

YE BOOKE OF MONSTRES II

The Aniolowski Collection, VOLUME II

All About Monstres

This volume contains dozens of new races and individual creatures for use with the *Call of Cthulhu* roleplaying game. Included here are the following categories: Outer Gods, Elder Gods, Great Old Ones, Great Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities.

These monstrous creations have been collected from over ten years of favorite *Call of Cthulhu* scenarios; others have been created specifically for this book. The darkly imaginative work of a diverse group of authors is presented here. Where possible each entry begins with a quote describing the monster or entity. Where much about the creature is known, there may be an additional description. If discussing a god, Great One, or Great Old One, notice of any human cult comes next. Further notes discuss habit, habitat, or attack.

An essential aid for players, investigators, and keepers.

"I saw the form waver from sex to sex, dividing itself from itself, and then again reunited. Then I saw the body descend to the beasts whence it ascended, and that which was on the heights go down to the depths, even to the abyss of all being... The principle of life, which makes organism, always remained, while the outward form changed."

—Arthur Machen, "The Great God Pan"

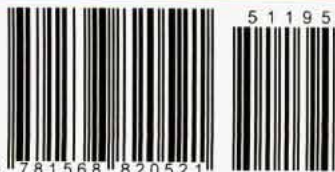


Scott David Aniolowski
(after his apprehension by
minions of the Mythos)

CALL OF CTHULHU is a roleplaying game based on the novels and short stories of H.P. Lovecraft, the founder of modern horror. In this game, ordinary people are confronted by the terrifying beings and forces of the Cthulhu Mythos. Players portray investigators of things unknown and unspeakable, working to save humankind and the world from a dismal future. CALL OF CTHULHU (#2336)

CALL OF CTHULHU and its supplements have won dozens of awards from the game industry. Editions include French, German, Italian, Japanese, Polish and Spanish.

Chaosium publishes many supplements and accessories for CALL OF CTHULHU. About 30 are in print at any one time. Our catalog provides a current list. Watch for the London and New Orleans guidebooks coming soon, and look for new collections of Mythos tales and articles: THE CTHULHU CYCLE and THE NECRONOMICON.



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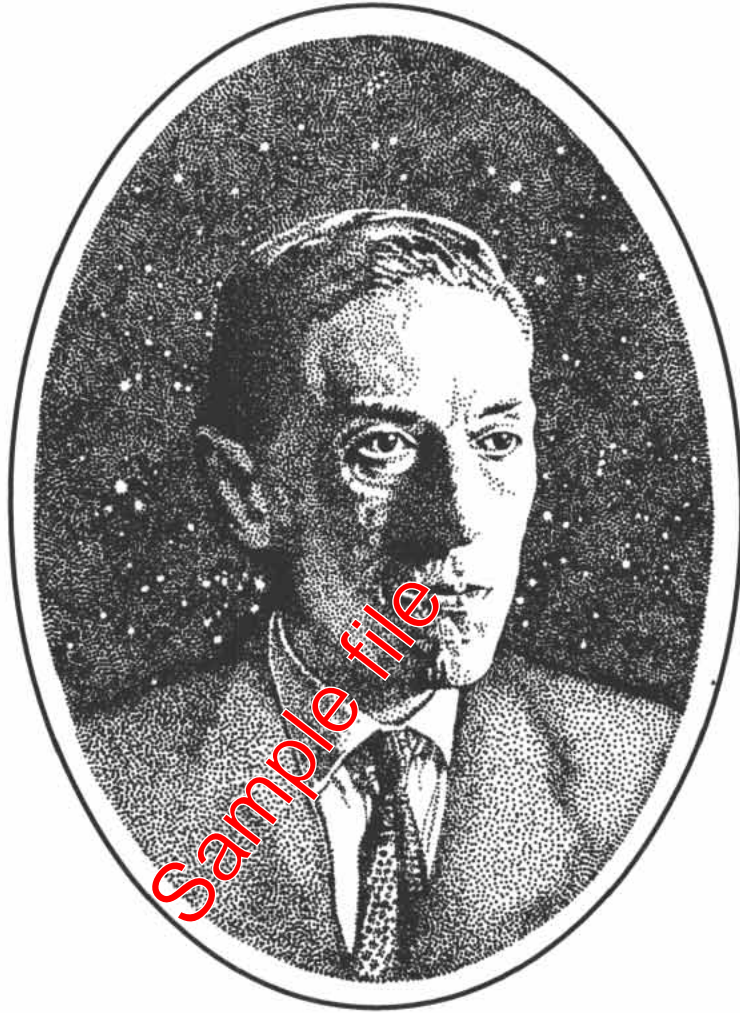


