

Bestiary

“There you will serve gods... that neither see, nor hear, nor eat, nor smell” - Deuteronomy 4:28

Dark Ages Mythos

A relatively sparse human population and the increase in blasphemous sects and heresies favored the proliferation of Mythos creatures in the Dark Ages. Humans shared the earth with ghouls, deep ones, a handful of mi-go and pockets of serpent people. Beyond the thin veil of sanity lurked the Outer Gods Azathoth, Nyarlathotep, Shub-Niggurath and Yog-Sothoth.

Needless to say, all Mythos creatures have their place in the Dark Ages. Notable Mythos creatures in Cthulhu Dark Ages are: the Ancient Ones, Bugg-Shash, the Dark Folk, the Doels, Lilith, the Nameless Mist, the Old Ones, Tawil at'Umr, the Tomb-herd, and the Worms of the Earth.

Mythos or not Mythos?

A given Mythos entity may be known under many different names and given different descriptions, in accordance with various systems of beliefs. As it transpires, we only have our names for Mythos creatures - we do not even know the names they give themselves, or if they have names at all.

ANGELS. *“Wheels within wheels” - Ezekiel 1:15-19.*

Some early descriptions of angels are rather intriguing, like Ezekiel who saw the Cherubim as many-colored wheel-like structures, and Saint Basil who saw the Seraphim (“Burning Ones”) as vaporous fireballs. In ancient times, the concept of angels (from the Greek *angelos*, equivalent to the Hebraic *mal'akh*, meaning “messenger”) was intimately related to that of fallen gods, an idea which, in our Mythos context, reminds of even less religiously correct entities.

DAGON. *“They put his armor in the temple of their god, and fastened his head in the temple of Dagon.” - 1 Chronicles 10:10.*

Obscure deity linked with the ancient Philistine city of Ashod. Ancient coins depict Dagon as a god with a fishtail. Dagon is a well-known god among Dark Ages scholars, for his name appears many times in the Bible.

DRAGONS. *“Tiamat [Leviathan] that shapes all things made also invincible weapons: she gave birth to monstrous serpents, sharp-toothed, with unforgiving jaws.” - Akkadian verse.*

“Dragon” - from the Greek *drakon* (“large serpent”) - could be the Dark Ages name for “star-spawn of Cthulhu”. In Dark Ages symbolism, dragons are the enemies of man and terror-inspiring manifestations of the Serpent - the archetype of all evil, alias Leviathan. Dragons are said to reside in underground or underwater megalithic chambers, there to guard the secret of immortality. This representation disturbingly reminds of living-dead Cthulhu and his minions, entombed in the stone vaults of R'lyeh below the surface of the oceans.

The description of dragons confirm this match: their huge bodies are clawed and winged, some appear to be poison-blowing or exhibit numerous serpent heads (hydras), a

possible misinterpretation of the giant squid-like head of star-spawns.

Manifestations of “worms” (Dholes, Flying polyps and Hunting horrors), Shantaks, and Lloigors, may also have contributed to the myths of the dragon and the sea serpent.

The names given to many dragons suggests that they are considered as devourer of corpses.

GIANTS. *“And now, the giants, who are produced from the spirits and flesh, shall be called evil spirits upon the earth, and on the earth shall be their dwellings. Evil spirits have proceeded from their bodies...” - Book of Enoch - 15:8.*

The definition of giants is ambiguous. According to the Greek poet Hesiod, they were sons of Ge (“earth”) and Uranus (“heaven”). The Bible, the Book of Enoch and the Necronomicon either suggest that they are the product of a blasphemous union between intermediary beings (Old Ones) and daughters of men, or that they “fell out of the sky” (Great Old Ones). Medieval folklore often saw giants as cannibal monsters or “demons”, said to reside most of the time underground.

In all cases, the reference to the Great Old Ones of the Cthulhu Mythos is obvious.

Other names given to giants: Grigori, Nephilim, Thurs, Iötunn, Risi, Trolls, Leshy.

HALFLINGS.

Results of the crossbreeding between humans and non-human creatures, e.g. Elves (Old Ones). Notable Mythos halflings are human-Deep One, human-ghoul and human-Old One.

LEVIATHAN. *“Who can open the doors of its face? There is terror all around its teeth. Its back is made of shields in rows, shut up closely as with a seal. One is so near to each other that no air can come between them... When it raises itself up the gods are afraid.” - Job 41:14.*

Leviathan - the Coiled Serpent - came out of the primal chaos. Once vanquished, he took refuge in the sea and lies in wait, feigning sleep. He is a personification of evil, a protagonist in the cosmic battle that has raged since the beginning of time and will finish only when everything has been consumed.

The myth of the Serpent or the Dragon is so universal that it can only hold one inescapable truth: the Serpent is not a myth, and Great Cthulhu is the Serpent.

Other names given to Cthulhu: Lotan, Yamm, Tiamat (Chaldean chaos-dragon), Kul (Syrian water spirit).

LOKI. *“Loki is handsome and good-looking, of bad spirit and very unstable in his ways.” - Snorri Sturluson, “Gylfaginning, XXXII”.*

Loki or Loptr is the archetype of the trickster god, the father of lies and of monsters. Loki will ultimately cause the Twilight of the Gods: in the last battle, “the Wolf will swallow the sun, ... [the Serpent] will walk the land”. Then Loki, as the black fire giant Surtr, “casts fire on the earth and burns all the worlds”.

Loki is a thief, an adulterer, a shape-shifter and a magician. Loki's symbolism clearly relates him to Hermes, Lug, and Thot, and therefore to Nyarlathotep. We may

infer that Loki is one of the thousand forms of Nyarlathotep, namely the Black Man, so often confused with the Judeo-Christian Devil.

There is no evidence of Loki's worship among men.

SATAN. *"He seized the dragon, that ancient serpent, who is the Devil and Satan, and bound him for a thousand years, and threw him into the pit, and locked and sealed it over him, so that he would deceive the nations no more, until the thousand years were ended. After that, he must be let out for a little while."* - Revelation 20:2.

In Hebrew "satan" means "enemy" in a generic sense, and doesn't convey the idea of a personified prince of evil. Rabbis usually referred to the Devil only as a symbol of man's moral evil. Satan with a capital "S" is a Christian creation. The first versions of the Old Testament made Jehovah - the Lord of the Universe - *the sole cause of all good and evil*. The figure of Satan as the personification of sin - the serpent of genesis - is posterior to 700 BC. In fact, the name Satan can apply to any despotic ruler just as well as to a Mythos deity.

A sixth century mosaic depicts Satan wearing a glorious halo, a red robe and feathered wings. The slow transformation of Satan into a monster over the centuries, was the consequence of Christian propaganda.

UNICORNS.

The Unicorn is perhaps the most famous of all fabulous beasts, a massive - usually placid - white thing with a single horn and allegedly in admiration of virgins. It appears to have disappeared from the northern parts of the world but is quite common in Africa and Asia. Use the rulebook statistics of the white Rhinoceros.

