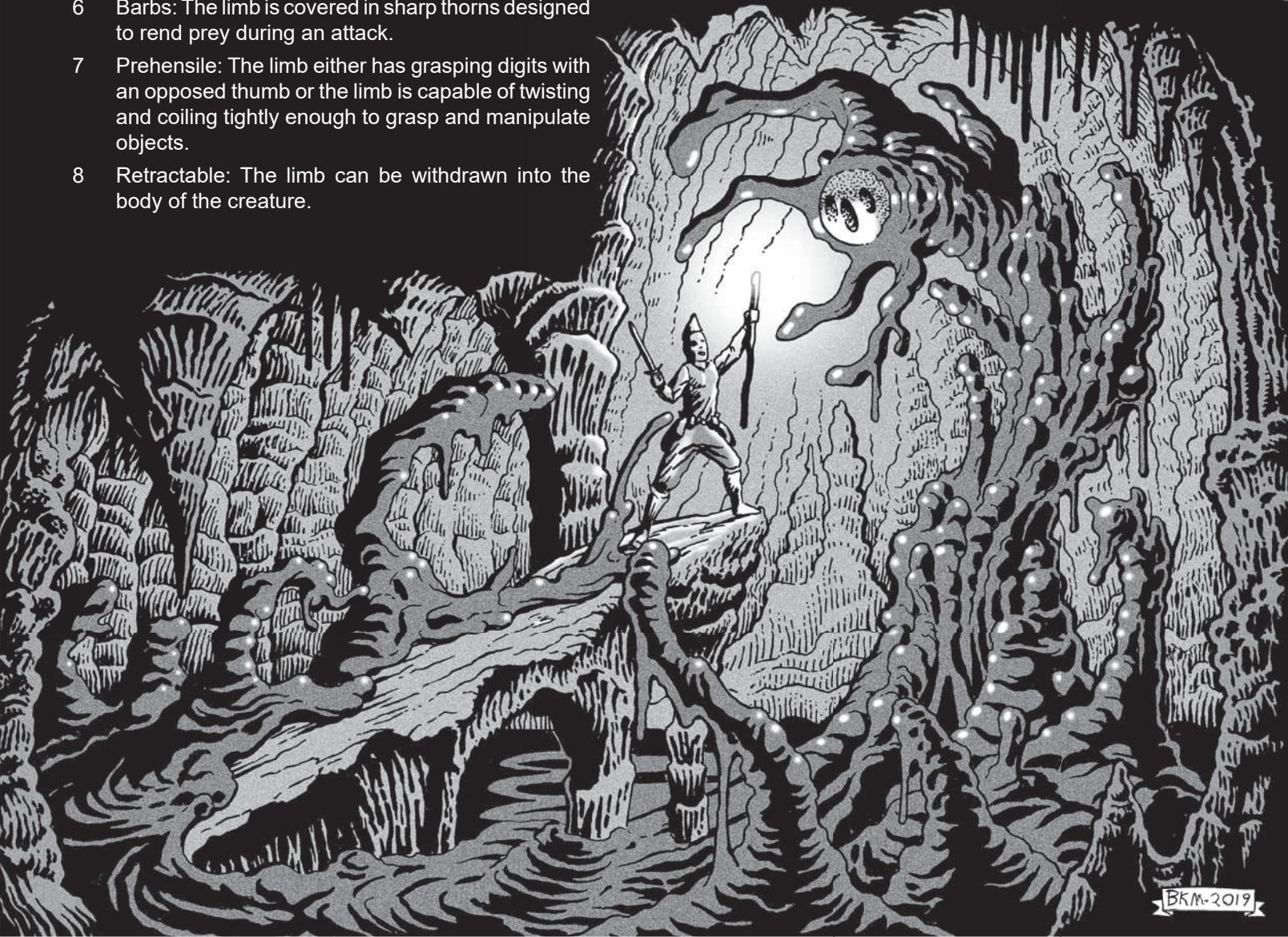
Roll

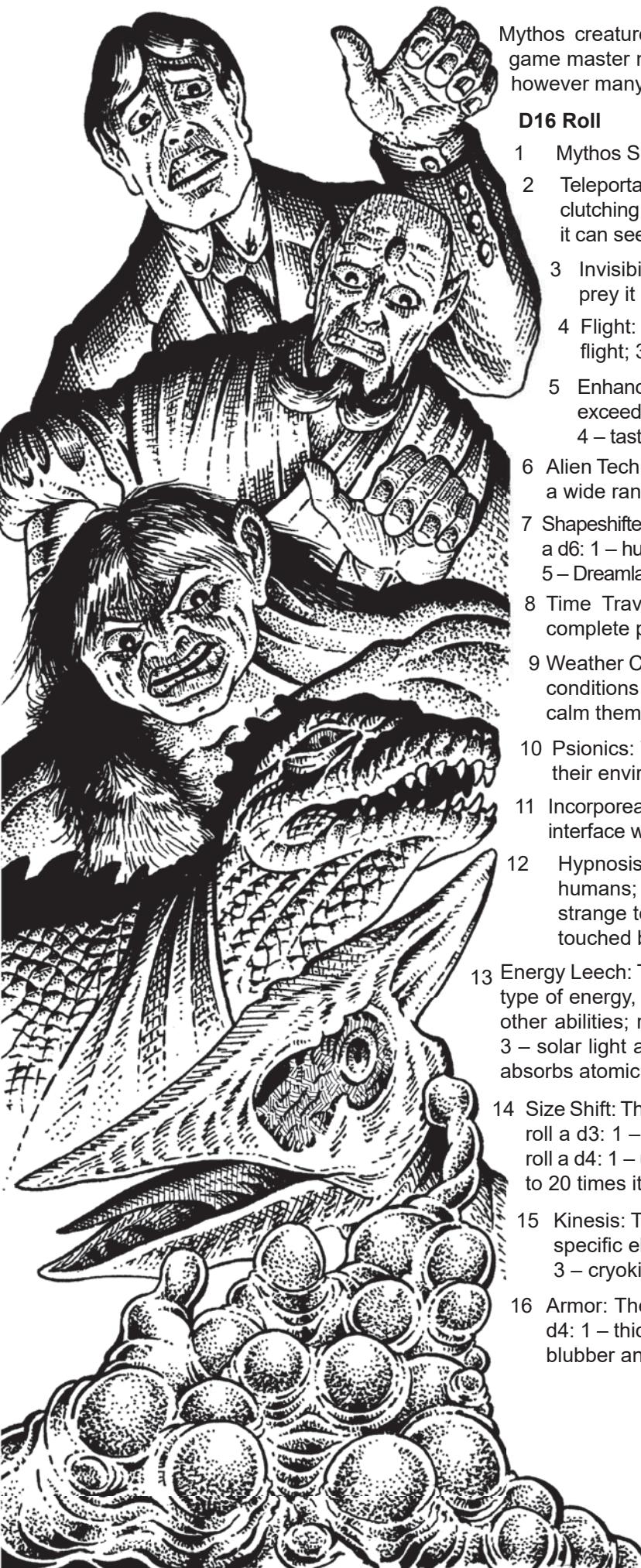
- 1 Sticky: The limb secretes an adhesive substance that clings to most everything.
- 2 Poisonous: The limb includes a stinger capable of delivering a powerful venom; roll a d4: 1 – paralytic neurotoxin; 2 – necrotic venom; 3 – septic infection; 4 – acidic toxin; then roll a d2: odd – sulfuric; even – hydrochloric.
- 3 Elastic: The limb can stretch and elongate to better allow the creature to capture prey.
- 4 Combustible: The limb can secrete a fluid that ignites when it combines with oxygen; naturally, the creature is immune to fire.
- 5 Regeneration: If removed, the limb regenerates in $1d6 + 5$ hours.
- 6 Barbs: The limb is covered in sharp thorns designed to rend prey during an attack.
- 7 Prehensile: The limb either has grasping digits with an opposed thumb or the limb is capable of twisting and coiling tightly enough to grasp and manipulate objects.
- 8 Retractable: The limb can be withdrawn into the body of the creature.

Mythos creatures herald from a wide range of places throughout time and space. The game master can use this table to determine the point of origin for an entire species of creatures, or just the home lair for one anomaly creature.

D12 Roll POINTS OF ORIGIN

- 1 Billions of years in Earth's past
- 2 The White Space
- 3 Yuggoth
- 4 An alternate dimension
- 5 Fomalhaut
- 6 Ancient Hyperborea
- 7 Celaeno
- 8 The Dreamlands; roll a d6: 1 – Plateau of Leng; 2 – Kadath; 3 – The Moon; 4 – Sarkomand; 5 – Sarnath; 6 – The Underworld
- 9 Carcosa
- 10 The Nameless City
- 11 Y'ha-nthlei
- 12 R'lyeh



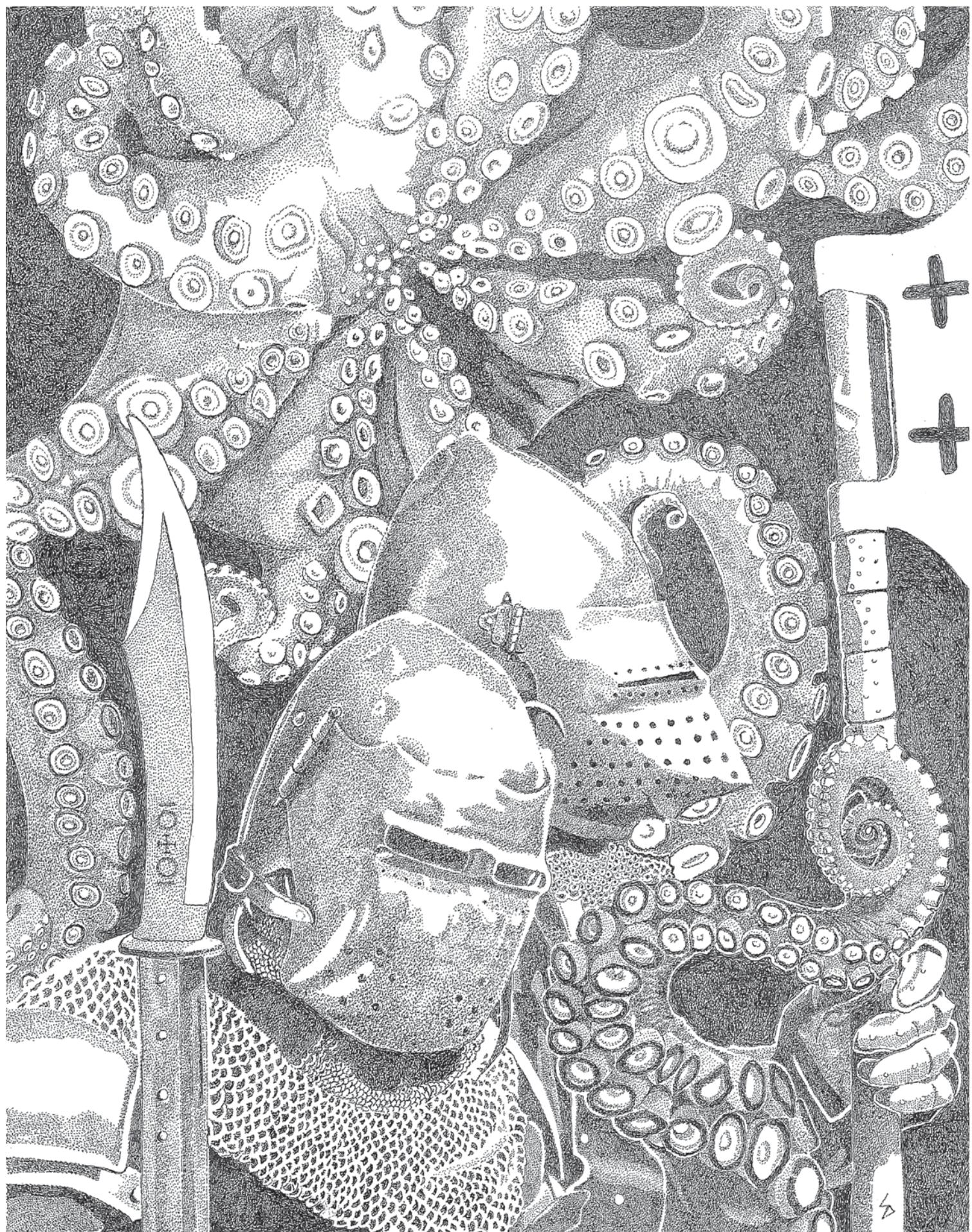


Mythos creatures are gifted with a wide range of special abilities. The game master may roll as often as he desires to outfit his new beast with however many talents that seem appropriate.