Ye Booke of Monstres II

More Nightmares for *Call of Cthulhu*

Sample file





H. P. LOVECRAFT 1890-1937

THE ANIOLOWSKI COLLECTION, VOLUME II

Ye Booke of MONSTRES II

MORE NIGHTMARES FOR *CALL OF CTHULHU*

by

Scott David Aniolowski

with Marion Anderson, Phil Anderson, Bill Barton, Fred Behrendt, Larry DiTillio, Phil Frances, Clif Ganyard, Geoff Gillan, Ed Gore, Steve Hatherly, Keith Hester, Kevin W. Jacklin, J. Todd Kingrea, Doug Lyons, Randy McCall, Kurt Miller, Sandy Petersen, Kevin J. Ross, Mike Szymanski, G. W. Thomas, and Lynn Willis

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Chaosium Inc.

1995

CLEAR CREDIT

SCOTT DAVID ANIOLOWSKI created stats for the children of Abhoth, the Aihais, Baoh't Z'uqqa-Mogg, Fthagghua, the ghost-beings of Ib, the guardians of the crystallizers of dreams, the spawn of Hastur, Lilit, Lrogg, the miri nigri, Nug and Yeb, Or-ryx, Ossadagowah, the denizens of S'gihuo, the blessed of Shub-Niggurath, Ubb, the voors, the children of Y'gononac, and Zoth-Syra. Clif Ganyard wrote up B'Moth and Sebek. J. Todd Kingree created stats for the children of Tsathoggua and the Xo Tl'mi-go. Kevin A. Ross supplied statistics for the larvae of the Other Gods, the space eaters, and the tomb-herd.

Other creatures and entities were culled from Chaosium scenarios, and credit must be given to their creators. Marion Anderson and Phil Anderson created the Dho-spawn (*Fearful Pas-*

sages). Scott David Aniolowski designed the Wailing Writher (*Escape from Innsmouth*). Bill Barton wrote up the Martians and the Martian war machines (*Cthulhu by Gaslight*). Fred Behrendt created the desh (*Adventures in Arkham Country*). Larry DiTillio and Lynn Willis created stats for the Black Sphinx (*Masks of Nyarlathotep*). Phil Frances created the phosphorescent monsters and the Wenellians (both from *H. P. Lovecraft's Dreamlands*). Geoff Gillan designed the Skinless One (*Horror on the Orient Express*). Ed Gore created the bouchers (*Shadows of Yog-Sothoth*). Steve Hatherly created the fractal creatures and the fractal Yog-Sothoth (*The Stars Are Right!*). Keith Herber did the Beast (*Curse of Cthulhu*), Ghadamon (*H. P. Lovecraft's Dreamlands*), Robigus (*H. P. Lovecraft's Dreamlands*), and the

unspeakable possessors (*Cthulhu Now*). Kevin W. Jacklin created Vibur (*Dark Designs*). Doug Lyons created the hell-plants (*Terror from the Stars*) and the thralls of Cthulhu (*Great Old Ones*). Randy McCall designed Arwassa and the proto-shoggoths (both from *The Asylum and Other Tales*). Kurt Miller created the spawn of Nyogtha (*Fatal Experiments*). Sandy Petersen did the butterfly dragons, cloudbests, fireworms, the gnorri, beings of Ib, the minions of Karakal, shades, and zoogs (all from *H. P. Lovecraft's Dreamlands*). Kevin A. Ross designed the deep one hybrids (*Tales from the Miskatonic Valley*), the degenerate serpent folk (*Sacraments of Evil*), and the Star Mother (*Kingsport*). Mike Szymanski created the Chorazin (*Cthulhu Now*). G. W. Thomas designed Gloom (*Cthulhu Now*).

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INTRODUCTION

Here we are again, with another volume chock full of monsters for *Call of Cthulhu*. You may be familiar with the first volume and its format. If not, don't worry—each volume stands alone as ready-to-use source material for the Keeper. Certain explanatory material is repeated here from the previous volume for convenience, and for those who may not have that first book.

While compiling this volume it became apparent that we had already used most of the major Mythos entities from literature in the rulesbook and first volume of *Ye Booke of Monstres*. So this volume relies more strongly on favorite monsters created specifically for *Call of Cthulhu*, as well as a few I created specifically for this book. In game terms, many of these entities are just as unique and horrifying as those taken from the literary works of Lovecraft's disciples.