Other fabulous antediluvian beasts that are sporadically sighted are giant stags, boars, hyenas, bears, wolves, aurochs, vultures, owls, and sharks. For these, use the normal-sized version statistics, but multiply STR, SIZ, damage and hit points by two.

Encounter tables

Encounter tables are included as an optional help for the keeper. The resourceful keeper should always prefer crafting meaningful events to using random encounters. Even so, the tables provide realistic frequencies of "animal" species in different habitats, and as such can help the keeper to populate his world.

Wilderness

D100	Result
01-05	Human or Carnivore
06-95	Herbivore
96-00	Roll twice or switch to Gate area ¹

¹Keeper's discretion

The table below indicates the relative bio-mass of wild herbivores in ancient and early-medieval Europe. Most animals are very unlikely to attack humans. Predators represent at most 5 % of all animals in any environment. Large predators include wolves, bears, lynxes, badgers, and of course men. Small carnivores (SIZ 1) include foxes, wild cats, weasels, owls, falcons, etc. Small herbivores include various sorts of mice, moles, hedgehogs, squirrels, hares, etc.

Large herbivores

Animal	STR/SIZ/HP ¹	Forest ²	Moor ²
Buffalo	32	01-20	01-05
Auroch	32	21-35	06-15
Wild horse	28	36-50	16-50
Moose	28	51-55	51-55
Large Deer	16	56-80	56-85
Wild Boar	10	81-90	86-95
Small Deer	4	91-00	-
Beaver	5	-	96-00

¹Averages. ²In Dark Ages Europe, forests covered about 75% of the land (excl. mountains), and moors 25%.

Gate area

D100	Result
01-05	Servitor/Independent Race or Spirit
06-10	Magical ¹ Human or Carnivore
11-90	Magical ¹ Herbivore
91-95	Roll twice or switch to Wilderness
96-00	Nameless Mist and/or Gate to Limbo ²

¹Being with inborn magical ability, i.e. a spell

²Keeper's discretion

Limbo

D100	Result
01-05	Old One, Dimensional Shambler or Tomb Herd
06-90	Spirit (incl. disembodied human)
91-95	Roll Twice or Gate to Gate area
96-00	Ancient Ones/Tawil at'Umr - Ultimate gate ¹

¹Keeper's discretion

Beasts & Demons

The descriptions of creatures below are purposely archetypal. The listed statistics in particular are only averages. The keeper should craft each individual being for the circumstance. For most beings, the knowledge of a spell should be considered an inborn magical ability. The usage of such ability entails the expenditure of magic points, as prescribed in the corresponding spell entry. Sanity loss does not apply.

ANIMALS

A few animals commonly encountered in the wild:

BEAR STR 15+ CON 14 SIZ 15+ INT 5 POW 10-11 DEX 13 Move 11 HP 15+ db +1D4, Armor 3-point fur and gristle; Track by Smell 80% Bite 25% damage 1D10, Claw 40%, damage 1D6

LARGE DEER STR 10+ CON 13 SIZ 15+ INT 4 POW 10-11 DEX 15 Move 14 HP 14+ db +1D4

WOLF STR 10 CON 12 SIZ 5-10 INT 6 POW 10-11 DEX 14 Move 14 HP 10 db none, Bite 30%, damage 1D8, Armor 1-point fur, Spot Hidden 60%, Track by Smell 80% **FALCON** STR 2 CON 2 SIZ 1 INT 3 POW 13 DEX 15 Move 32 HP 2 db N/A; Spot Hidden 90% Beak/Claw 45%, damage 1

WILD BOAR STR 10 CON 12 SIZ 10 INT 6 POW 7 DEX 14 Move 11 HP 11 db none; Armor 3-point hide; Track by Smell 80% Gore 30%, damage 1D4

BASILISKS, Fabulous creatures. *“What good is it that poor Murrus spited a basilisk with his spear-tip? In a flash, its venom shoots up the shaft and invades his hand—which he, drawing his sword, strides clean off from the upper-arm at a single blow; stands and stares at the pitiful paradigm of his own demise, safe himself, while his hand is destroyed...”* – Pharsalia 9.824-833, Lucan.

“You will tread on the lion and the basilisk, the young lion and the serpent you will trample under foot.” - Psalm 91:12.

The basilisk serpent (meaning “kinglet”) is a 2 to 3 yard long snake so venomous that the creature dwells in a self-created desert. Pliny in his Natural History wrote that the basilisk is “adorned with a bright white marking on the head like a sort of diadem... and does not move its body forward in manifold coils like the other snakes but advancing with its middle raised high”. Basilisks are the personification of venom: if a basilisk bites a victim, that individual dies after one heartbeat of a major paralysis. There is no chance to resist the poison, except maybe by immediate amputation of the bitten limb to prevent the venom from reaching the heart. Legend says that the basilisk’s breath is venomous: this is a misinterpretation of the fact the basilisk can spit its venom at up to 6 yards. The attack is aimed at the target’s eyes!

Basilisks are native of Cyrenaica to the West of Egypt. It is likely that these creatures were originally created by the serpent people.

BASILISKS, Kinglets

STR 1 CON 1 SIZ 1 INT 3 POW 1 DEX 10 Move 6 HP 1

Other name: cockatrice.

Damage bonus: N/A.

Weapon: Bite 30%, damage 1D4; if armor is penetrated, automatic death after one heart beat. Virulent Spit 30% (base range 3 yards), of potency 3D6: a victim must successfully resist against that on the resistance table with his CON or take damage equal to the 3D6 roll. If the target successfully resists, he or she still takes half damage. An impale means the spit found the target’s eyes: blindness!

Armor: 4-point scales.

Sanity loss: none.

VAMPIRES, Lesser Independent Race. *“For crouched within that centuried coffin,... was the bony thing my friend and I had robbed; not clean and placid as we had seen it then, but covered with caked blood and shreds of alien flesh and hair, and leering sentiently at me with phosphorescent sockets and sharp ensanguined fangs...”* – “The Hound”, Lovecraft.

Vampires are the dead who come out of their tombs at night to drink the body fluids of the living or eat the flesh of the dead. They are related to the Arabic ghûl (ghouls) who are partly human, partly dog. The strigae or striges of the Old World were half woman, half owl. In the Dark Ages monks believed these creatures to be the lilim - depraved daughters of Lilith the She-devil (see below). In many cultures, vampires are capable of constantly changing form and may appear as humans, wolves, birds or even insects. Vampires are quite common in central Europe, Russia, the Balkans and Arabia.

It is said that these creatures become invisible by standing still, and can move in complete silence. Only blows to the

skull or to the heart can harm a vampire (see Armor below).

Vampires are incomplete creatures lacking POW (hence they cannot regenerate lost magic points). Some vampires are animated by grim magic (see Gray Binding in the Old Grimoire).