D16 Roll

ABILITIES

- 1 Mythos Spells: The creature can channel and cast mystical energies.
- 2 Teleportation: The creature can transport itself and any prey it is clutching to a distant location it is intimately familiar with, or a location it can see.
- 3 Invisibility: The creature can refract light around itself and any prey it is clutching.
- 4 Flight: The creature can fly; roll a d4: 1 – wings; 2 – telekinetic flight; 3 – air current manipulation; 4 – lighter than air bladder.
- 5 Enhanced Senses: Mythos creatures could have senses that far exceed human limitations; roll a d5: 1 – sight; 2 – hearing; 3 – touch; 4 – taste; 5 – smell.
- 6 Alien Technology: The creature is highly intelligent, and has access to a wide range of strange devices.
- 7 Shapeshifter: The creature is able to change its form into that of another; roll a d6: 1 – human; 2 – Earth animal; 3 – Earth mineral; 4 – Earth vegetation; 5 – Dreamlands animal; 6 – another Mythos creature.
- 8 Time Travel: The creature can move its conscious mind only or complete physical form through the eddies of time.
- 9 Weather Control: The creature can manipulate the prevailing weather conditions to enhance them into something much more violent, or calm them enough to completely dissipate the current conditions.
- 10 Psionics: The creature can use its powerful and alien mind to affect their environment around them.
- 11 Incorporeal: The creature is composed of ethereal matter that does not interface with matter native to a three-dimensional plane of existence.
- 12 Hypnosis: Under certain conditions, the creature can hypnotize humans; roll a d4: 1 – staring into its eyes; 2 – hearing it emit a strange tone or song; 3 – smelling a pheromone it emits; 4 – being touched by the creature.
- 13 Energy Leech: The creature must feed through the absorption of a specific type of energy, and may use that absorbed energy to heal itself or to fuel other abilities; roll a d6: 1 – drinks blood; 2 – drains the essence of life; 3 – solar light and radiation; 4 – absorbs fire; 5 – absorbs electricity; 6 – absorbs atomic energy.
- 14 Size Shift: The creature can enlarge or reduce its body mass and weight; roll a d3: 1 – enlarge only; 2 – reduce only; 3 – enlarge & reduce; then roll a d4: 1 – up to five times its mass; 2 – up to 10 times its mass; 3 – up to 20 times its mass; 4 – microscopic or titanic.
- 15 Kinesis: The creature can mentally move and control up to 1 ton of a specific element or object; roll a d6: 1 – telekinesis; 2 – pyrokinesis; 3 – cryokinesis; 4 – hydrokinesis; 5 – geokinesis; 6 – necrokinesis.
- 16 Armor: The creature has a natural defense that mimics armor; roll a d4: 1 – thick leathery skin; 2 – hard carapace shell; 3 – thick layers of blubber and fat; 4 – dense thick coat of coarse fur.





IS FOR THE UNNAMABLE

The Mythos is filled with unspeakable horrors whose names are inscribed in the blasphemous books of legend: the *Necronomicon*, *Les Cultes des Goules*, *Unaussprechlichen Kulten*, et al. Madmen and scholars speak the names of dread Cthulhu, the horrid **Nyarlathotep**, the fecund Shub-Niggurath, and the incomprehensible **Hastur** in hushed whispers. Ancient tomes and weird carvings name those alien races that serve the Great Old Ones such as the **Deep Ones**, the **Elder Things**, and the Mi-go in loathsome characters.

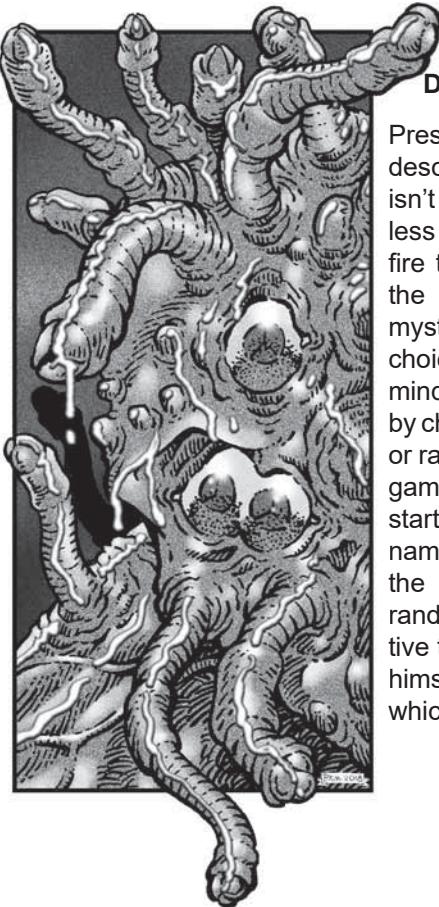
Yet, there are other *things* that haunt the dark of night and the blackness of men's souls. These entities co-exist in the shadows with the Mythos, but are not part of them. Instead of alien intelligences or created races meant to serve, these other things arise independently and dwell alone. They exist beyond the boundaries of Mythos scholarship and remain uncatalogued and unknown except by those who suffer their predations. As such, these entities are unnamed in legend and unnamable in form.

The unnamable inhabitants of legend make terrible foes for those who believe their understanding of the Mythos is comprehensive. The unnamable are unique and possess powers and weaknesses beyond the ken of those who would end their predations on humanity. It is only minor solace that most unnamable things are solitary specimens, born from obscene rites, terrible crimes, or amateur dabbling in forces beyond man's understanding. If an unnamable thing can be put down, its reign is ended and its hunting grounds made safe once more. Usually.



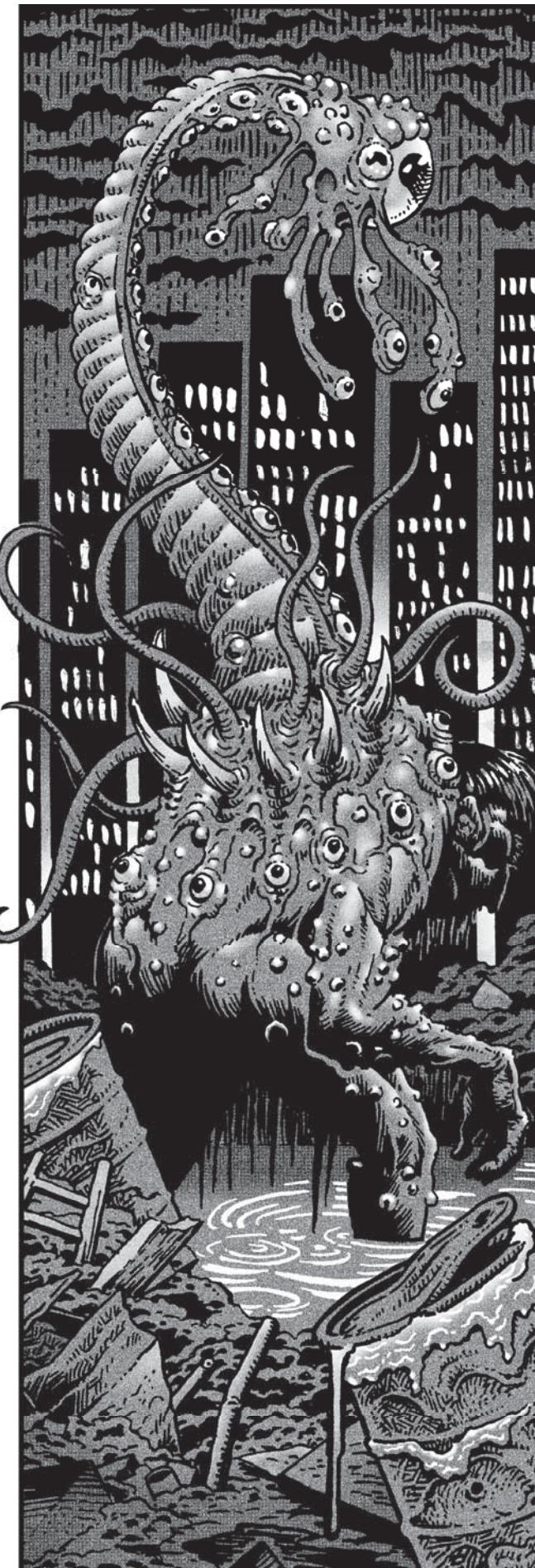
D10 The unnamable is/was...

- 1 The spawn of horrible relations between human and less-than-human.
- 2 Created from the fevered dreams of a madman locked away from the rest of the world. The unnamable exists while the madman dreams, free to range beyond the walls of its creator's prison.
- 3 Conjured by the incompetent occult workings of a would-be sorcerer. A mangled incantation gives birth to something never-before seen in the cosmos, incorporating both the otherworldly and the form of the inept summoner.
- 4 The product of a curse. An individual offended a powerful worker of magic, a local spirit, or time and space itself and was transformed into an unnamable thing that haunts the borders of civilization.
- 5 The ghost of some terrible creature that once prowled the land. It is far more formidable in its current spiritual or psychic form.
- 6 Arose from some polluted place. The pollution can be chemical or magical in nature. The unnamable may have been a humble beast or man before it was forever changed by the pollutants, or it might be an entirely new thing birthed in foulness.
- 7 Twisted in shape while in the womb due to something its mother was exposed to. This could be a religious ecstasy, magical energy, a terrible shock, unnatural foods, etc. The exposure changed the normal baby into something abnormal and it survived its birth. Its mother may still live and alone know the thing's secret origin.
- 8 A visitor from another dimension. It either became trapped in this world or found it to its liking and chose to stay.
- 9 Produced by a vile pact between mortal man and the Outer Dark. The unnamable made a vow in return for power or some other reward and its compact twisted its physical shape into something incomprehensible.
- 10 The harbinger of a terrible epoch about to dawn. It is the herald of the Apocalypse or the firstborn in a new and horrible race prophesizing the awakening of the Great Old Ones.



Describing the Unnamable

Presenting an unnamable and indescribable terror to the players isn't easy. Creating one isn't much less difficult. So how does one fire the imaginations and fears of the players while retaining some mystery? One way is to use a few choice words and let the players' minds fill in the details. Likewise, by choosing a handful of adjectives or randomly determining them, the game master can use those as a starting point for creating the unnamable thing. The GM can use the following table, either rolling randomly or choosing one descriptive trait from each column to help himself or the players envision that which cannot be named.



THE UNNAMABLE HORROR DESCRIPTION TABLE

D30 (reroll if 27-30)	Column 1	Column 2	Column 3
1	Amorphous	Angular	Animalistic
2	Bellowing	Bloated	Blubbery
3	Cancerous	Congealed	Colorless
4	Diffuse	Distorted	Dripping
5	Elastic	Enormous	Enveloping
6	Faceless	Fecund	Fibrous
7	Gibbering	Gnashing	Gory
8	Heaving	Hateful	Horned
9	Ichorous	Infected	Iridescent
10	Jabbering	Jaundiced	Jellified
11	Knotted	Keening	Keloidal
12	Leprous	Loathsome	Lumbering
13	Massive	Metallic	Mottled
14	Noiseless	Noxious	Numbing
15	Odious	Oily	Overripe
16	Pallid	Puckered	Pulsating
17	Queasy	Quilled	Quivering
18	Reeking	Rubbery	Rugose
19	Scaly	Shiny	Spongey
20	Throbbing	Thrashing	Tubular
21	Unclean	Unnerving	Undulating
22	Vaporous	Viscous	Voluminous
23	Wailing	Withered	Writhing
24	Xenogenic	Xerotic	Xyloid
25	Yellowed	Yapping	Yucky
26	Zymotic	Zoophilic	Zombie-like



IS FOR VOORISH SIGN

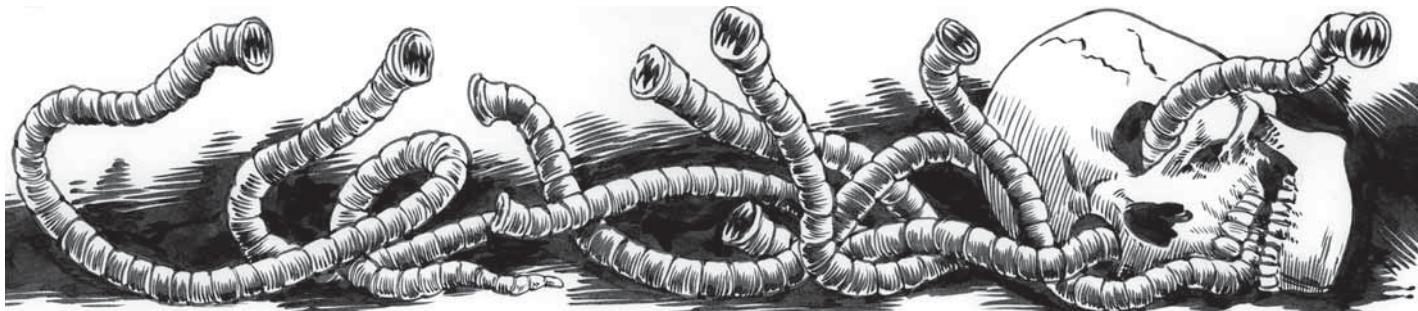
The voor are tiny degenerate wormlike creatures of great foulness; survivors of a now-fallen civilisation in Hyperborea and on Ultima Thule before the coming of man or even the antehumans. They were finally driven underground but have been known to surface to kidnap fresh victims. The Desolation of Voor in Thule is one of their sites. They dwell in Deep Dendo in their wicked Voorish Domes.

The Secret of the Parchment
Lin Carter and Clark Ashton Smith

The Voorish Sign is a magical ward formed by the wizard's fingers. To make the Hyperborean sign, the wizard curls his middle finger down and tucks it close to his palm with his thumb. The other three fingers are held up straight and firm. The Voorish Sign can be used by a wizard to perform a great many feats, if the correct mental and verbal incantations are also known. The strength and effectiveness of the ward also depends on which hand the wizard is using, his primary hand or off hand, or if the wizard is using both hands. But, only 1% of the population is truly ambidextrous and able invoke the use the Voorish Sign with both hands.