Opinions and tastes in "Mythos" monsters vary greatly. Some people would openly embrace anything, while others snobbishly reject everything written by anyone but Lovecraft himself. To this end I say again that the Keeper's personal taste is what determines what is or what is not a part of this "Cthulhu Mythos." This series is meant to offer a number of new or alternative monster choices for the Keeper.

As always, I don't expect everyone to like everything herein. If you find a particular monster not to your liking, don't use it. Pick and choose—add or subtract as you like. Change entries to suit your campaign. To get the most out of this series the Keeper must select those monsters which best fit in with his worldview and individual campaigns and ignore those that do not. I urge you to be selective, but to get the most out of these monstrous selections.

— Unpleasant Dreams,
Scott David Aniolowski

DEDICATION

This is dedicated to my long-time friend

Michael Szymanski

who introduced me to *Call of Cthulhu* so many years ago.

TABLE OF CONTENTS

ABOUT MONSTRES 1	Fractal Yog-Sothoth 20	Serpent Folk, Degenerate 37
CHAOSIUM PRONOUNCIATION OF MYTHOS NAMES 4	Fthargh 21	S'gghuo, Denizens of 38
CREATURES OF THE MYTHOS	Ghadar 22	Shades 38
Abhoth, Children of 5	Gloon 22	Shub-Niggurath, Blessed of 39
Aihais 6	Gnorri 23	Skinless One 40
Arwassa 7	Hastur, Spawn of 24	Space Eaters 40
Baoht Z'uqqa-Mogg 7	Hell-plants 24	Star Mother 41
Beast, The 8	Ib, Beings of 25	Thralls of Cthulhu 42
Black Sphinx 9	Karakal, Minions of 26	Tomb-Herd 43
B'Moth 10	Larvae of the Other Gods 26	Tsathoggua, Children of 44
Bouchers 10	Lilith 27	Ubb 45
Butterfly-Dragons 11	Lrogg 28	Unspeakable Possessors 46
Chorazin 12	Martians 29	Vibur 47
Cloudbeasts 12	Miri Nigri 30	Voors 48
Crystallizers of Dreams, Guardians of the 13	Nug and Yeb 31	Wailing Writter 49
Deep One Hybrids 14	Nyogtha, Spawn of 31	Wenelians 49
Desh 15	Orryx 32	Xo TI'Mi-Go 50
Dho-spawn 16	Ossadagowah 33	Y'gononac, Children of 51
Fireworms 17	Phosphorescent Monsters 34	Zoogs 51
Fractal Creatures 17	Proto-shoggoths 34	Zoth Syra 52
	Robigus 35	
	Sebek 36	COMPOSITE INDEX 54

Sample file



ABOUT MONSTRES

Entries are alphabetical, usually by key word or phrase: Thus you'll find the Denizens of S'glhuo entered under S as S'glhuo, Denizens of. The exact forms for entities occur in the Deities and Monsters box, nearby. There the entries are also classified according to one possible Mythos hierarchy.

Servitor species may also be independent agents, or agents of other entities.

MONSTRE CLASSIFICATIONS

The monsters and entities in this volume are classified in one of nine categories: Outer Gods, Elder Gods, Great Old Ones, Great Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities.

OUTER GODS

The Outer Gods rule the universe. Except for Nyarlathotep, they have little to do with humanity. Humans who meddle with these entities suffer for it—usually madness or death. The Outer Gods appear almost to be true gods, and some seem to personify some cosmic principle. Only a few of these deities seem to take interest in human affairs. When they do, they often seek

to break through cosmic walls or dimensions in order to wreak new destruction. All races and lesser deities of the Mythos acknowledge the Outer Gods, and many worship them.

ELDER GODS

The Elder Gods are a race of gods neutral to, or possibly rivals of, the Outer Gods. Though of vast and awesome power, the Elder Gods do not seem to be as dangerous to humanity as the Outer Gods. Like them, the Elder Gods have little contact with humanity. Few Elder Gods are mentioned; the god Nodens is most often mentioned by name.

GREAT OLD ONES

The Great Old Ones are not omnipotent, but nonetheless are godlike and terrible in human eyes. Humans are much more likely to worship Great Old Ones, who are comparatively near at hand. Great Old Ones occasionally participate in human affairs or contact individual humans. The Great Old Ones appear to be immensely powerful alien beings with supernatural-seeming abilities, but not to be gods of the potency reported for the Outer Gods. Each Great Old One is independent. Many seem imprisoned in some way.