Optional rule: vampires gain 1 magic point for every SIZ point of corpse that they devour, or for every hit point of body fluids they drink. They must expend a magic point every daybreak; for each hour in the sun, vampires must spend an extra magic point. This process represents the corpse’s decay: at 0 magic points, a vampire rots into incapacity and is destroyed.

VAMPIRE ATTACKS: if the vampire strikes home, then it hangs on and worries its victim with its fangs, continuing to do 1D4 Bite damage automatically. A successful STR against STR Resistance Table roll dislodges the vampire, ending the Bite damage.

VAMPIRES, The Undead

STR 3-18 CON 3-18 SIZ 8-18 INT 3-18 POW 0 (1+ magic points) DEX 3-18 Move 4-8 HP 12

Other names: lilu/lilitu (Mesopotamian vampires), revenants, ghouls, ogres, strigae or striges, succubae, whores of hell, lamia.

Damage bonus: none.

Weapon: Bite 30%, damage 1D4+automatic worry.

Armor: Impales do normal damage to a vampire; other attack results do half of rolled damage, round up any fractions.

Spells: at the discretion of the keeper, one or more appropriate spells and Body Warping and Become Spectral.

Skills: Burrow 75%, Hide 80%, Listen 70%, Scent Blood/Decay 75%, Sneak 80%.

Sanity loss: 0 to 0/1D6 Sanity points to see a vampire, depending on its state of decay.

Creatures of the Mythos

DARK ONES, Servitor Race. *“...but in the hills a still wilder and infinitely more terrible people dwelt - the Strange Dark Folk (Miri Nigri) who held the monstrous Sabbaths on the Kalends of Maius and November.”* – Letter, Lucius Caelius Rufus.

“Thor said: ‘What is this man? Why is your nose so pale? Did you spend last night with the dead? It seems to me that you have the shape of a Thurs; You were not born to have this bride’. Alviss said: ‘Alviss I am called, I live under the earth, Under a rock I have my home.’” - “Edda”.

The Dark Ones are a race of “dwarfs” (Germanic *zwerc*, Norse *dvergr*, old English *dveorg*; original meaning “twisted” or “bent”) that serve Loki (Nyarlahotep) and the Magnum Innominandum (the Nameless Mist). Twice a year the Dark Folk follow barbarous rites, lighting pale bonfires on remote hilltops, beating drums, and fetching humans to feed the Magnum Innominandum and “what lies within”.

The Dark Ones are generally encountered in groups of ten or more.

Legend says the Dark Ones originally lived off the corpses of dead Great Old Ones. The Dark Ones’ true shape remains a mystery, as they only survive by living as parasites “inside” dead bodies. Although the host remains

dead and continues to rot, a Dark One can animate it into a parody of the living. Before the host decays into incapacity, the Dark One will find another body (or kill a living being) and “occupy” it. The Dark Ones are thus effectively shape-shifters, and despite customary belief, they are not small.

On earth Dark Ones often seek the bodies of dead humans that were mummified before burial. They consequently hide in the cool and dark underworld of burial mounds, tombs and caverns that preserve their bodies best (legend wrongly assumes that daylight turns dwarfs into stone). Otherwise, the Dark Folk can be found in peat bogs or near glaciers. The Dark Ones have an unexplained bond with horses and can apparently ride them.

Lacking POW (and with it any recognizable form of emotion, fear or sanity), the Dark Ones cannot exercise magic. Instead, the Dark Folk seem to be able to forge all kinds of ominous artifacts, which allow them to open Gates without spells, to animate lifeless “machines”, and to *modify* living beings in forbidding ways. To Dark Ages humans, the Dark Folk’s science would appear as magical and utterly frightening. How the Dark Ones’ inferior intelligence can account for such rarities is yet another mystery, unless one adds Nyarlathotep in the balance – the Dark Folk may very well be his Million Favored Ones! Mythos deities or alien races like the mi-go often utilize the vile crafts of the Dark Ones.

The myth of Germanic and Norse dwarfs living under the hills and hoarding treasures can easily be explained by the *modus operandi* of the Dark Ones. Still older myths seem to suggest that the Dark Folk and the Old Ones (or the Tomb-herd) may be related or even *complementary*. “Ancestor”, “He-who-enters-the-tomb”, “Buried-under-the-cairn”, and “Dead-man-of-the-mound” are typical names given to Dark Ones.

DARK ONES, The Strange Dark Folk

Use the dead host’s statistics as defaults, with INT 0 and POW 0, and add the Dark One’s following characteristic points and hit point:

STR 1 CON 3-18 SIZ 1 INT 2-12 POW 0 DEX 1 HP as per cumulated CON and SIZ Move 1

The keeper may rule that the decay reduces the host’s characteristics over time, forcing the Dark One to find another host.

Other names: miri nigri, Children of the Fire Mist, dwarfs, black-elves, Afanc, Korr.

Weapon: any weapon 75%, damage as per weapon.

Armor: none.

Spells: none, but may possess non-magical artifacts to open Gates, to contact mythos creatures, to invoke Mist, Winds, etc., at the keeper’s discretion.

Skills: Sneak 90%, Ride 75%, and any number of appropriate skills.

Sanity loss: 0/1D2 Sanity points to see a Dark One.

GOBLINS, Servitor Race. *“You may get a bit of a shock tonight when you see us naked, though. We’ve gone down below to his place, to a region I won’t describe to you, and to live longer we’ve had to... to change. You’ve probably heard about it in a different way, though - the young of the Black Goat? Goffnn hupadgh Shub-niggurath? But the dryads and fauns and satyrs are a lot different from the*

classical descriptions, so don’t think you’re prepared.” – “The Moon Lens”, Campbell.

“... The sylphs and the fauns, commonly called ‘incubus’, showed themselves shamelessly to certain women...” - Saint Augustine, “The City of God, XV, 23”.

Cthulhu Mythos scholars believe that Goblins are the “Goffnn Hupadgh Shub-Niggurath”, i.e. favored worshippers of the Black Goat of the Forest that have been ritually devoured by the goddess and then disgorged, “transformed”.

Goblins (from the Greek kobalos, “rogue”) are considered short creatures, but they can grow and take on the nature of an animal or even of a breeze. They have fluctuating forms, shiny black skin, clawed hands, and are given various names depending on the region they are found in. Goblins usually live in haunted forests and ruins. They steal children, cook poisoned food that they try to sell to unwary humans, raid hapless travelers, and are prone to rape. They sometimes appear in large groups. Goblins may fight with gnarled clubs and all sorts of improvised weapons.

The Goblins know group rituals called “Scarlet Circles” that tear the fabric of space like a temporary Gate does, and allows them to travel between distant places. They have been known to let the Hounds of Tindalos use the Circles to break into our world.

GOBLINS, The Thousand Young

STR 1-20 CON 1-20 SIZ 1-8 INT 4-24 POW 1-20 DEX 2-40 Move 8 HP 8

Other names: dusii (demons), sylvani (forest spirits), schrats (shouters), fauns, satyrs, pilosi (Hairy-ones), incubi, etc.