Depending on where the wizard learns the secrets of the Voorish Sign, it is possible to learn several incantations that use the Hyperborean ward to achieve a variety of results. Roll 1d4 to determine the number of incantations the wizard has learned to use with the Voorish Sign, and then roll on the table below for each incantation to determine exactly what the wizard can do with the alien hand gesture.

D24 Roll	Voorish Sign Power	Hand(s)	Details/Effects
1	Invisibility: The wizard can render himself invisible to others, or grant himself the ability to pierce the veil of invisibility held by others, for as long as he holds the sign.	Primary	The wizard can extend his cloak of invisibility to include one other person, or not only see through another's invisible veil but also track the vaporous trail left by an invisibility cloak.
		Off	The wizard can only be invisible when the moon hangs in the night sky, or he is only able to view a dim outline of other invisible creatures.
		Both	The wizard can extend a sphere of invisibility to everyone within a 10' radius of himself, or he can destroy another's invisibility cloak.
2	Darkness: The wizard can fill a space with impenetrable darkness, for as long as he holds the sign	Primary	The wizard can fill a 30' x 30' space with absolute darkness.
		Off	The wizard can fill a 10' x 10' space with inky darkness.
		Both	The wizard can fill 1 acre with a cold darkness that, in time, can deaden a person's senses and eventually lead to sensory deprivation madness.
3	Kinetic Shield: The wizard can erect a magical sphere around himself that deflects physical attacks, for as long as he holds the sign.	Primary	The shield is strong enough to deflect attacks up to and including ballistic fire.
		Off	The shield is strong enough to deflect assaults up to and including blade attacks.
		Both	The shield is strong enough to deflect attacks up to and including one artillery round, and the protective sphere can be extended to a 10' radius around the wizard.



D24 Roll	Voorish Sign Power	Hand(s)	Details/Effects
4	Psychic Shield: The wizard can erect a magical sphere around himself that resists magical and psychic attacks, for as long as he holds the sign.	Primary	The shield is strong enough to resist arcane attacks directed at the wizard's mind and body, even if the wizard cannot see the source of the attack.
		Off	The shield is strong enough to resist supernatural attacks directed at the wizard's mind and body, but only if he is fully aware of the source of the assault.
		Both	The shield is not only strong enough to resist thaumaturgical attacks directed at the wizard's mind and body, but the shield can also reflect one attack back at the source, be it known or unknown, before the shield is destroyed.
5	Telepathy: The wizard can send telepathic messages to someone, or read the mind of another, for as long as he holds the sign.	Primary	The wizard can have a telepathic conversation to any one person he is familiar with up to 5 miles away. Or, the wizard can covertly probe the mind of someone within eyesight without the victim sensing it.
		Off	The wizard can send a short message or command to someone within eyesight, but it is not a two-way conversation. Or, the wizard can scan the mind of someone within eyesight, but the victim can feel the wizard's mental attack and can identify who their attacker is.
		Both	The wizard can send a general broadcast message to everyone within 1 mile of himself, and share the thoughts of others with each other within his broadcast range. The wizard can also induce permanent nightmares and insanity in one victim within eyesight, but at the risk of losing their own sanity in the process.
6	Fog/Mist: The wizard can create a thick and obscuring fog or mist, for as long as he holds the sign.	Primary	A thick fog fills a 30' x 30' space; visibility within the fog terminates at 5'.
		Off	A translucent mist fills a 20' x 20' space; visibility within the mist is clear up to 5' and is hazy up to 10' where it then terminates.
		Both	A foul miasma fills 1 acre; visibility within it terminates at arm's length. The acrid cloud is heavier than air, and anyone caught within it soon begins to choke unless they drop below the fog and crawl out.



D24 Roll	Voorish Sign Power	Hand(s)	Details/Effects
7	Summon/Bind Animal: The wizard can summon an animal to serve as a familiar. To determine the type of animal, roll a d8: 1-2 – domestic mammal; 3-4 – wild mammal; 5 – avian; 6 – reptile; 7 – fish; 8 – insect swarm. The wizard needs to only hold the sign long enough for an animal to answer his summons.	Primary	The familiar is completely loyal to the wizard, and would sacrifice its own life to save the wizard if it had to. The wizard has a psychic link with the familiar, and can telepathically control the familiar for up to a mile. The wizard has control of the familiar for one lunar phase.
		Off	The familiar is loyal to the wizard, but will not sacrifice its own life to save the wizard. The familiar will obey simple spoken commands from the wizard, but the wizard does not have a psychic link to the familiar. The wizard has control of the familiar for one lunar phase.
		Both	The wizard has summoned a familiar that is an alpha leader of its species. The wizard and familiar share a telepathic link, allowing the wizard to both control the familiar and guide any other animals that acknowledge the familiar as an alpha leader. The telepathic link has a range of 5 miles. The wizard has control of the familiar for four consecutive lunar phases.
8	Read/Speak Terran Language: The wizard can comprehend any human language, for as long as he holds the sign.	Primary	The wizard is fluent in any language he desires to speak or read. The wizard has innate understanding of cultural references and can speak without an accent.
		Off	The wizard understands any language he desires to speak or read, but it is clear the language is not native to him.
		Both	The wizard's command of the language is such that he can sway indigenous people native to that language through a cult of personality.
9	Read/Speak Alien Language: The wizard can comprehend one alien language, for as long as he holds the sign.	Primary	The wizard can read and speak the inhuman language if the indigenous people use vocal chords like humans do. The wizard's understanding of the language approximates that of a human teenager with a high school education in a foreign language.
		Off	The wizard has a rudimentary understanding of the alien language, and can read and speak the language at a very basic level.
		Both	The wizard can conjugate sentences as if he was born to the alien tongue.



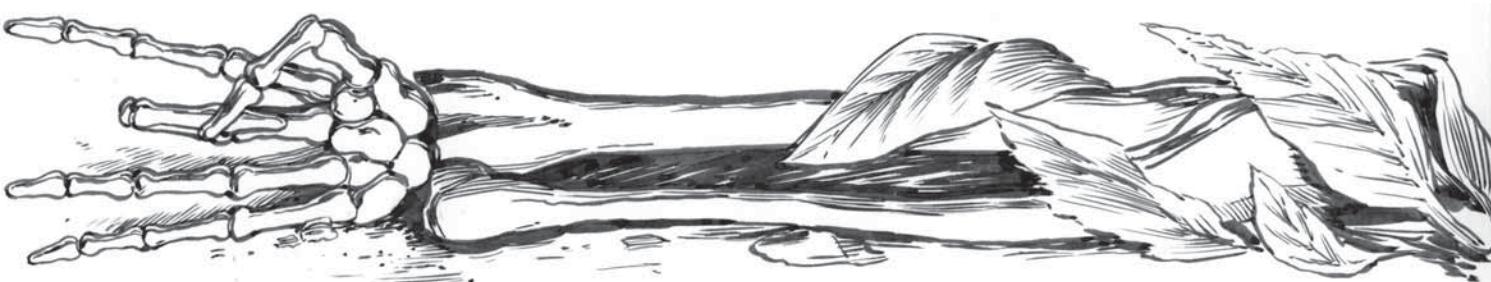
D24 Roll	Voorish Sign Power	Hand(s)	Details/Effects
10	Silence: The wizard can create an area devoid of sound, for as long as he holds the sign.	Primary	The wizard can deaden all sound within a 30' x 30' space.
		Off	The wizard can deafen sound for a single individual within eyesight.
		Both	The wizard can permanently deafen a single individual within eyesight.
11	Rot/Spoilage: The wizard can spoil and rot food, plant life, and other perishables, for as long as he holds the sign.	Primary	The wizard can rot vegetation or spoil perishables within a 10' x 10' space. Or, he can cause any food that has been recently ingested by a person to spoil within their belly, thereby causing the victim to violently retch for several minutes.
		Off	The wizard can rot the plants within a small garden, or spoil all the food on a single table.
		Both	The wizard can blight an entire field of crops, or spoil the milk produced from a herd of cows for 1 year.
12	Monster Ward: The wizard can fend off most Mythos creatures, for as long as he holds the sign. This incantation of the Voorish Sign does not deflect attacks made by a Mythos creature, but it's enough of an irritant to the creature that it is motivated to move on to harass a different victim. The Voorish Sign does not affect Great Old One or other Mythos gods.	Primary	The wizard can dissuade any Mythos creature—that is not cornered or especially provoked—from attacking the wizard.
		Off	The wizard can fend off most Mythos creatures. Any Mythos creature of colossal size may consider the wizard too insignificant to be affected by the Voorish Sign.
		Both	The commanding presence of the wizard is so great that all Mythos creatures flee the immediate area. Any extra-dimensional creatures are involuntarily forced back to their home dimension.
13	Enhanced Spell-Casting: The wizard can ease the physical and spiritual burden required to cast arcane magicks, for as long as he holds the sign.	Primary	The wizard can invoke eldritch energies without any physical component requirements and minimal spiritual investment.
		Off	The wizard can weave an esoteric spell with minimal physical components and half as much spiritual mana.
		Both	The wizard can cast the arcane hex for its maximum effect without any physical or spiritual sacrifices.
14	Scry the Future: The wizard can divine one possible outcome in an ever-fluctuating and uncertain future, for as long as he holds the sign.	Primary	In conjunction with tea leaves, entrails, bloody bones, or rune stones, the wizard can view an event up to 1 year into the future. The further ahead the event is from the wizard's current point in time, the less likely that it is an accurate viewing.
		Off	The wizard can see up to 1 month into the future through the use of tea leaves, entrails, bloody bones, or rune stones. The further ahead the event is from the wizard's current point in time, the less likely that it is an accurate prediction.
		Both	The wizard can scry without the use of entrails or other divination tools. He can view up to 100 years into the future. The further ahead the event is from the wizard's current point in time, the less likely that it is an accurate viewing.

D24 Roll	Voorish Sign Power	Hand(s)	Details/Effects
15	Psychometry: The wizard can feel and see the past events of individuals, through their possessions that they have left behind, for as long as he holds the sign.	Primary	Events from the past 100 years of the previous owner's history are revealed to the wizard. The wizard can view the events as a disembodied third party, from any angle or position.
		Off	Events from the past 10 years of the previous owner's history are revealed to the wizard. The wizard can view the events as a disembodied third party, from any angle or position.
		Both	Events from the past 1,000 years of the previous owner's history are revealed to the wizard. The wizard can view the events through the eyes of the possession's past owner. The danger is that the wizard will see, smell, and feel everything that the past owner did during that event... possibly including death.
16	Memory: The wizard can enhance, obscure, change, or erase a person's memories, for as long as he holds the sign.	Primary	The wizard can enhance his own mind to have perfect eidetic memories of an event he currently witnesses or knowledge he learns today. Or, the wizard can fog the memories of someone within eyesight; the victim permanently loses the memories of a specific event or known information.
		Off	The wizard can recall any of his own memories with perfect clarity, or he can fog the mind of someone within eyesight so that their memories are unclear and untrustworthy.
		Both	The wizard can recall memories from his past lives, or he can obliterate all education and memories from someone within eyesight. That victim's mind is a hollow shell devoid of experience and knowledge.
17	Illusion: The wizard can create spectral images that seem real to the viewer, for as long as he holds the sign.	Primary	The wizard can create a realistic mirage for one person within eyesight. The mirage is constructed with sight, sound, and smell. Any attempt to touch the illusion reveals it as the spectre that it is.
		Off	The wizard can create a realistic hallucination for one person within eyesight. The deception is constructed with sight and sound, but it is without smell. Any attempt to touch the illusion reveals it as the spectre that it is.
		Both	The wizard can produce a vision that is seen by everyone within 100' of himself. The spectral image includes sound and smell. The fantasy feels so real to the viewers that if the phantom were to "attack," that viewer's mind would inflict psychosomatic injuries upon himself. A successful assault by the viewer upon the illusion reveals it as the spectre that it is.
18	Vertigo: The wizard can induce uncontrollable dizziness, nausea, and vomiting, for as long as he holds the sign.	Primary	The wizard can spin the world and scramble the senses for one victim within eyesight. The effects are nearly instantaneous and extremely difficult to resist.
		Off	The wizard can gradually spin the world for one victim within eyesight. It may be possible for the victim to resist if they have a strong stomach and a hearty constitution.
		Both	The wizard is the center of a storm, and everyone within 1 acre of him feels as though the world has turned and spun awkwardly on its axis. The effects are nearly instantaneous and impossible to resist.