GREAT ONES

The Great Ones are the gods of earth's Dreamlands. Do not confuse them with the Great Old Ones. The Great

Ones are the weakest of all the deity types, and a wise mortal can surpass them in might. However, they are protected by the dread Outer Gods, so mortals properly revere and worship them. The Great Ones are fairly benevolent toward mankind and are so similar to humans that they can actually breed with them. All Great Ones resemble human beings and all share the same general racial aspect—a stern and terrible visage, with long narrow eyes, long-lobed ears, thin noses, and pointed chins. Great Ones walk through the air as easily as on the ground and can travel between the dimensions at need, arriving swiftly at their chosen destinations.

AVATARS

Avatars are variant manifestations of an Outer God, Great Old One, Elder God, or Great One that possess the capacity for independent action. Avatars are less powerful than the gods they represent, although many are more horrible to witness. Avatars are usually limited to a specific size and form. Nyarlathotep is most

well known for its avatars, of which 999 are claimed; at least one (the Black Man) is human-like in appearance.

SERVITOR RACES

Specific species are often associated with particular Great Old Ones, Great Ones, Outer Gods, or Elder Gods. These are servitor species. Frequently a god or Great Old One manifests accompanied by several such servitors. In scenarios and stories these representatives have acted as guards, abductors, assassins, messengers, spies, and delivery boys, frightening investigators and bulking out confrontations.

INDEPENDENT RACES

Certain species are servitors to no particular god or Great Old One, although individuals may certainly worship such beings. Certain species neither desire nor instigate any interaction with other races of the Mythos, while others may actively associate with or war against other species or even gods and Great Old Ones.

Deities and Monsters in This Book, by Type

OUTER GODS

Larvae of the Other Gods
Star Mother, Goddess of the Ghost-Ship

GREAT OLD ONES

Arwassa, The Silent Shouter of the Hill
Baoh't Z'uqqa-Mogg, The Bringer of Pestilence
Dho-spawn, Immature Great Old One
Ghadamon, Larval Great Old One
Gloon, The Corruptor of Flesh
Nug and Yeb, The Twin Blasphemies
Ossadagowah, The Feaster from the Stars
Sebek, The Crocodile God
Vibur, The Thing from Beyond

AVATARS

(primary deity in parentheses)
The Beast (Nyarlathotep)
B'Moth (Cthulhu)
Chorazin (Cthulhu)
Fractal Yog-Sothoth (Yog-Sothoth)
Lrogg (Nyarlathotep)
Skinless One (Nyarlathotep)
Wailing Writher (Nyarlathotep)

ELDER GODS

Orryx, the Scintillating Flame

GREAT ONES

L'lyth
R'lyghs

SERVITOR RACES

Abthoth, Children of Aihais
Crystallizers of Dreams, Guardians of the Deep One Hybrids
Fractal Creatures
Hastur, Spawn of Hell-Plants
Ib, Beings of Ib, Ghost-Beings of Karakal, Minions of Miri Nigri
Nyogtha, Spawn of Phosphorescent Monsters
Proto-Shoggoths
Shub-Niggurath, Blessed of Thralls of Cthulhu
Tomb-Herd
Tsathoggua, Children of Unspeakable Possessors
Y'gononac, Children of

INDEPENDENT RACES

Bouchers
Desh, Greater
Desh, Lesser
Gnorri
Martians
Serpent People, Degenerate
S'glhuo, Denizens of Space Eaters
Voors
Wenelians
Xo Tl'mi-go
Zoogs

FABULOUS CREATURES

Butterfly Dragons
Cloudbeasts
Fireworms
Shades

UNIQUE ENTITIES

Black Sphinx
Fthagghua
Ubb
Zoth Syra

FABULOUS CREATURES

Fabulous creatures are enchanted or mystical beings drawn from legends and lore. Although they can be dangerous, often fabulous creatures inspire awe and wonder in those who see them. Fabulous creatures are generally connected to the Cthulhu Mythos in no other way than through their existence in the Dreamlands, where they are almost exclusively found. Fabulous creatures may be manipulated by the various races, beings, and gods of the Cthulhu Mythos, but they seldom worship them.

UNIQUE ENTITIES

Certain individuals defy classification: They are members of no race, nor are they gods or Great Old Ones. These beings, for lack of any better classification, are designated as Unique Entities. Unique Entities are often powerful, unusual beings that have the god-like ability of simply being dispelled upon being reduced to zero hit points or less. Mere damage will often not destroy a Unique Entity.