Damage bonus: -1D4.

Weapon: improvised weapons 25%, damage 1D3 to 1D6.

Armor: no natural armor.

Spells: most goblins know at least one spell besides Body Warping, Become Spectral, and Gate (“scarlet Circles”).

Skills: Hide 90%, Sneak 70%.

Sanity loss: it costs 0/1D6 Sanity points to see most goblins. An especially vile specimen might cost more.

NAMELESS MIST, Independent being. *“From the slopes and peaks above us a crackling chorus of daemonic laughter burst, and winds of ice swept down to engulf us all.” – Letter, Lucius Caelius Rufus.*

The Nameless mist was created by Azathoth to fill the interstices between the spheres that compose the universe, and to spawn Yog-Sothoth.

The Nameless Mist is served by the Gugs and worshipped by the Dark Folk, and may intrude into the material world when certain conditions are met. These emanations of the otherworldly mist resemble the mist invoked by the spell of the same name and are preceded by icy winds. Living beings engulfed by the Nameless Mist lose all senses to the exception of touch (modify skill rolls appropriately). Cognitive skills and in particular the occult skill function normally. The outlandish experience costs 0/1D4 Sanity points.

The Nameless Mist is likely to hide befitting creatures at the keeper’s discretion, e.g. one Dimensional Shambler, 1-2 Gugs, 1-3 Old Ones, 1-10 Dark Ones, and any number of Doels, etc.

NAMELESS MIST, Milk of the Void

SIZ infinite INT 0 POW 24 Move 24

Other names: Magnum Innominandum.

Weapon: indirectly those attacks of “what lies within” (see corresponding creature entries).

Sanity loss: 0/1D4 Sanity points to be engulfed by the Nameless Mist.

WEREWOLVES, Servitor Race. *“I am he who howls in the night; I am he who moans in the snow; I am he who hath never seen light; I am he who mounts from below.” – “Psychopompos”, Lovecraft.*

“... his men went without mailcoats, and were frantic as dogs or wolves; they bit their shields and were as strong as bears or boars; they slew men, but neither fire nor iron could hurt them.” – “Ynglinga saga, 6”.

Werewolves are men or women possessed by a kind of spirit (“wolf-shadow”) normally found in Limbo. Tawil at’Umr may impart such a spirit to a warrior who caused great carnage in battle, or to a cultist in return for mass sacrifices. Alternately, a Woelcyrge (Old One) may embed the wolf-shadow into a newborn’s mind.

In the heat of a battle, the wolf-shadow tries to take over the mind of his host using the sacred Fury spell (Wut) – see the Old Grimoire for further details.

Werewolves have been around for a very long time, for Virgil and Saint Augustine already spoke of them. The Vikings consider wolf-men (berserks) to be elite warriors of Odin (alias Tawil at’Umr) awaiting the final battle against the forces of Chaos on the Last Evening. Berserks – who die their body black – are known to have formed the household guard of Norway’s king Harald I Fairhair (872-930). Berserk warriors wear wolf skins into battle or fight naked, and are in the habit of raping and murdering at will. Two anonymous texts written around 1000 AD, “the dialogue of Solomon and Saturn” and “the poem of Widsith”, attest the existence of a mythical nation of wolf-men – the Hundigas (“Those-of-the-dog”). They appear to be ruled by an elusive giant sorcerer named Marculfus (Tawil at’Umr), “the raging wolf known in the whole world”, messenger of an ambiguous god whose kingdom is beyond the reach of humans and animals (Yog-Sothoth).

WEREWOLVES, The Army of the Dog

Use the human statistics as defaults, except when the wolf-spirit takes over: switch then to INT 6 and add the spirit’s POW 11 to the human’s POW thus forming a common pool of magic points.

Other names: wolf-men, wolf-coats, versipellis (“turn-skins”), Hundigas, Berserks.

Weapon: Bite 30%, damage 1D8+db (in wolf-form).

Armor: add an extra 1 point of hide if in wolf-form.

Spells: Fury, Body Warping.

Skills: Hide 60%, Track by smell 90%.

Sanity loss: 0/1D6 Sanity points to witness the shape-shift; 0/1D3 to see a giant wolf form (SIZ 12+).

WORMS OF THE EARTH, Lesser Servitor Race.

The Worms of the Earth are the remains of the Serpent People who turned away from worshipping their father Yig, and turned to Tsathoggua instead. Cursed by Yig they have devolved from humanoid towards snakes. They withdrew into Britain during the serpent-men’s decline. When the Picts first arrived on the isles, they fought against the Worms and made them retreat deep into the

hills. Before long, the Worms entered human legend as the Little People under the hills.

The Worms worship an artifact of obscure origins, the Black Stone, marked by symbols of terror. It is said that anybody succeeding in stealing the Black Stone may be granted a service in return, although in the end he or she will still incur the wrath of the Worms.

There are three stages to the serpent-men’s devolution and one “family” of degenerates may breed true to their stage form many centuries before devolving further.

STAGE 1

“... A brief impression of a broad, strangely flattened head, pendulous writhing lips that bared curved, pointed fangs, and a hideously misshapen, dwarfish body that seemed – mottled – all set off by those unwinking reptilian eyes.” – “Worms of the Earth”, Howard.

The Serpent People are dwarfs compared to their non-devolved kin, averaging only 3 foot six inches in height with shortened arms and legs. Their intellect also drops sharply. Stage 1 Degenerates are capable of speech and spell use.

STAGE 2

“This thing was more like a giant serpent than anything else, but it had aborted legs and snaky arms with hooked talons. It crawled on its belly, writhing back mottled lips to bare needle-like fangs, which I felt must drip with venom. It hissed as it reared up its ghastly head on a horribly long neck, while its yellow slanted eyes glittered with all the horror that is spawned in the black lairs under the earth” – “People of the Dark”, Howard.

These Degenerates are essentially large snakes with rudimentary arms and legs, but with no guarantee of both sets of limbs. They move by slithering like snakes and pulling/pushing themselves with any limbs they may possess. Again intellect takes a sharp drop. Some Stage 2 Degenerates may still speak and very rare ones may cast spells.

STAGE 3

The Serpent Person has now devolved into a snake looking almost like a natural one. They still possess more intelligence than natural snakes but have lost all spell use.

WORMS OF THE EARTH, Children of the Night

STAGE 1

characteristics	Rolls	Averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D4	5
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6+6	13
Move 8	HP	7-8

Other names: Little people.

Damage bonus: varies, but never negative.

Weapon: Bite 35%, damage 1D6 + poison (POT equal to CON); may use weapons.

Armor: 1 point scales.

Spells: at the discretion of the keeper, those with POW and INT greater than 12 may know 1D4 spells.

Sanity loss: 0/1D6.

STAGE 2

Characteristics	Rolls	Averages
STR	2D6	7
CON	3D6	10-11

SIZ	2D4	5
INT	2D6	7
POW	3D4	7-8
DEX	3D6	10-11
Move 8	HP	7-8

Other names: none.