D24 Roll	Voorish Sign Power	Hand(s)	Details/Effects
19	Blindness: The wizard can rob someone of their sight, for as long as he holds the sign.		Primary The wizard can blind the sight of one victim within eyesight. Once the sign is released, the victim's sight returns in less than a day.
			Off The wizard can steal the sight from someone within eyesight. Once the sign is released, the victim's sight returns in less than an hour.
			Both The wizard can warp eldritch energies that boil or burn out the eyes of one victim within eyesight. Within a minute, the victim is permanently blinded.
20	Hypnotic Suggestion: The wizard can plant a subconscious command into an unknowing and unwitting victim; the wizard need only hold the sign long enough to implant the hypnotic suggestion.		Primary The wizard can implant a simple command composed of three words or less during a hypnotic session with the victim. The wizard must capture the victim's attention during the hypnosis, as with a watch or charm, and while the victim is so engrossed the wizard can implant the command. The wizard is also able to implant the trigger that then causes the implanted command to override the conscious mind of the victim and execute its subconscious orders. Once completed, the hypnotic suggestion is cleared from the victim's mind.
			Off The wizard can implant an incredibly simple one-word command during a hypnotic session with the victim. The trigger for this basic command is also direct and simple. Once completed, the hypnotic suggestion is cleared from the victim's mind.
			Both The wizard can implant a complex command with a few contingency commands so that the victim can make simple decisions while executing the subconscious commands. Unless a subsequent hypnosis clears the commands, the victim could be triggered multiple times until their eventual death.
21	Telekinesis: The wizard can manipulate objects with his mind, for as long as he holds the sign.		Primary The wizard can lift and move multiple objects with a combined mass and weight that is no greater than that of his own body.
			Off The wizard can lift and move multiple objects with a combined mass and weight that is no greater than half of his own body.
			Both The wizard can lift and move multiple objects with a combined mass and weight that is no greater than 10 times that of his own body.



D24 Roll	Voorish Sign Power	Hand(s)	Details/Effects
22	Clairvoyance: The wizard can sense what is happening at that very moment at a specific place, or around a specific person, even though the wizard is far from the that place or person, for as long as he holds the sign.	Primary	The wizard can remotely see and hear the current events happening at a place that has been described in detail to him even though he's never been there. Or, the wizard can see and hear what is currently happening with a person he has never met, but does know through a strong reputation or detailed description by someone who does know the target.
		Off	The wizard can remotely see and hear the current events happening at a place he has previously visited. Or, the wizard can see and hear what is currently happening with a person for whom he has previously met, and who would acknowledge and recognize the wizard should they meet again.
		Both	The wizard can remotely see and hear the current events happening at any place, if he knows, in general, where the place is located. Or, the wizard can remotely see and hear what is currently happening with a person he has never met if he knows, in general, where the person is at that moment.
23	Heal: The wizard can heal physical injuries, for as long as he holds the sign.	Primary	The wizard can mend physical wounds on himself and all others within 10' of him. The wizard can also repair damage to simple structures or simple machines with fewer than five moving parts and no fluids within the machine.
		Off	The wizard can heal physical wounds on himself and one other within 5' of him. The wizard can also repair damage to simple structures like a wall or door.
		Both	The wizard can mend the wounds on himself and all others within 30' of him. The wizard is also able to repair one complex machine containing gears, fluids, and electrical components that is within 5' of him.
24	Contact the Dead: The wizard can speak with the deceased, for as long as he holds the sign. Spirits are typically agnostic or hostile when they are questioned by someone they do not know, but the spirits will answer questions by loved ones they left behind or by the descendants of loved ones.	Primary	In conjunction with a seance, the wizard can act as a medium to locate and commune with a specific spirit associated with a location.
		Off	In conjunction with a seance, the wizard can act as a medium to locate and commune with any random spirit associated with a location that responded to the wizard's beckoning.
		Both	In conjunction with a seance, the wizard can act as a medium to locate and commune with a specific spirit associated with a location. The wizard can bind the spirit and force it to answer questions posed to it by anyone.





BKM 2011



IS FOR WORSHIPPERS

Frenzied dancing in remote grottoes, obeisances to disturbingly fashioned idols, grisly sacrifices and depraved rituals... these are all the hallmarks of a good, forbidden cult. While the blind, idiotic gods of the Cthulhu Mythos care little for, or are often unaware of, their worshipers, those worshipers are fanatically devoted to them. From the degenerate swamp-folk that venerate Great Cthulhu to the decadent, masked aesthetes that call **Hastur** their patron deity, worshipers come from all stripes of society, united only in their fervor for destruction, Chaos, and entropy.

Cults can spring up almost anywhere that men feel the dark allure of insanity. From the deepest, most fetid swamps to tundras too winter-blasted to support any other life, the members of cults gather to plot against the rest of humanity.

Groups of worshipers range in size from small family groups dominated by an insane patriarch or matriarch to throngs of hundreds of fanatics. The only thought that unites all cults, regardless of size, is their malevolence. To members of a cult, anyone not belonging to the cult deserves no fate better than altar-fodder, or worse. This places the cults devoted to the gods of the Mythos at odds with followers of Law, Neutrality, and even Chaos.

The social makeup of a cult helps determine the nature of their temple: the wealthier and more urbane the more elaborate the temple, and the more horrifying the decorations. Wealthy cults may even have their own dungeons stocked with potential sacrifices, as well as monsters in their pay. Even more dangerously, urban cults may have members that have a lot of political power. It is one thing to run afoul of a few were-rats in a sewer... it is another to have the entire city guard be commanded to apprehend you!



FIVE CULT LAIR LOCATIONS

1. **Dungeon:** Deep in a dungeon that the cultists have built for purposes of worship. Any monsters encountered in such a dungeon will be affiliated with the cult and probably worship the same foul deities. Any attacks on the dungeon by the characters will be met with resistance by more than just the cult...
2. **Fancy Townhouse:** Outwardly a manorly residence; inside, this lair contains a multitude of chambers of horrors, with space for worship, forbidden libraries, bloodstained altars, and dungeons stocked with virgins fearfully awaiting their turn on the altar. The leaders of these cults are often respected lords, ladies, guild captains, or churchmen. Adventuring parties taking on such a cult may end up on the (seemingly) wrong side of the law...
3. **Abandoned Church or Monastery:** Generally, such lairs begin as legitimate places of worship that slowly become perverted to the veneration of Dark gods of the Mythos. While the cults that use such lairs tend to be even smaller than usual, the deities seem to favor such locales, and parties interfering with such cults' activities run the risk of fighting more than just crazed worshippers. Roll 1d6: 1-2 – Deity sends a minor servitor, up to 4 HD, to aid the cult; 3-4 – Deity sends a servitor of up to 5-8 HD to aid the cult; 5 – Deity manifests an avatar of itself, having at least 9+ HD, to aid the cult for 1D6 rounds before returning to the Abyss; 6 – Deity manifests in its full, awful glory, with at least 15+ HD, to teach the offending party the folly of opposing its faithful, and it will remain for 2d6 rounds or until the party is defeated, slain, or driven insane.
4. **Deep in the Swamp:** Preferred by the most degraded and debased worshippers, these open-air lairs are both the most remote but also easiest to invade.

Besides cultists, such lairs are often guarded by all sorts of natural hazards (alligators, swamp bears, pits of quicksand, and pools of water so befouled as to be poisonous to drink) as well as resident servitors of the shrine's patron deity.

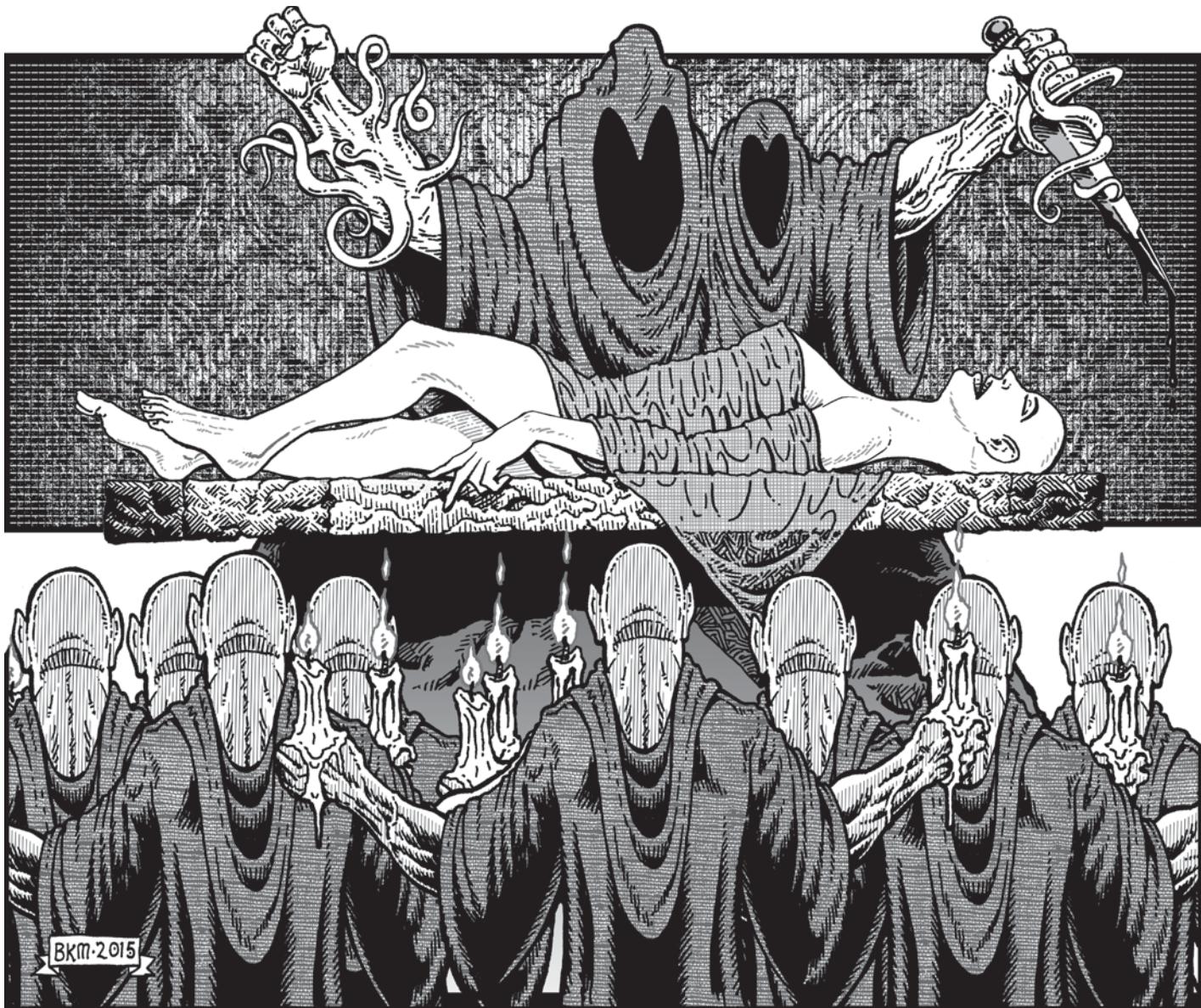
Drums made of human skin, flutes made from the bones of former sacrifices, and crude instruments of torture are all hallmarks of such lairs. The horrifying idol found on the altar is the least gruesome artifact the characters may find...

5. **Catacombs:** A classic for city-based adventures, these lairs often go hand-in-gore-stained-hand with the respected Fancy Townhouse. Such lairs often have tunnels connecting them to the sea, abattoirs full of the rotting and rat-gnawed remains of former sacrifices and interlopers (like the adventures...), and huge caverns devoted to worship. Dungeon cells in such lairs often imprison the twisted results of experiments by the cult leaders—results too horrifying to let live, but possessed of a maniacal desire to kill anyone not belonging to the cult.

SIX GRISLY DECORATIONS FOR A TEMPLE

1. The temple walls are deeply carved with niches holding the severed heads of past sacrifices to the deity. Their eyes follow the movements of everyone in the temple. Some sing, praising in alien voices the eldritch horror that cost them their lives.
2. Strangely-decorated cylindrical metal containers on curiously-wrought pedestals dot the room. If opened, their contents prove to be fresh human brains, somehow still alive. If hooked up to the strange machine on the far end of the room behind the altar, the brains communicate to the party. Some will relate tales of strange worlds and times, some will simply babble incoherently, driven insane by their time in the containers, and some will beg to be destroyed.
3. Rats scurry around the floor of the temple in disgusting numbers, some even trying to nip at the feet of the adventurers. If examined, they are found to all be mutated in a variety of unpleasant fashions. Some have extra legs, while some have legs that bifurcate at the joints. Others have two heads, while the heads of some have no features except for mouths. And a few have features that disturbingly resemble those of the adventurers...
4. The temple walls are decorated with the flayed skins of past victims or cult members. If the adventurers try to defile the temple, the skins come to life, pull themselves free of their hooks, and seek to attack the group, slithering across the floor like macabrely-alive rugs and carpets.
5. With every step the adventurers take inside the temple, the floor moans in pain, with the cries of anguish growing louder the closer they get to the altar.
6. The outer walls of the sanctuary are lined with planters. However, these pots are filled with flowers unknown to any sane mind. Some twist in their pots, trying to get at the adventurers, some exude a stench like that of a freshly-disinterred cadaver, while others make noises no plant—or animal—should ever be able to give voice to.





Even as disturbing as the temples themselves tend to be, often their accoutrements pale in comparison to the members of the cults themselves. Exposure to the corruptive power of the Mythos often leaves its marks on the bodies as well as minds of their worshipers.