Damage bonus: varies, but never negative.

Weapon: Bite 35%, damage 1D4 + poison (POT equal to CON); may use weapons if it possesses hands.

Armor: 1 point scales.

Spells: at the discretion of the keeper, those with POW and INT greater than 8 may know 1D2 spells.

Sanity loss: 0/1D6.

STAGE 3

characteristics	Rolls	Averages
STR	1D6	3-4
CON	2D6	7
SIZ	2D4	5
INT	1D6	3-4
POW	2D6	7
DEX	3D6	10-11
Move 8	HP	6

Other names: none.

Damage bonus: varies, but never negative.

Weapon: Bite 35%, damage 1D3 + poison (POT equal to CON).

Armor: 1 point scales.

Spells: none.

Sanity loss: 0.

Spirits

“Souls are immortal and there is another life among the dead.” - Diodorus of Sicily, V,28.

Spirits are immaterial and invisible (they only have INT and POW), and cannot interact with physical objects (though they may launch “spirit attacks”). They can walk through the air as easily as on the ground. They are immune to physical damage, disease, and poison. Spirits are essentially immortal, and their character is often unpredictable and bizarre.

In heathen countries, mortals frequently revere or worship at least one type of spirits (e.g. cult of the ancestors, sacrifices to Nature’s spirits like Trolls). Most powerful spirits (POW 10 or more) have secret True Names by which they may be summoned.

The keeper should craft each spirit to fit the circumstances of the adventure.

SPIRIT ATTACKS & POSSESSION

Most disembodied spirits naturally possess spirit attacks resembling the Power Drain spell or one of the Curse variants (in our material plane the spirit may be glimpsed as clawing at, enveloping, or “physically” attacking the target).

Power Drain: drains magic points from the target. Match the spirit’s magic points against the target’s magic points on the Resistance table. If the spirit wins, then the target loses 1D6 magic points, and the spirit gains them. If the spirit loses, it loses 1D6 magic points.

Steal Life: causes the target to age and decay. Match the spirit’s magic points against the target’s magic points on the Resistance table. If the spirit wins, then the target loses 1D3 POW, and the spirit gains as many POW. If the spirit

loses, it loses 1D3 POW. Depending on the potency of the spirit, the POW loss can vary between 1D3 and 1D6, and it may be temporary (1 day) or permanent. Variants of Steal Life are Wither Limb which causes body parts to wither and shrivel (CON loss), and Brainwash which dissolves intelligence (INT loss). The target of such spells loses 0/1D3 Sanity Points.

Possession:

- ❑ If a spirit loses all its magic points it dissolves within one round and cannot reform for a day.
- ❑ If a spirit loses all POW it is dispelled forever.
- ❑ If a human loses all its magic points he or she falls unconscious until at least one magic point regenerates.
- ❑ If a human loses all POW he or she either dies or is a “vegetable” until POW can be raised again, at the keeper’s discretion.

In the last two cases the attacking spirit may *possess* the target. A possessing spirit can suppress the identity of the victim at will: The possessed may be forced to perform befitting deeds, like providing information, casting spells, attack innocent people, etc., until the possessing spirit releases its spiritual hold. A possessing spirit can only be dislodged by magic attacks (Drain Power, Curse INT or POW, Disembodiment, Dismiss).

GHOSTS are the spirits of the dead. They can take on very diverse appearances, from the exact form of the dead person or animal, to a mere shadow. Ghosts are usually tied to a specific place. Some ghosts have powers of divination, and many seem to be created by overwhelming emotions at the time of death, like fear, desire, violence or madness. *Spirit attack:* Power Drain, temporary or permanent Steal Life, Wither Limb, or Brainwash. *Spells:* Augur, Cloud Memory, Enthral, Exaltation, Fear, Fury and/or Soul Singing, sometimes one Bless/Curse (characteristic) or (skill class) spell.

NATURE SPIRITS are personifications of all powers of nature, e.g. forests, diseases, rivers and seas, winds, fire, etc. Each nature spirit should know at least one spell appropriate to its function. Nature spirits are sometimes tied to a natural feature, e.g. a tree (dryad), a pond (naiad), a hill (oread), etc. *Spirit attack:* Power Drain, temporary/permanent Steal Life or Wither Limb. *Spells:* Heal, Moonlight, Mist, Poison Blood, Power Source, and/or Winds of Desolation.

TOMB-HERD are lesser servitors of Yog-Sothoth, and normally reside in Limbo. They possess the bodies of other creatures to enter our world and feed upon the occupants of tombs. *See below.*

DOELS are mysterious entities that crowd Limbo. In our world they have the unpleasant ability to “dissolve” material life forms. *See below.*

OLD ONES are powerful spirits cited in the Necronomicon, cohabiting in the Ultimate Abyss “between the spheres” with Yog-Sothoth. *See below.*

ANCIENT ONES are godlike Old Ones doing the command of Yog-Sothoth. *See below.*

DOELS, Independent Beings. *“Simultaneously there developed something like a cold draught, which apparently swept past me from the direction of the distant sound... At another time I felt the huge animate things brushing past me and occasionally walking or drifting through my*

supposedly solid body... *Foremost among the living objects were inky, jellyfish monstrosities... They were present in loathsome profusion, and I saw to my horror that they overlapped; that they were semi-fluid and capable of passing through one another and through what we know as solids. These things were never still, but seemed ever floating about with some malignant purpose. Sometimes they appeared to devour one another, the attacker launching itself at its victim and instantaneously obliterating the latter from sight.*" – "From Beyond", Lovecraft.

"I do not believe [the Hounds of Tindalos] can reach me, but I must beware of the Doels. Perhaps they can help them break through. The satyrs will help, and they can advance through the scarlet circles." – "The Hounds of Tindalos", Long.

"... The tiny, flesh-devouring Doels who inhabited an alien dimension shrouded in night and chaos..." – "H.P. Lovecraft: dreamer on the nightside", Long.

In Limbo the mysterious Doels are innumerable. Some scholars even advance that the Doels alone make up the Nameless Mist that permeates Limbo. The truth on that subject is immaterial, since there is no way to interact with the Doels in Limbo.

STEAL BODY

Every time a "school" of Doels attacks a material living being – including one of their own kind - match the total POW of the Doels against the target's POW on the Resistance table. Succeeding, the Doels "steal" 1D3 characteristic point of the target's body (STR, CON, SIZ, or DEX), and become partly corporeal! If the Doels fails the POW match, they collectively lose 1D3 POW.

The general appearance of materializing Doels is that of translucent, grayish beings, more fluid than solid. Specific details (e.g. eyes, mouths, feelers, and tentacles) are up to the keeper. As for the dissolving victim, in a first stage bodily functions slow down, then – when one characteristic is less than halved - the body gradually loses density to become more and more blurred and jelly-like. Finally, when all characteristics are lowered to 2 or less, the body is a mere apparition, and eventually dissolves into *nothing*, releasing the victim's spirit (INT and POW, move equals to one-half of POW, see Spirits). The whole process - though oddly painless - is extremely debilitating, costing 0/1D6 Sanity points in the first stage and another 0/1D10 Sanity points in the second stage. The final disembodiment costs 0/1D4 Sanity points.

Note that reducing the hit points of a partly material Doel to zero won't destroy it: it merely reinstates the Doel into its original spirit form.

There is in fact only one effective defense against the Doels: their "sight" is based on movement so by keeping absolutely still they cannot "see" us nor attack us.

DOELS, The Flesh Devourers

Collective INT 1 POW +1 for every Doel present
Move equal to one-half of DEX (flying, minimum 1) HP equal to (CON+SIZ)/2 Dodge equal to DEX x5

Other names: none.

Weapon: Steal Body (see above), Bite (DEX x5)%, damage 1D6 for every 16 in (STR+SIZ), round upwards.

Armor: none, but Doels are indestructible while desincarnated.

Spells: none.

Sanity loss: 1/1D3 Sanity points to witness the materialization of a single Doel.

OLD ONES, Greater Servitors. "[He felt] the rustlings of great wings, and impressions of sound like the chirpings and murmurings of objects unknown on Earth or in the solar system. Glancing backwards, he saw not one gate alone but a multiplicity of gates, at some of which clamoured Forms he strove not to remember." – "Through the gates of the Silver Key", Lovecraft and Price.

"The Old Ones were, the Old Ones are, and the Old Ones shall be. Not in the spaces we know, but between them... By Their smell can men sometimes know Them near, but of Their semblance can no man know, saving only in the features of those They have begotten on mankind; and of those are there many sorts, differing in likeness from man's truest eidolon to that shape without sight or substance which is Them. They walk unseen and foul in lonely places where the Words have been spoken and the Rites howled through at their Seasons. The wind gibbers with Their voices, and the earth mutters with Their consciousness. They bend the forest and crush the city, yet may not forest or city behold the hand that smites." - Necronomicon.

"On [the locusts'] heads were what looked like crowns of gold; their faces were like human faces, their hair like women's hair, and their teeth like lions' teeth... They have as king over them the angel of the bottomless pit; his name in Hebrew is Abaddon (Destruction); and in Greek he is called Apollyon (Destroyer)" - Revelation 9:7.

"The Woelcyrges have the power to choose the slain... All is sinister to see, a cloud of blood moves over the sky, the air is red with the blood of men, as the battle-women chant their song." - Njals saga.

Most myths of mankind mention the existence of a race of intermediary beings between men and gods. Despite the many names given to this race, most descriptions draw a disturbingly consistent image of what the Necronomicon calls "the Old Ones". Do not confuse them with the Great Old Ones. As the Necronomicon writes, "Great Cthulhu is Their cousin, yet can he spy Them only dimly".

The Old Ones are spirits serving Yog-Sothoth. They are naturally invisible but often manifest themselves by a halo of light that makes them shine like stars. In fact these beings can appear in all sorts of ominous ghostly shapes, from beautiful maiden shining with light to dreadful she-things with golden wings and bronze talons. Some accounts also allude to the smell that accompanies them. Old Ones have the gift of being able to move very quickly, and even, some say, to be everywhere at once.

The Old Ones are innumerable, they know neither good nor evil, and they walked the earth long before men did. Back then, the Old Ones used Limbo to travel through the universe, and held it in reverence. Now they wander forever "not in the spheres we know, but between them" - the Ultimate Abyss filled by Yog-Sothoth. Old Ones do meddle in human affairs from time to time. Many tales relate how they breed with the daughters of men and spawn monstrous offspring like werewolves (Dark Ages women had to cover their hair in church in order to "not tempt angels"), and also how they teach men forbidden knowledge. Yog-Sothoth the Destroyer sometimes sends the Old Ones to take part in battles, stirring up disorder, and seizing the souls of the slain.

Old Ones usually intrude into our world after sunset, under the cover of darkness, and they seem to favor deserted places.

Greek and Babylonian demons, the Arabic Shayatin and Jinn (made from “smokeless fire”), angels of the Old Testament, Scandinavian Elves, Celtic and Germanic messengers of the Otherworld, all match the above definition of Old Ones.

Old Ones themselves are sometimes worshipped by humans but they usually possess only small cults (e.g. offerings to Elves). One Germanic cult of Old Ones worshippers – the Armanen - stands out dangerously however, as its white-skinned members proclaim their purity and superiority above all, and use the *Crux Gammata* as their symbol (known nowadays as the *svastika*).

Old Ones have secret True Names by which they may be summoned.

OLD ONES, Choosers of the Slain

INT 5-30 POW 15-25 Move equal to POW (flying)

Other names: demons, elves (“Shining Ones”), Jinn (“Hidden Ones”), angels (e.g. Seraphs - “Burning Ones”, “Fallen Ones”, “Watchers”), woelcyrges (valkyries), bird-women, Siren-birds, the Fates (Fairies), Furies, Gorgons, Harpies, Drowners, etc.

Weapon: permanent Steal Life (1D3 to 1D6 POW, see Spirits).

Armor: none, but no physical weapons can harm one; spells and magical weapons do normal damage.

Spells: each knows at least 1D10 spells, always including Soul Singing and Fury.

Sanity loss: 1/1D10 Sanity points to witness the insanely beautiful, dazzling radiance of an Old One, or to hear its ghastly ululation. Insanity takes the form of paralysis and catatonia.

TOMB-HERD, Lesser Servitor Race. “...Horrible white, gelatinous shapes flopped across the landscape toward the forefront of the scene... and as in a dream saw those frightful shapes move upon the statues nearby, and watched the outlines of those statues blur and then begin to move. Then swiftly, one of those dreadful beings rolled and flopped toward me. I felt something cold as ice touch my ankle.” – “*The Church in High Street*”, Campbell.

The Tomb-Herd have connections to Earth through certain tombs and crypts where they feed upon the extra-dimensional excrescencies of the crypts' inhabitants, accessible to them in Limbo. Special half-humanoid, half-crustacean statues are placed within certain tombs by the followers of Yog-Sothoth, to be used as host bodies by the Tomb-herd on this plane.

Tomb-herd gates to this dimension are triggered by a living presence near the gateway to their tomb, and they immediately enter the specially prepared statues in the crypt to attack intruders and feast.

POSSESSION

If a statue is unavailable to a member of the herd it can attempt to possess a human in the tomb by touching him and winning a POW vs. POW struggle with him on the Resistance Table. If overcome by the alien, the victim must roll his POW or less on D100 or he passes out; whether or not the victim passes out, the herd-member immediately uses the unfortunate “host” to feed in the

tomb. A conscious host of one of these foul feasting creatures must make a Sanity roll and lose 1D3/2D4 from participating in such a ghoulish repast. The feeding complete, the herd-member leaves its temporary host, returning to Limbo and leaving its victim otherwise unharmed.