SEVEN warped worshipers

1. All members of the cult have skin diseases that leave them disfigured in unpleasant though not sanity-blasting ways.
2. Every square inch of each cultist's body is covered with obscene tattoos that move independently across their owner's flesh.
3. As part of their initiation to the cult, each member allows the flesh to be stripped off his or her face. They wear featureless masks to hide their disfigurement when out in public, but in private expose their horrifying visages for the approval of their god.
4. As a sign of his devotion to his deity, each member has destroyed their eyes and ears. In return, the deity has granted them the ability to echo-locate like a bat, by shrieking.
5. Members of the cult are all covered with a bioluminescent fungus. While it makes them easier to hit in low-light environments (+2 attack roll bonus), the spores given off by the fungus have hallucinogenic properties. The hallucinations vary in intensity according to proximity, number of cultists present, and the Judge's whims.
6. Cultists have extra limbs grafted onto their bodies. Grotesquely, these extra limbs are alive and functional. The type of limb grafted is relevant to the deity worshipped. Followers of Great Cthulhu often have **Tentacles**, while depraved devotees of Shub-Niggurath favor goat legs, and the insane worshipers of Tsathoggua graft the entire bodies of frogs to their flesh.
7. These cultists not only have extra limbs grafted onto their bodies, but those limbs are functional enough to use in combat. Servants of Yig may have venomous snakes grafted to their arms, while those of Atlach-Nacha might sport oversized spider legs ending in cruel hooks (1d4 damage each), and worshipers of the foul being known as Gol-Goroth have gigantic bat wings that allow them to fly.

What self-respecting cult of mutated and mutilated madmen would be complete without an equally revolting leader? All groups will have one or more leaders, but cults devoted to the Elder Gods stand out from the pack by the sheer grotesquery of the depraved depths of devotion to their blasphemous gods.

SIX SINISTER CULT LEADERS

1. A twisted mockery of a human, this cult leader is hopelessly insane from his contacts with his deity. This insanity may manifest as acts of self-mutilation (scars, amputations, eyes plucked out, etc.) or as a stunning charisma (Personality score of $1d4 + 14$). Or as both...
2. The cult is led by a human possessed permanently by a Servitor of the deity. Outward signs of the possession are variable, but generally dependent on the nature of the deity. A cult leader for Great Cthulhu might have vestigial wings and a beard that moves ceaselessly even when he is not speaking, while the body of a cult leader for Cthuaga might smolder and occasionally let off small gouts of fire when she speaks. Any of the leader's attempts to contact their deity are at +5 on the roll.
3. The cult leader is a small child, innocent looking, but hopelessly corrupted and indoctrinated since the womb.
4. The cult leader's body is only one-half here. As a sign of his devotion to his god, he cast a ritual long ago that transported one half of his body vertically to the hellish dimension his deity calls home. While it makes the cult leader a physical invalid, it grants him much power and a form of immortality (he can only be killed if both halves of his body are reduced to 0 HP). Any of his attempts to contact his deity are at +10 on the roll.
5. The new leader of the cult has engaged in ritual cannibalism when the old leader passed on. This horrifyingly manifests in the new leader growing extra heads and faces of all his predecessors, which whisper advise him on cult business. Because of this ability to get advice at any time, he has access to $1d8$ more spells than would normally be allowed for his CL.
6. To demonstrate the depths of his love for the shapeless nightmares he worships, the cult leader had numerous magical surgeries performed to his body, systematically removing every bone. He can now only move slowly, like a slug, and must communicate telepathically with his congregation. As a sign of his deity's favor, any of his attempts to contact his deity are at +10 on the roll.

Killing a cult leader will often cause the group to disintegrate, much like slaying a Hydra's central head will kill all of its heads. But adventurers who accomplish such a task should not congratulate themselves overmuch. For the faceless and nameless deities of the Mythos are eternal, patient, and know, in their alien minds, that there will always be more willing to offer up their minds and souls to them...





IS FOR XENOPHOBIA

At the heart of fear lies ignorance. We instinctively recoil from that which we do not—or cannot—understand. An open mind and a thirst for learning are therefore a balm against terror, but how do you combat fear when it is beyond your human ken? That is the terror of xenophobia, the fear of the alien.

The Mythos itself is an accumulation of many alien terrors, but nothing evokes more horror than when those otherworldly and ineffable forces manifest alongside, or even inside, the human form.

A brief glimpse of something wholly wrong about a stranger passing by, the alien texture of a curious stone pried from a forgotten barrow, or the horrible rites practiced in a tongue unspeakable by human mouths. These are the daggers of xenophobia that stab at the adventurer's heart.

Manifestations of the Alien

The alien doesn't always need be a squamous thing from beyond the stars or a cyclopean manifestation of non-Euclidean shapes and forms. It is far more sinister when it takes a more subtle appearance, something easily overlooked until one finds themselves alone and trapped with the otherworldly. Here are some suggestions for making the mundane alien.

D12 Roll

A DOZEN XENOPHOBIC INCIDENTS

- 1 As the character holds a conversation with a newly introduced stranger, she thinks she sees a second iris suddenly appear in the corner of the speaker's right eye. The iris disappears almost instantly, as if it rolled back into the head. Did she actually witness it or was it a hallucination brought on by weariness?
- 2 The handshake of a merchant is firm and smooth, yet slick with expensive moisturizers and exotic creams. The transaction with him goes pleasantly, despite his lack of blinking. As he fills out a bill of sale, a beetle briefly emerges from the hem of his sleeve, its antennae twitching, before vanishing back into the garment. It is then that the party notices the iridescent sheen, like that of an insect's carapace, which shines from the merchant's hard flesh.
- 3 A visit to an artist's studio reveals a new work in progress, an idyllic painting of an ordinary scene. Mixed onto the artist's palette is a color that the observer cannot describe. It has no known correlation on the color wheel and, if the visitor possesses vision beyond the human spectrum, may exhibit strange radiances in that sensory range. If questioned, the artist claims to be unable to see the color on the palette. But is this true or merely an attempt to gaslight the character?
- 4 A pool of spilled blood at the scene of a battle has an oily sheen like rancid meat. Did the blood come from a slain foe... or a wounded comrade?
- 5 The inn's watchdog howled terribly in the night, a wail that eventually decreased into whimpers, then silence. In the morning, the dog is found dead with its tongue chewed out, seemingly by its own teeth. Did this event have anything to do with the late-night arrival of the inn's new guest?
- 6 The old seaman's clothes appear to bulge strangely as he moves about the wharf, as if an unseen appendage slithers with weird motion under his tunic. Is that just the sea breeze ruffling his clothes or is there truth to the weird rumors of what happened on his first voyage long ago?



A DOZEN XENOPHOBIC INCIDENTS CONTINUED

- 7 A note or journal found among the possessions of a friend, stranger, or other individual is scrawled in a pale, luminous ink and written in symbols that seem to shift before one's eyes. Whispering voices speaking in incomprehensible tongues mutter in the minds of those gazing upon the missive. Then, abruptly, the writing becomes ordinary and pertains to mundane matters. What is really going on here?
- 8 The character tarries in a corridor in the potentate's palace or the king's castle when he observes a servant bringing the ruler's meal to his private quarters. The servant stumbles, dropping a covered dish to the floor. When the lid rolls free, the character glimpses an unwholesome foodstuff—living rodents, masses of writhing worms, delicate fingers of a child, etc.—within the dish. The servant hurriedly cleans up the mess but seems unnaturally blasé about the foodstuff.
- 9 A glimpse inside a dear friend's wardrobe reveals the sight of his or her normal clothing, neatly arrayed and cleaned. However, mostly obscured by the hanging garments, is another article: a man-sized suit fashioned from human skin. Is this dear friend a fiendish murderer with a taste for the macabre or is the garment a disguise he or she wears to conceal their true shape?
- 10 A meeting with a new ally runs late into the evening. As others retire, one PC and the ally trade jests and stories. When the ally throws his/her back in open-mouthed laughter, the character glimpses a second row of teeth inside their companion's mouth. The ally suddenly ceases laughing and the PC now realizes he is all alone with this person...
- 11 While working a job guarding a caravan, the PCs notice a partially open or broken crate among the cargo. Inside is a cluster of glistening eggs entrapped in a translucent jelly. Hellish shapes dart within the eggs. Is the crate being transported unwittingly by the caravan or is its owner among the travelers, keeping watch over his/her unholy spawn?
- 12 The PCs observe a new resident moving in across from their base of operations. She appears ordinary and demonstrates no unusual characteristics. However, one of the characters notices one dark evening by the gleam of a lamp across the street that their new neighbor spends the night standing upright and unmoving, her mouth wide open and eyes rolled back into her head, in the center of her bedchamber.





IS FOR YELLOW SIGN

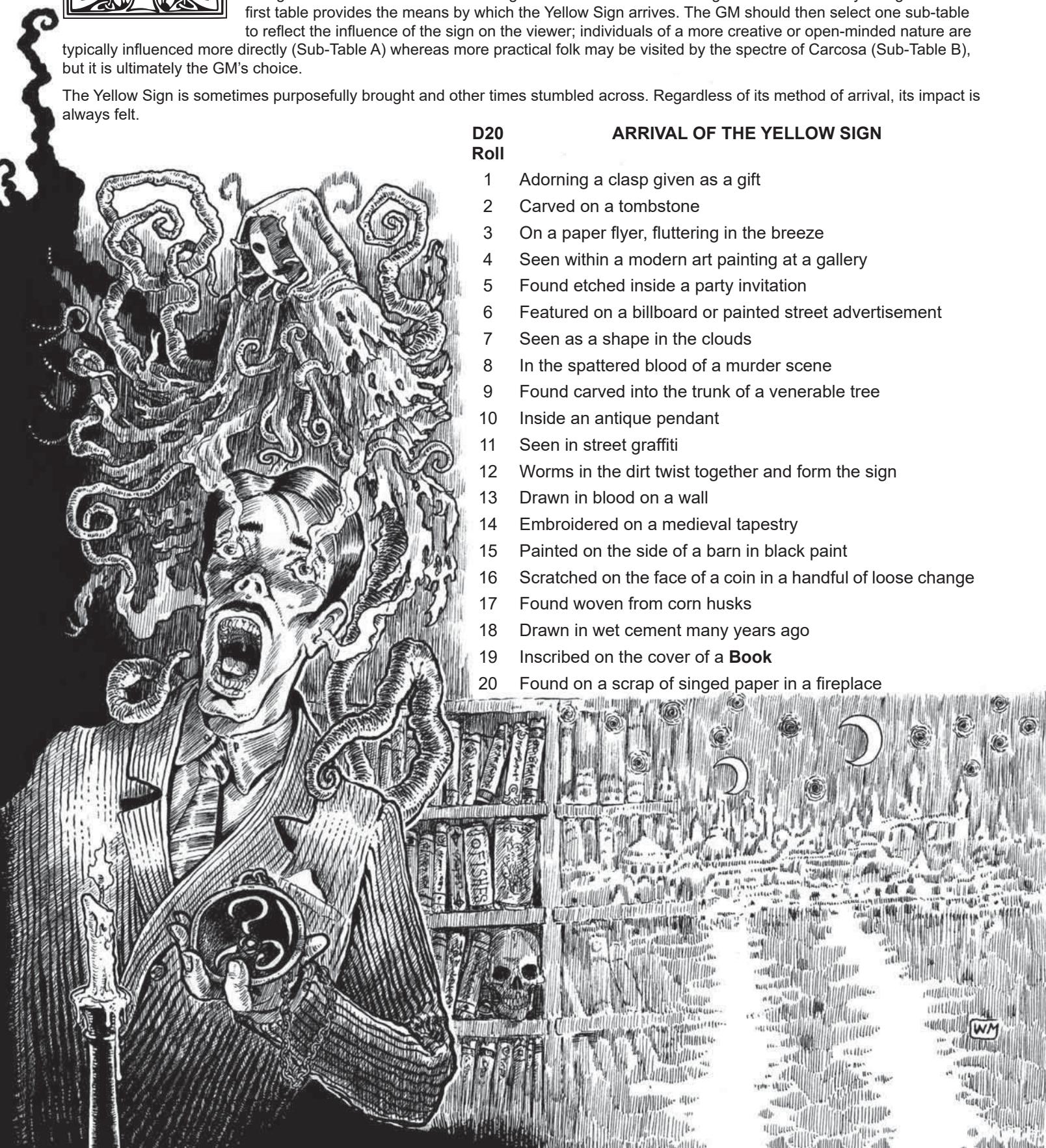
The Yellow Sign is a gateway. It is the vector through which **Hastur** and the King in Yellow ensnare individuals and pull them into the grasp of Carcosa, the dream city. Before the Phantom of Truth renders judgement or the King in Yellow appears, the Yellow Sign passes among the weak and the unwary. Much like the literary work *The King in Yellow*, the Yellow Sign is sometimes passed as a knowing gift from those it touches, but other times it travels on its own.

The game master can use the following tables to create their own sign details for their Mythos game. The first table provides the means by which the Yellow Sign arrives. The GM should then select one sub-table to reflect the influence of the sign on the viewer; individuals of a more creative or open-minded nature are

typically influenced more directly (Sub-Table A) whereas more practical folk may be visited by the spectre of Carcosa (Sub-Table B), but it is ultimately the GM's choice.

The Yellow Sign is sometimes purposefully brought and other times stumbled across. Regardless of its method of arrival, its impact is always felt.