SPACE FOLDING

A unique ability of the tomb-herd is their ability to fold or disarrange space in small regions (this can be done only while the herd member is in its natural, insubstantial form). This warping of space acts as the Gate spell and drains one Sanity and one Magic Point from anyone passing through the disarranged area. This unusual attack is directed at a specific individual, and can be avoided only if the target can successfully roll his POW or less on D100. It costs a herd-member one magic point for each folding of space it does; this need be done but once per victim, who continues to experience the warping until he can roll his POW or less on D100. The Gate-like disarranging usually has a range of less than five miles. The tomb-herd use this power to repeatedly return a victim to their tomb or similar location; sometimes they merely keep a victim within the town or area in which the aliens were encountered. Large groups of victims are usually separated so that they can be tormented individually; while some of the tome-herd are bewildering their enemies in this manner, others alert their human allies to the presence of intruders.

THE STATUES

When not occupied by the herd, the special statues have hit points equal to their SIZ, plus 3 points of armor; impaling weapons do only half damage to unoccupied statues. The tomb-herd automatically cross into this dimension if their statues are tampered with.

TOMB-HERD, Lurkers at the Threshold

The insubstantial herd-form has only INT and POW characteristics; the remaining values should be used in statue form.

(STR 13 CON 11 SIZ 13) INT 11 POW 17 (DEX 11 Move 6 HP 12)

Other Names: none.

Weapons: usually none, though in statue form the herd may grapple or make other physical attacks. The herd-members' statue forms have their (STR+DEX)% chance to attack. Damage from a statue-form's attack equals the creature's attack bonus.

Armor: in natural tomb-herd form, the herd is immune to all damage inflicted by non-enchanted physical weapons. In statue form they take normal damage, however they also have 3 points of armor.

Spells: normally none.

Sanity Loss: 1/1D6 Sanity points to see the natural form of the tomb-herd. 0/1D3 Sanity point loss for the uninhabited statues used by the herd and 1/1D6 Sanity point loss to see a statue in use.

Deities of the Mythos

ANCIENT ONES, Outer Gods. “*As they sat more erect, their outlines became more like those of men, though Carter knew that that they could not be men. Upon their cloaked heads there now seemed to rest tall, uncertainly coloured miters... while grasped in certain folds of their swathings were long sceptres whose carved heads bodied*

forth a grotesque and archaic mystery” – “Through the gates of the Silver Key”, Lovecraft and Price.

The Ancient Ones are not worshipped, although sorcerers and adventurers interested in journeying to other times and places seek them out. The Ancient Ones are the spirits of twelve creatures that were allowed to pass the Ultimate Gate guarded by Tawil at’Umr, into the Abyss, and were transfigured into godlike Old Ones (see corresponding entry). These entities dwell in a mighty temple – the “Hall of the Slain” - beyond space and time, in Limbo. The Ancient Ones are perceived as ill-defined cloaked shapes. Utter madness and destruction befall anyone who would see an Ancient One unveiled.

The Ancient Ones know all things, and communicate through telepathy. They may turn people's dreams to reality, or send dreamers to other times and places.

These beings are neither good nor evil, and they would welcome and assist the worthy just as they would destroy an imprudent trespasser.

ANCIENT ONES, the Ultimate Gate

INT 19-37 POW 25-70 Move 25 gliding

Other names: none.

Weapon: instant destruction.

Armor: none, but only magic and enchanted weapons can harm an Ancient One.

Spells: the Ancient ones know all spells.

Sanity loss: none while cloaked. 1D20/1D100 Sanity points if their true form is revealed.

BUGG-SHASH, Great Old One. *“Creeping up on all sides, to the very line of the chalked circle, the Thing came: a glistening, shuddering wall of jelly-like ooze in which many mouths gaped and just as many eyes monstrously ogled! This was Bugg-Shash the Drowner, The Black One, The Filler of Space... The eyes were... beyond words, but worse still were those mouths. Sucking and whistling with thickly viscous lips, the mouths glistened and slobbered and from out of those gluttonous orifices poured the lunatic chitterings of alien song - the song of Bugg-Shash...” – “The Kiss of Bugg-Shash”, Lumley.*

Bugg-Shash has no known organized cult. Instead it is sought out by lone sorcerers and madmen for purposes of grim vengeance and murder. Once called to earth, the Great Old One concentrates its efforts wholly upon trying to catch its victims. Reluctant to obey the commands of its summoner, Bugg-Shash immediately attacks any who call it forth unless restrained by a specially-enchanted pentagram drawn on the floor, one long enough to be provided with a sacrificial victim. If either of these is lacking, the summoner suffers attack.

The Great Old One is dispelled by light; its chosen victims are relatively safe during the daylight. Any time an intended victim enters an area of darkness, however, Bugg-Shash instantly appears. Once summoned, Bugg-Shash does not return to its alien lair until it has found and killed at least one victim, either the person intended, or possibly the summoner.

Bugg-Shash has the ability to animate corpses by immersing them in its slimy excretions. Such undead are completely under the control of Bugg-Shash until the deity is permanently dispelled, or until it tires of them and allows them to die. An undead slave of Bugg-Shash

appears as an animated corpse covered in viscous slime (use the Zombie statistics).

The Great Old One attacks by enveloping its victims then bestowing its “kiss”. The more victims it takes, the less its frenzy and the less effective its attack. For every victim after the first, Bugg-Shash's chance to successfully envelop is reduced by ten points. An enveloped victim may escape only by overcoming the Great Old One's STR with his own. If more than one victim is enveloped at time Bugg-Shash must divide its STR among them. Once it has a victim successfully enveloped Bugg-Shash bestows its kiss, smothering the unfortunate with slime. Victims suffer as per the drowning rules.

Bugg-Shash appears to have some connection to the Outer God Yibb-Tstll, and both are referred to as “parasites attached to the Old Ones” in the Cthaat Aquadingen. Bugg-Shash may be dispelled only by reducing its hit points to zero, or with a special spell found only in the Cthaat Aquadingen and the Necronomicon. While light drives it off, it does not truly dispel Bugg-Shash.

BUGG-SHASH, He Who Comes in the Dark

STR 50 CON 45 SIZ 65 INT 15 POW 25 DEX 10 Move 6 HP 55

Other Names: The Black One, The Devourer, Drowner.

Weapons: envelop 60%, damage 6D6 or hold. Kiss automatic when enveloped, damage as per drowning.

Armor: none, but only magic, enchanted weapons, fire, or lightning harm Bugg-Shash. Cold, acid, and non-enchanted weapons are useless.

Spells: Any as the keeper desires.

Sanity Loss: 1D6/1D20 Sanity to see Bugg-Shash and 1/1D6 to see its undead slaves.