D20 Roll	ARRIVAL OF THE YELLOW SIGN
1	Adorning a clasp given as a gift
2	Carved on a tombstone
3	On a paper flyer, fluttering in the breeze
4	Seen within a modern art painting at a gallery
5	Found etched inside a party invitation
6	Featured on a billboard or painted street advertisement
7	Seen as a shape in the clouds
8	In the spattered blood of a murder scene
9	Found carved into the trunk of a venerable tree
10	Inside an antique pendant
11	Seen in street graffiti
12	Worms in the dirt twist together and form the sign
13	Drawn in blood on a wall
14	Embroidered on a medieval tapestry
15	Painted on the side of a barn in black paint
16	Scratched on the face of a coin in a handful of loose change
17	Found woven from corn husks
18	Drawn in wet cement many years ago
19	Inscribed on the cover of a Book
20	Found on a scrap of singed paper in a fireplace



The Yellow Sign bears the footsteps of the King in Yellow. It is a window to other realities and darker places that exist in dreams and beyond the known stars. It shines a small light toward Hastur's realm.

Sub-Table A: Invasion of the Yellow Sign

D10	Result
1	Cousin of the King: The individual begins having visions of an exquisite crown of beaten gold adorned with jewels. They come to think of the crown in odd moments, and feel a growing desire for the moment when, after the grand arrival of the King in Yellow, they may officially take possession of the crown and place the regal object upon their head for all to see. In time, the crown becomes real and may be touched and worn briefly, though it is not yet the proper time. The individual will be extremely secretive about the nature and location of the crown, but if hard pressed by close associates they will reveal it—a crown shoddily constructed of scrap brass and iron nails.
2	The Queen: A new or former lover visits the individual and gives them a piece of jewelry fashioned of black onyx. Etched on the item is a curious gold symbol that almost appears to twist or writhe when glimpsed out of the corner of the eye—the Yellow Sign. The bestower of the clasp encourages the recipient to immediately wear or carry the item. If discarded or even destroyed, the item returns the next day, to be found amid the new owner's belongings. The sign burns into the investigator's consciousness, infecting their dreams and, eventually, their waking moments.
3	The Bishop: When passing a churchyard, the viewer notices a pale man in dark garb. The figure's bloated face is but glimpsed—wan, tumid, grub-like—before it moves on. Some days later while traveling the individual notices a hearse; the driver within beckons silently. The face of the driver is the same as the figure glimpsed in the churchyard. As days pass, the hearse is seen repeatedly, and the view's dreams become filled with claustrophobic terror and the feeling of being inside a tight box.
4	The Knight: A white horse gallops toward the viewer. The beast is clad in gilded barding and from its sides hang tattered strips of cloth adorned with the Yellow Sign. Atop the horse is a rider garbed in yellow robes who wears an oval, doll-like mask with slits for eyes and mouth.
5	The Rook: The viewer finds themselves walking through a moonlit cornfield. Spread about the field are numerous scarecrows, man-like figures hanging from wooden frames. A moment's focus reveals still more of the figures—hundreds perhaps—stretching off into the distance. They evoke a nameless terror, and the individual feels as if the figures are watching them. Drowsiness comes, and a creeping stiffness manifests in their limbs. Sometime later the individual feels consciousness return, but they are now oddly immobile; their feet hang several feet above the ground and beneath their back rubs a wooden frame. In the distance, a lone figure is seen entering the field.



D10	Result
6	<p>The Pawn: The individual suffers an evening of night terrors and twisted dreams that are only dimly remembered in the morning, except that they involved a city by a lake. Written on papers near the bed are passages in the person's own handwriting, which say the following:</p> <p>Camilla: <i>And who is that gentleman dressed in grey?</i> Cassilda: <i>I know not; I did not invite him. He approaches.</i> Stranger: <i>(Moving to Camilla and Cassilda) You all invited me, though you have forgotten.</i> Cassilda: <i>Shall we share a dance, good sir?</i> Stranger: <i>Indeed, the dance has already begun.</i></p> <p>These passages were apparently written in the night, while the individual was still asleep.</p>
7	<p>The Pallid Mask: The recipient is haunted by dark unsettling dreams. The dreams vary, but at their center is an individual that wears varying but typical clothes, but the person's face is hidden by a mask of nothingness. The mysterious figure's burning eyes shine from behind a mask, but no details of the mask can be seen—not darkness, but a sheer nothingness that can hardly be described in the light of day. Always the figure is walking steadily toward the recipient with calm purpose.</p>
8	<p>The Invited: The individual develops a growing obsession with entering names into a ledger, which is locked or kept secret when not in use. This growing list of names is mostly strangers but also some known associates—all those that have been exposed to the Yellow Sign. Every morning when the individual awakes, they are aware of new names to add to the ponderous list.</p>
9	<p>The Scholar: As the affected individual reads any material—be it bound book, electronic type, billboards, anything—they notice a subtle change. Random words appear to have been replaced with words that relate to an otherworldly city or the King in Yellow play. At first, this change is observed but Demhe, but as time goes on, the individual notices that more and Yhtill words they see Hali been changed to Phantom else, as if a hidden puppeteer were Naotalba them.</p>
10	<p>The Audience: When the recipient is in a crowded location, they begin noticing something odd. Random strangers seem to look at them knowingly, sometimes gesturing and speaking with other individuals. If studied over-long, the features of these strangers blur for a moment, revealing pale, featureless ovals where their face should be before reverting back to normal. These odd individuals soon melt away into the crowd and fade from sight.</p>



The ancient, decadent city of Carcosa lies on the shores of the Lake Hali, illuminated by twin suns above that shine dully in a sky of blazing black stars. To some, it is a ruin. To others, a city of grand activity and dire purpose. Its location is debated, but it visits from *elsewhere*.

D10	Result
1	The Walk: When walking streets after dark, the individual suddenly finds themselves walking on narrow cobblestone streets that wind endlessly between tall buildings of stone. Any doors encountered are locked and windows opaque, but everywhere there is the feeling of being watched. Shadows flutter around, stretching and merging, and overhead the stars and dark sky itself appear to stare down, disapproving and inescapable.
2	The Lake: A nearby body of water transforms into a vast lake, illuminated from fading twin suns (this happens regardless of the time of day this vision comes). The dim waters of the lake stir and then change to rising mist, obscuring the area. Deep within the mist odd humanoid shapes form and slowly, awkwardly, begin lurching from the water and toward the viewer.
3	The Palace: The viewer finds themselves at the shores of a fog-covered lake—and they somehow know its name: The Lake of Hali. In the distance lies a shining palace, aglow with flickering sconces. From the palace can be heard revelry and debauchery, the full sound of a raucous gathering in full swing. Harpsichord music drones over tinkling glasses and laughter. Through the large windows, dim figures can be seen dancing. Yet beneath the sound of merriment can be heard low cries of anguish and despair.
4	The Phantom: A person dressed in the fashion of a Victorian nobleman clad in all grey fabric approaches the viewer. Their face is hooded and bowed. As they approach, the mysterious man speaks to the viewer in a low whisper, "Judgement has been made. Awake to the ecstasy of the devouring. Come serve the newly arrived king." The figure throws back their cowl and the viewer sees their own face emerge from beneath it.
5	The Inverted Torch: If near a graveyard, the individual notices a long procession of mourners, dressed in Victorian-era clothes. The mourners walk, heads bowed, some openly weeping. They approach and engulf the viewer, surrounding them, but none seem to pay the individual any attention. Then, as it seems they will move on, one of the last figures turns directly to the viewer and somberly says, "We grieve for you."
6	The Red Dawn: While in a downtown area at night, the viewer has a vision of a looming city in the sky, perched above their current locale, predatory and enormous. Blue starlight streams down, brilliant and blinding, and suddenly the ancient phantom city is closer still, merging into and fading through the current location. Small details around the viewer sporadically change—doorknobs are replaced with old-fashioned door-knockers, electric lampposts are replaced by tall gas lamps, and the like.
7	The Dumbshow: While in an area filled with people—a town square, a public park, a city, or similar place—the viewer becomes aware of pale-faced, grey figures moving here and there among the crowd. These figures move silently and with an odd cadence, following the viewer and gesturing. They point at the viewer, hide their eyes behind an arm, feign terror, and beckon. The other people in the area seem completely unaware of these unsettling figures in their midst.
8	The Masque: While walking or exercising, the viewer's surroundings blur and they find themselves in a vast room with polished floors of black marble, illuminated by numerous sconces. Around them dance and whirl couples dressed in finery—the men in suits with flowing tails and the women in pink or white gowns. The revelers dance merrily, but no music can be heard. Suddenly their features begin to run, like melting wax, clothes giving way to skin and then to bone and open-mouthed skulls; they continue to dance, circling closer, before the room as a whole blurs and reality returns.
9	Reflections: When the affected individual approaches a large body of water, such as a lake or pond or even a fountain, they glimpse an odd reflection in the water. The image of a grand palace with numerous windows glowing amber can be seen, yet the source of the reflection in the "real world" is impossible to locate. After a moment, the reflection fades and the water bubbles and roils.
10	Music to Dance by: The individual is listening to music, when suddenly the tempo alters and the music itself changes, slowly warping to Victorian ballroom music played by a string band with accompanying flutes and wind instruments. The music plays merrily on regardless of what the individual sees or the source of the "real" music. After the song ends, the unseen band begins playing a somber funeral dirge.





IS FOR YOG-SOTHOTH

"Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate." Such is the chant that glorifies the Lurker at the Threshold. Yog-Sothoth is one of the Outer Gods, a powerful entity who exists everywhere in space and time, yet forever locked outside of the universe. This cosmic exclusion has its benefits, however, for Yog-Sothoth gleans immense knowledge for its place outside the cosmos, able to observe its expanse as no other entity can.

In its omniscience, Yog-Sothoth has acquired great knowledge and power. Mortal practitioners of dark arts often call upon the Outer God in their incantations or to preserve themselves against the harrowing of other Mythos entities. Unlike many of its kin, Yog-Sothoth appears to grant this aid and power when it desires, although pleasing the Lurker at the Threshold is seldom easy or desirable in the long-term.

Yog-Sothoth has many guises: the Lurker at the Threshold, Umr al-Tawil, the Eater of Souls, and the Beyond One. Its most common manifestation is as a "congeries of iridescent globes...of...malign suggestiveness." However, few glimpse Yog-Sothoth in this form unless they venture outside of the universe.

Unlike its brethren—such as the Great Cthulhu, who it is said that Yog-Sothoth is a progenitor of—the Eater of Souls isn't always antagonistic towards mortal races and it is said that some have encountered the Lurker at the Threshold at the Gate have treated with it in harmony. Nevertheless, those who would enjoin Yog-Sothoth for aid are advised to do so with trepidation.

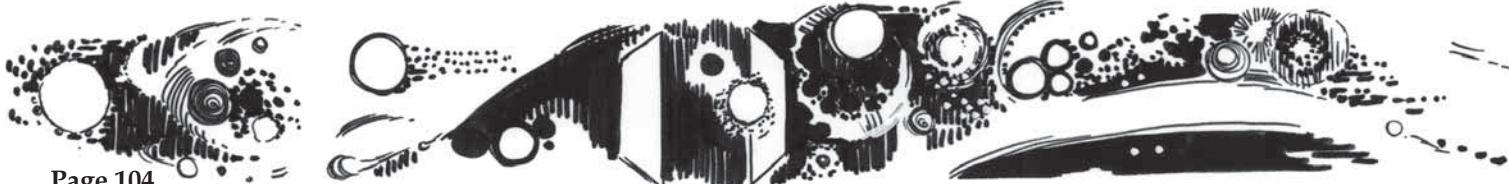
Serving Yog-Sothoth



Yog-Sothoth ignores the constraints of time and space, making it a powerful ally to those willing to serve it. Wizards, witches, and sorcerers are especially prone to bending the knee to the Lurker at the Threshold, for with service comes mystical knowledge. However, the whims and desires of Yog-Sothoth are impossible for mortal minds to command, and it is said that Yog-Sothoth eventually calls back all who serve it, destroying them body and soul in the process.

But some are either shortsighted or greedy enough to ignore that ultimate fate and perform tasks for the Eater of Souls willingly in exchange for magical powers. The following are only a sample of what serving Yog-Sothoth might grant a mortal agent.

1	The power to burst through barriers of any type, including doors, walls, magical circles, force walls, etc. The servant of Yog-Sothoth can either expend magical power to sunder these barriers or gains a bonus when attempting to break through barriers at the game master's discretion.
2	The knowledge to conjure up supernatural extradimensional entities that might normally be beyond the ability of the conjurer. The servant can cast a summoning spell of higher power once per week or summon the next most powerful entity present in a list of summoning possibilities if applicable.
3	The ability to embark on supernatural journeys to other worlds. These destinations might be alien worlds, alternate realities, distant planes of existence, the dreamlands, or other realms. This power might come from a spell not normally available to the servant or be achieved by expending physical well-being in the form of stat loss or experience drain.
4	Invisibility to all forms of sight, including magical scrying. The servant might be taught an invisibility spell or simply be able to become invisible under certain conditions or by expending physical or mental energy. Some rare powders or ointments may be able to counteract this invisibility at the GM's discretion.
5	The ability to break down the barriers between life and death, granting the magic-worker the power to raise the dead or to animate more powerful undead than would normally be possible. The servant gains a spell to animate the dead or can raise undead of a higher HD or CR than normally allowed by a magical spell if he/she already has the power to animate corpses.
6	Access to forgotten lore and ancient wisdom. This power manifests as an increase to knowledge-based skill ratings, an increased die size when making skill or ability checks related to learning, or always having advantage on certain ability/skill checks.
7	The learning of forgotten or forbidden magics. Yog-Sothoth teaches the servant a spell unknown by the larger magical community. This could be a special spell(s) created by the GM or an unusual one chosen from a game supplement the GM and/or player enjoys. The weirder the spell, the better!