LILITH, Outer Goddess. *“... He did not see IT. The open porthole, just before he turned on the lights, was clouded for a second with a certain phosphorescence, and for a moment there seemed to echo in the night outside the suggestion of a faint and hellish tittering; but no real outline met the eye.” – “The Horror at red Hook”, Lovecraft.*

“Wildcats shall meet with hyenas, goat-demons shall call to each other; there too Lilith shall repose, and find a place to rest” - Isaiah 34:14.

Lilith is an Ancient One (see corresponding entry), and is associated to Tawil at’Umr, the Guardian of the Ultimate Abyss. In Limbo She may be perceived as an ominous cloaked figure. She often visits sleeping men in their dreams. Victims of Lilith's spiritual “rape” are drained of magic points or POW. Those who lose all magic points are possessed until Lilith has been dispelled or until her spiritual hold is broken. Lilith may command anyone under her power to do her bidding. Victims awaken exhausted and with a successful Idea roll, may 1) perceive a vague and fleeting phosphorescence and far-sounding titters, and 2) remember a dream of being raped by a black woman of sinister beauty. Lilith can re-use drained POW to give birth to one or more Old Ones of sanity-wrecking beauty (see corresponding entry).

In our material plane Lilith often appears as a gigantic Gug (see separate statistics below). At any moment She may excrete a grayish slime onto the soil, out of which arise 1D10 she-vampires (see corresponding entry) within a few minutes. Lilith's depraved children are the “lilim” – the

creatures of the night, and as such She has the ability to command them.

Lilith has never had any form of organized worship. She is instead sought out by sorcerers or by those interested in fertility magic.

LILITH, Queen of the Night (Ancient One)

INT 20 POW 25 Move 25 gliding

Other names: She-devil, Darkness, The Black Moon, She-who-says-no, the Eye-Goddess.

Weapon: instant destruction, permanent Steal Life (1D10 POW), or Power Drain (1D10 magic points, see Spirits).

Armor: none, but only magic and enchanted weapons can harm an Ancient One.

Spells: any as desired by the keeper.

Sanity loss: none while cloaked or in human dream-form. 1D20/1D100 Sanity points if her true form is revealed.

LILITH, The Gaping Mouth (Gug form)

STR 30 CON 53 SIZ 72 INT 20 POW 25 DEX 20 Move 10 HP 63

Other names: Lamia/Labia, The Great Whore.

Weapon: Kiss (Bite) 100%, damage 1D10. Claw(s) 85% damage 2D6 each.

Armor: 10-point skin, hair, and cartilage.

Spells: any as desired by the keeper.

Sanity loss: 0/1D10 to see Lilith in giant gug-form.

TAWIL AT'UMR, Avatar of Yog-Sothoth. *"There was another shape, too... which seemed to glide or float over the cloudy, floor-like lower level. It was not exactly permanent in outline, but held transient suggestions of something remotely preceding or paralleling the human form, though half as large again as an ordinary man. It seemed to be heavily cloaked... with some neutral-coloured fabric; and Carter could not detect any eye-holes through which it might gaze" – "Through the gates of the Silver Key", Lovecraft and Price.*

"All these Blacknesses are lesser than HE WHO guardeth the gateway: HE WHO will guide the rash one beyond all the worlds into the Abyss of unnamable devourers. For He is 'UMR AT-TAWIL, the Most Ancient One, which the scribe rendereth as THE PROLONGED OF LIFE." – Necronomicon.

"An old man of great height, lacking one eye and clad in a hairy mantle." – "Gesta Danorum, II, 65".

Tawil at'Umr, one of the forms of Yog-Sothoth, is the Most Ancient One. Tawil at'Umr is the Guide of souls to Limbo and beyond the Ultimate Gate to the last Void, where his dreadful other Self resides. Tawil at'Umr's form in Limbo is that of a shifting heavily-cloaked dwarfed shape. In our world, Tawil at'Umr is the archetype of the accursed wanderer: a tall one-eyed old man, wearing a threadbare robe of many colors. Tawil at'Umr is also worshiped from the fifth century onwards as a 24-ft-tall dog-thing, walking like a man (separate statistics are given below). The symbolism of Tawil at'Umr as a grim nomadic peddler with supernatural sight is very ancient, personified in the Norse pantheon by Odin, and having roots in the "Angel of Death" figure, known to the Arabs as Izra'il, and to Christians as Uriel, the "Fire of God". Some cultists advance that Tawil was originally a human chosen by Yog-Sothoth to pass the Gate of the Silver Key and become an Ancient One, the Guardian of the Gate.

Tawil at'Umr is presumably the least malignant form of Yog-Sothoth. Even his most fervent worshippers nevertheless fear him for being sly and foul.

Tawil at'Umr may grant spells or open magical gates in return for mass human sacrifices, involving simultaneous strangling and stabbing of prisoners of war after a battle. The prisoners' belongings, including horses, must be offered also, and buried in pits with the corpses.

Tawil at'Umr has many servitors, amongst which the being Bugg-Shash, Lilith, the Ancient Ones, and the Tomb-herd. All have in common the role of "choosers of the slain", reaping the souls of the dead and guiding them to the Ultimate Gate and their ineffable Guardians.

Tawil at'Umr is sometimes confused with the Devil by Christian scholars. In fact, much stronger parallels can be drawn between Tawil at'Umr and the Destroyer of the Scriptures (Revelation 9:7): Apollyon, the avenging god who shines like the moon and kills with silver arrows (Iliad, Song 1).

ATTACKS: Tawil at'Umr's spear, when thrown, turns into a grim bolt of silvery fire which can reach over half a mile, and destroy all normal objects struck, slaying any humans that failed to dodge out of the way.

TAWIL AT'UMR, The Opener of the Way

The insubstantial Most Ancient One has only INT and POW characteristics; the remaining values should be used in tangible form.

(STR 51 CON 200 SIZ 25) INT 40 POW 100 (DEX 30 Move 25 HP 113)

Other names: Most Ancient One, Apollyon the Destroyer, god of wolves, Angel of Death, Wodan (meaning "furious" or "He who drives mad", also known as the "Old One"), Harlequin.

Weapon: Demonic spear 100%, damage instant destruction.

Armor: none, but Tawil at'Umr can only be harmed by enchanted weapons or magic.

Spells: Tawil at'Umr knows all spells.

Sanity loss: none, unless Tawil at'Umr removes its protective cloak and a 1D20/1D100 Sanity loss is incurred.

TAWIL AT'UMR, The Dog

STR 51 CON 29 SIZ 51 INT 40 POW 100 DEX 19 Move 19 HP 51

Other names: Marculfus ("Borderland Wolf"), Offero, Reprobis of the "dog-heads" tribe, Gargan, and Wepwawet ("Opener of the Way"), a dog-headed deity of ancient Egypt, guide of souls and patron of battles, worshiped in Lycopolis or "Wolf-city".

Weapon: Bite 40%, damage 1D10.

Armor: 3-point hide, and only magical weapons can damage the Dog.

Spells: the Dog knows all spells.

Sanity loss: 0/1D10 Sanity points to see the Dog.