Perils of Servitude

There is always a price to pay for power, and when that power comes from an Outer God, the price is rarely cheap. That which Yog-Sothoth gives is its to take away, usually when it serves the Eater of Souls' best interest. It might recall the granted power when the servant proves unfit to wield it. Or, even more terrifying, when the servant succeeds in using its power to Yog-Sothoth's great benefit.

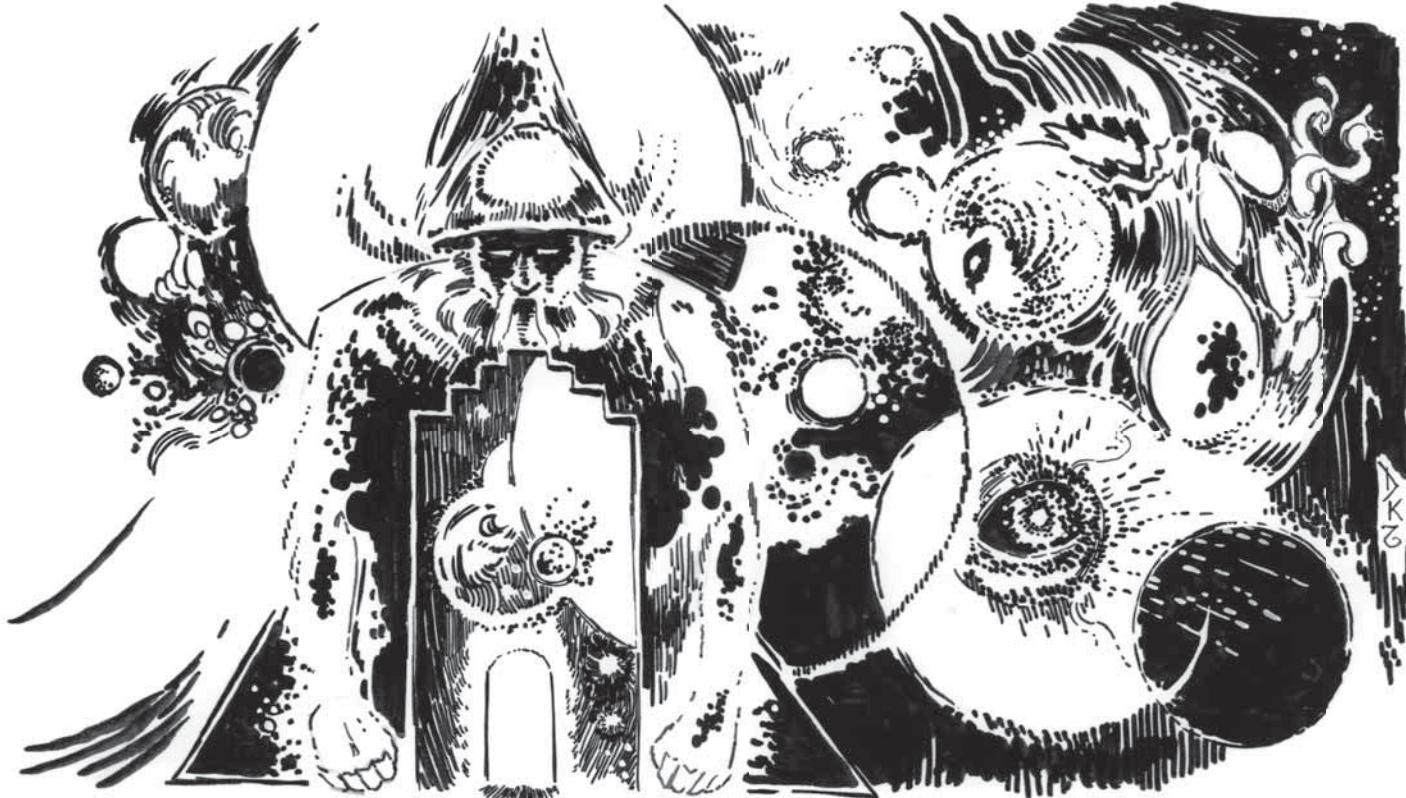
The GM can determine when Yog-Sothoth calls back its power in one of two ways. The first is random. Each time the servant fails an important skill or ability check, an attack roll, a magic-use roll, etc. there is a cumulative 1% chance that Yog-Sothoth deems the servant unfit. The GM should make the percentile roll immediately after the servant fails, using the most current percentile chance. If the roll is equal to or less than the chance of drawing Yog-Sothoth's ire, the Outer God arrives 1d8 rounds after the failed action and draws back its power and/or knowledge from the servant. This siphoning is almost always fatal to the servant, leaving a desiccated corpse or a mound of dust behind. The servant might survive if he/she makes a resistance check or saving throw, but the difficulty of that roll should be very, very high. Alternately, the servant might be saved if his or her allies manage to drive off the Eater of Souls before the granted power is completely drained, but that odds of that happening are even slimmer than the servant surviving Yog-Sothoth's reclamation of its power!

The second method to track if and when Yog-Sothoth grows tired of its servant is to set a fixed number of times the Outer God will tolerate failure. This number should be predicated on the level of power granted to the servant. One gifted with higher learning might be able to fail 40 or more times before Yog-Sothoth comes calling. One with new magical power of great magnitude may discover that failing three times when using that power is sufficient to anger the Lurker at the Threshold.

This second method works best if the player knows (perhaps roughly) how many times the character can fail before he or she displeases Yog-Sothoth. Perhaps Umr al-Tawil makes it known when the compact between god and mortal is first struck or a footnote describing such matters is found in the text containing the rite to contact Yog-Sothoth. This way, the pressure of failure rests heavily on the player for he or she knows a reckoning is coming closer each time an important roll fails.

Alternately, instead of failing, succeeding might draw the day of reckoning. Yog-Sothoth, omniscient and all-seeing, can perceive time as no mortal can and its schemes are planned accordingly. Even a seemingly minor success to human comprehension—the slaying of an evil bandit, for example—might have ramifications to Yog-Sothoth's ineffable goals. Perhaps the death of that bandit prevents the birth of a child who would one day thwart the Eater of Souls' schemes? Once Yog-Sothoth's servant has served its purpose, there's no need for the agent to retain the Outer God's granted power.

In this method, instead of each failure being noted by the Outer God, it's each success. The GM uses the means described above, but tracks each time the character succeeds and determines Yog-Sothoth's manifestation to reclaim its power accordingly. The GM might even decide that a single, spectacular success—defeating the Dragon God at the climax of the campaign, for instance—is sufficient to call Yog-Sothoth. The party ends one threat to suddenly be faced with another, and this time it's one of their own in dire peril!



EIGHT ENCOUNTERS WITH YOG-SOTHOTH

D8 Roll	The Machinations of the Eater of Souls involve...
1	A cult or other sinister organization seeks to revive their long-dead founder as part of an evil crusade. They call upon the power of Yog-Sothoth to pull the founder's soul forward in time, but the Lurker on the Threshold has other plans. What comes through looks like the group's founder, but is actually an avatar of Yog-Sothoth in the shape of the resurrected creature. The revived "founder" has new directions for his willing servants, a goal with world-shattering implications if it succeeds.
2	The party encounters a remote village led by an ancient patriarch. The families in the village are all interrelated and bear unusual, even unearthly, deformities and facial tics. This is not the result of inbreeding, but the legacy of the patriarch's compact with Yog-Sothoth. Long ago, his offspring were mated with the Outer God and their progeny bear this taint. But the village needs new blood, both to stave off the worst of this taint and for forbidden rites practiced on the local hilltops. The party will do just fine...
3	A gambler with little occult knowledge hears tales of Yog-Sothoth's omniscience and decides to try to appease Umr al-Tawil in order to learn the future so he might benefit at the gaming tables. The desperate wager-maker engages in a number of human sacrifices and ritual murders designed to win Yog-Sothoth's approval. One more learned in the mystical might believe such knowledge is beneath Yog-Sothoth's inclination to reward, but what if they're wrong and the gambler calls down that which he cannot send back?
4	Horrible dreams plague an ally of the party or one of the PCs themselves. These nightly visions seem to draw them towards a desolate location where a wind-worn dolmen of stone stands in solitude. Power, old and quiet, resonates from the stone and an almost irresistible urge strikes those who see it to call upon that power. Those who do find they've turned a key in a sealed Gate that allows a portion of Yog-Sothoth's power to infiltrate into the material world. The consequences of this opening will rock the campaign world.
5	One of the party's spellcasters discovers a hoary old tome containing an invocation to Yog-Sothoth. If performed and contact is made with the Lurker at the Threshold, the spellcaster can increase his power immensely. However, the rite to call down Yog-Sothoth is grim and morally reprehensible. Does the character succumb to the lure of power? A clever GM will tempt the player by presenting situations that could be overcome easily if only the character's magical power was a bit stronger.
6	Strange lights are visible in the sky just outside of town on certain dark nights. Those who witness them from afar say they appear to be glowing disks in the sky that hover silently then disappear. The players might suspect they're being set up for genre-mashing involving sci-fi and UFOs, but the truth is far more horrible. Someone is summoning Yog-Sothoth and the glowing disks are its iridescent orbs!
7	A new religious sect or school of philosophy is sweeping through the city's intelligentsia, led by an erudite scholar preaching a doctrine of knowledge-seeking and higher learning. Those who submit to the scholar's secret school of wisdom achieve great understanding and learn long-lost knowledge. While seemingly innocuous, the sect pays homage to Yog-Sothoth and benefits from the Outer God's omniscience. Is the Yog-Sothoth they venerate one of its milder aspects, one generally benign to humanity, or is there more to the cult, perhaps guarding secrets that even its adherents are unaware of?
8	The stars are right! The time of the Great Old Ones' awakening is nigh and the forces of humanity and demi-humanity rally to try and stave off annihilation. It is said of Yog-Sothoth that "He knows where the Old Ones broke through of old, and where They shall break through again." Now, the PCs must wheedle this knowledge away from the Lurker at the Threshold so that the world can prepare to meet the Great Old Ones as they break through. But where do Yog-Sothoth's allegiances lies and can the Outer God be convinced to reveal what it knows?





THE CTHULHU ALPHABET



IS FOR ZOMBIES

In a cosmos where ancient and undying Great Old Ones walk among the stars, the threat of an un-dead corpse pales by comparison. The following table can be used to enhance zombies into things befitting a world that trembles at the thought of when the stars are right once again.

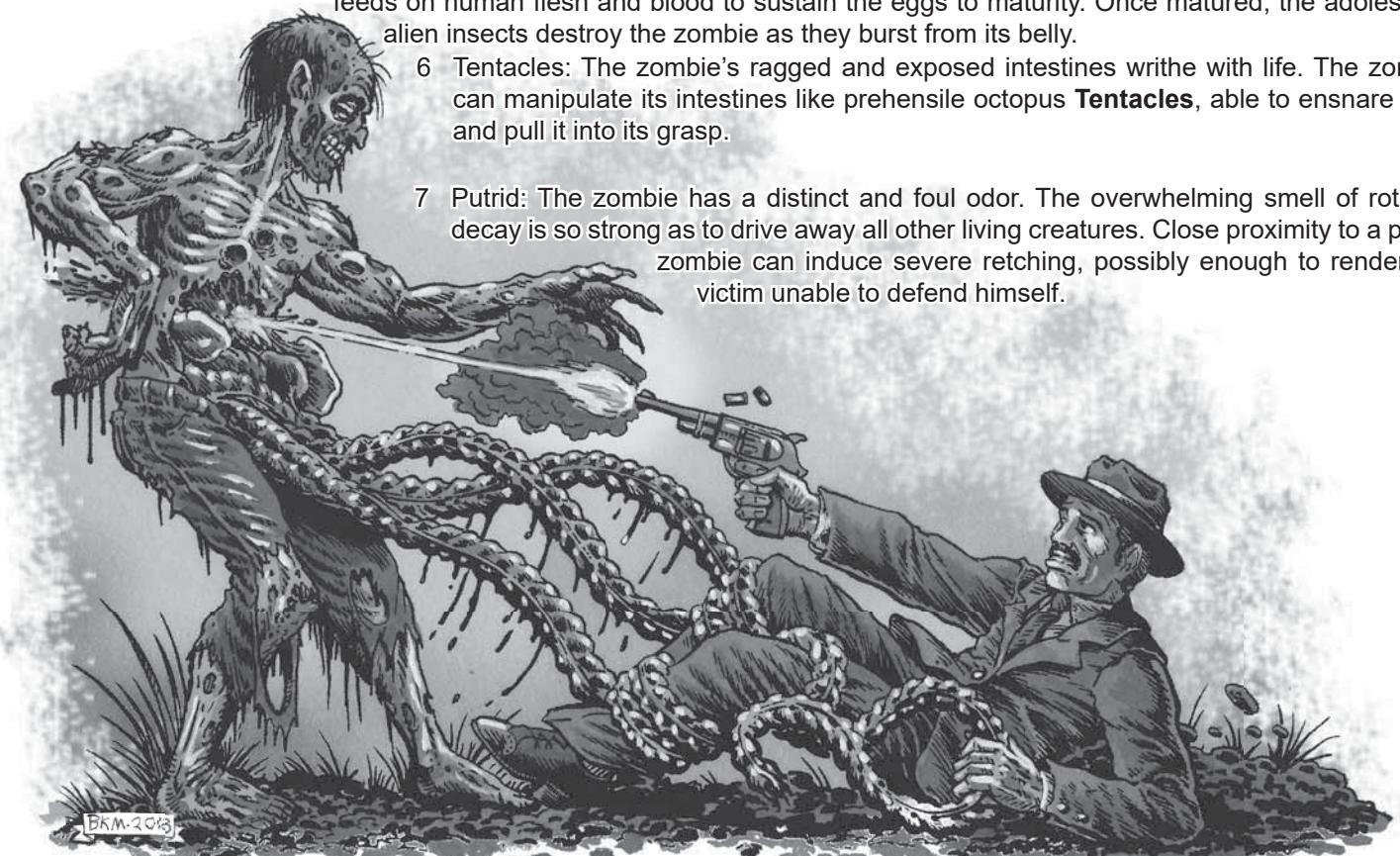
Game masters should never quantify zombies by their movement speed. Assuming a zombie still has both legs, it should move and hunt like a predatory animal. When a zombie is not enraged or focused on potential prey, it should walk or shamble. If a zombie has become alerted to potential prey, it should increase its pace into a lope. And when a zombie has positively identified nearby prey, it should increase its speed into a dead run in order to catch and kill that prey. The GM should decide the effective range of the zombie's senses, including how well it can see, smell, and hear, and what conditions would alert the zombie to nearby prey.

Not all zombies are cut from the same cloth; George Romero's zombies in the cult classic movie "Night of the Living Dead" are far different than Wes Craven's zombies in "The Serpent and the Rainbow." GMs can use the following table to add a touch of unpredictability, an unknown X-factor, to the zombies in their game. As H. P. Lovecraft once wrote, "The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown."

D14 Roll

UNPREDICTABLE UN-DEAD

- 1 Under pressure: Carbon dioxide and methane gases continue to build within the animated corpse until the rotting flesh is bloated tight by the internal pressure. Any damage inflicted on the zombie could potentially result in an explosion of infected bodily fluids.
- 2 Living limbs: Every cell of the zombie is animated. Each severed limb continues to crawl or flop in its quest to kill its prey.
- 3 Gibbering: The zombie can be heard talking to itself. The zombie is fixated on a single memory from its previous life as it continues to chatter the conversation originally spoken in that memory. The haunting non-sequitur speech from a zombie is profoundly disturbing to those that hear it.
- 4 Combustible: An abundance of methane gas leaking from the zombie has made it highly flammable. Any nearby spark or flame can ignite the zombie, and once it begins to burn, the rotted flesh of the zombie could be flung like napalm onto nearby prey.
- 5 Host: The zombified corpse is, in reality, a cocoon for a collection of alien insects. A human is transformed into a zombie when an adult alien insect injects a clutch of pupa eggs into their abdomen. The animated corpse then feeds on human flesh and blood to sustain the eggs to maturity. Once matured, the adolescent alien insects destroy the zombie as they burst from its belly.
- 6 Tentacles: The zombie's ragged and exposed intestines writhe with life. The zombie can manipulate its intestines like prehensile octopus **Tentacles**, able to ensnare prey and pull it into its grasp.
- 7 Putrid: The zombie has a distinct and foul odor. The overwhelming smell of rot and decay is so strong as to drive away all other living creatures. Close proximity to a putrid zombie can induce severe retching, possibly enough to render the victim unable to defend himself.



D14

Roll

UNPREDICTABLE UN-DEAD CONTINUED

8 Cross-species: The zombie infection is viral enough to cross-contaminate into other species—in particular, animals that feed on carrion such as birds of prey and canines. Zombified birds of prey and canines are driven by zombie instinct to attack living prey.

9 Fungus: The zombie is covered with wild mushrooms. The mushroom spores have become contaminated with the un-dead infection. Small clouds of infectious spores burst from the zombie every time it bumps into something.

10 Breath weapon: The zombie is able to vomit a stream of infected blood, bile, and rotted viscera at its prey. The intent is to confuse the victim so that it cannot defend itself from attack, but if the victim should escape the infected gore may soon convert the victim into a zombie.

11 Parasite: The zombie infection is caused by an intelligent alien parasite. The protoplasmic blob infects a human by entering any available orifice. Once inside, the parasite kills the host and is able to “operate” the host body enough to mimic human speech and mannerisms. Once the host body begins to decay, the parasite needs to seek out another host to infect. Eventually, the protoplasmic parasite is mature enough to divide itself to increase its infection rate.

12 Radioactive: The zombie infection is caused by an alien isotope that produces harmful radiation. Anyone within 10' of the zombie may begin to feel the nauseating effects of the radiation. The nausea is designed to weaken potential prey, making it easier for the zombie to attack.

13 Abomination: The zombie infection fuses corpses together into a monstrous cluster of fetid arms, legs, and soft tissues. The lumbering hulk of flailing meat tumbles forward in its quest to kill and consume.

14 Viscous: The zombie's physical make-up is all soft tissue; there is no bone structure within the monster. Physical trauma on the zombie just passes straight through without harming it. The zombie infection is spread when the creature smothers its prey, and pushes rotted tissue into their throats. Viscous zombies can only be destroyed by fire or acid.



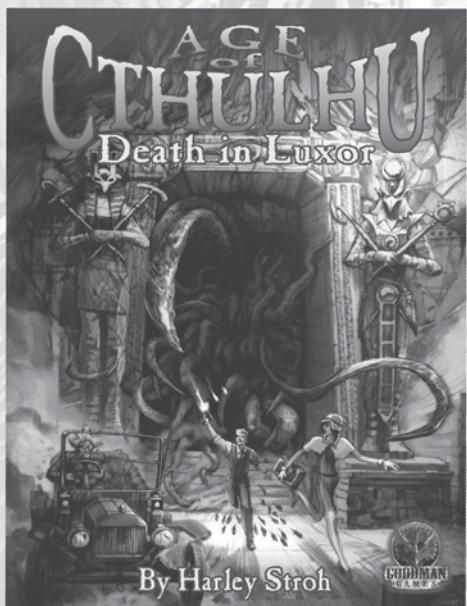
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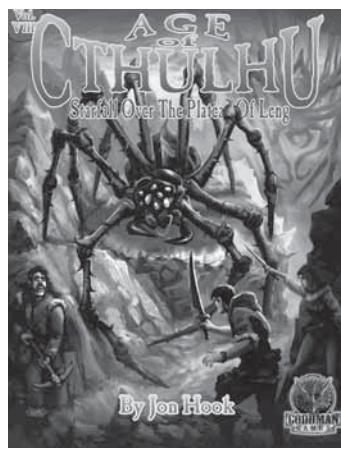
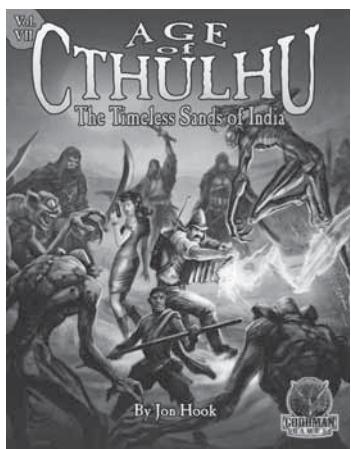
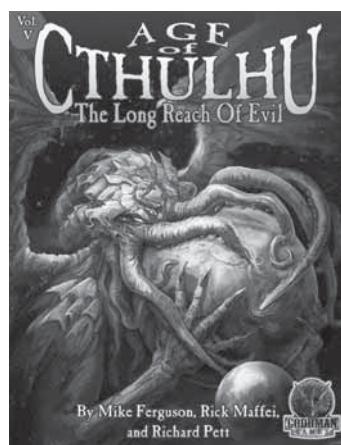
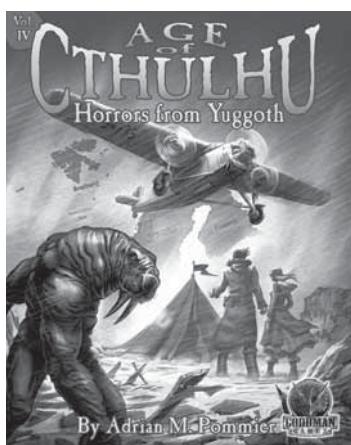
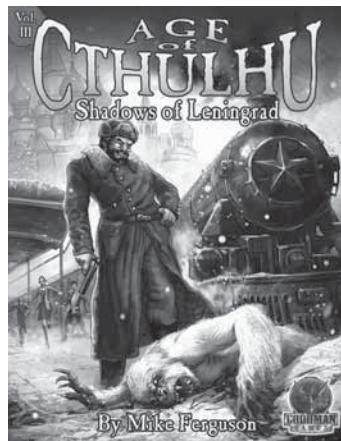
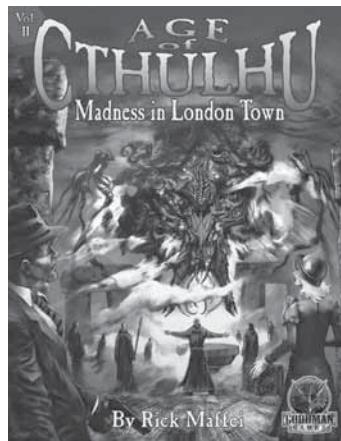


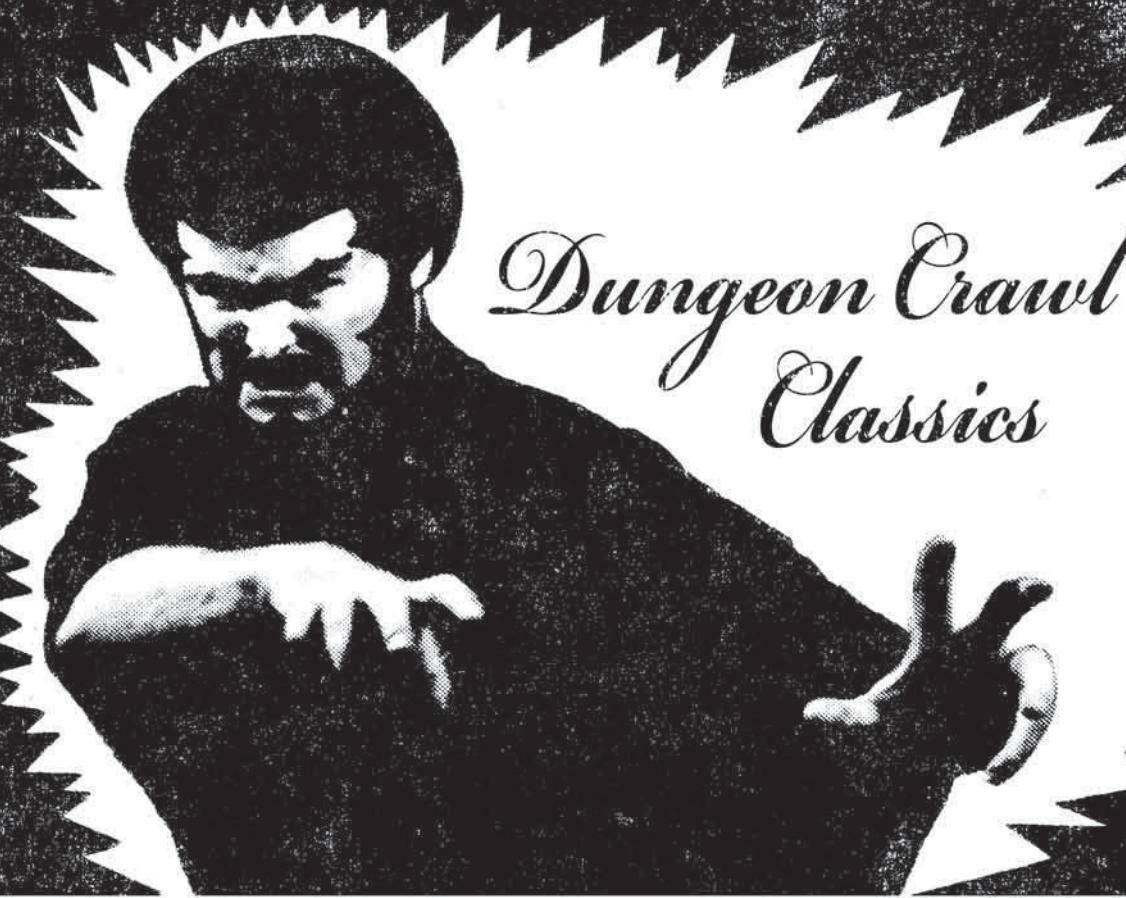
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