ENTRY FORMAT

Where possible, each entry starts with a quote describing the deity or monster. Certain creatures have no quotes or source story: In most of these cases the creature was created by a designer for the *Call of Cthulhu* game system, and was not taken from a literary source. If much is known about the entity, there may be additional description. If discussing an Outer God, Elder God, Great One, or Great Old One, notice of any human cult comes next. The rest of the notes consider peculiarities of habit, habitat, or attack. A deity may be discussed as it is only after it has been summoned or otherwise encountered. Subheadings may break up lengthy and complex material.

The relative length of entries has nothing to do with the importance of the entity or species within the Mythos, nor with the likelihood of encounter. Certain species have remarkable properties which demand considerable space to summarize.

THE STATISTICS

Mythos statistics include STR, CON, SIZ, INT, POW, and DEX, but not usually APP, EDU, or SAN, since those qualities in such alien creatures are not meaningful. Unintelligent beings also lack INT. That a monster has no INT stat does not make it stupid in human terms (INT = 0), but instead means that it acts with unfathomable purpose driven by otherworldly intelligence.

Single beings such as deities are given precise statistics, but species are given a dice-roll range: When a specific monster is called for, the Keeper should use those rolls as guides. Average scores for species are also given, and these can be transcribed when speed is necessary.

HIT POINTS

Usually a monster must lose all hit points before death follows. This is figured by averaging SIZ and CON (in the case of unusual or special races, hit points are figured differently, such as by their POW). Bigger or healthier monsters have more hit points.

Though they have hit points, gods and Great Old Ones cannot be truly slain. When a deity or Great Old One is reduced to zero hit points or less, the thing is dispelled—forced back to whence it came. Mere damage will not destroy any Great Old One, Outer God, Elder God, or Great One.

MOVE

If two numbers are separated by a slash, the second number is the monster's Move in another medium (water, air, etc.), as listed next to the stat.

DAMAGE BONUS

For individuals, the damage bonus notations show the actual rolls to be added to damage results. Those for species are given as average rolls: for an individual of the species, calculate the damage bonus from its SIZ + STR. The notation +db indicates that the damage bonus should be included in the attack.

WEAPONS

The weapons listed are usually natural weapons, as opposed to artifacts. Here the entity's characteristic attacks and chances to hit are shown, plus damage done. Gods, Great Ones, and Great Old Ones often get to attack at 100%—how, for instance, could a deity miss a Bite attack? Again, those entries given for species represent averages, while those for individuals are the actual chances to hit. The entry +db stands for plus damage bonus.

LOSS OF CHARACTERISTICS

If an entity drains points of characteristics from a target, those points are lost permanently, unless the entry clearly states that the loss is temporary.

ARMOR

The creature may have a hard shell, thick hide, be able to regenerate flesh, or be immune to certain sorts of attacks. If so, this will be explained in an accompanying note. Many Great Old Ones, Great Ones, and gods regenerate hit points. Most can be dispelled if attacks lower their hit points to zero or less. Subtract the amount for armor from the hit points cost by a successful attack.

SPELLS

This entry notes the chance or the normal capacity for an individual monster or an average species member to cast spells or particular spells. Any spells listed are intended to be more or less appropriate to the entity: a thrall of Cthulhu is more likely to Contact Cthulhu than Summon and Bind fire vampires, for instance. Additional spells are always possible, and always left to the Keeper's discretion.

The use of magic is never required, for a powerful entity may notice humans no more than humans notice crouching mice. To speak of the Great Old Ones, Outer Gods, Elder Gods, or Great Ones as knowing specific spells is handy but reductionist—aspects of their wills are expressible as spells, but these entities are mostly seamless and indefinable; they know what they want to know. The idea of a god sitting down to learn some spell or other is a laughable one.

SKILLS

Most monsters do not have skills shown, though most or all might have a few physical skills such as Listen, Sneak, Spot Hidden, or Track. Keepers should add skills as needed and desired, and similarly adjust the chances for success.

SANITY LOSS

This entry shows how many Sanity points the investigator loses when encountering a member of the race. The actual amount lost might increase if more than one monster were seen, at the Keeper's discretion, but the amount charged at one time should never exceed the maximum possible loss that a single creature could cause.

'To see' is used as a way of saying 'to witness', 'to experience', or 'to encounter.' The investigators are affected whether or not they close their eyes.

**Chaosium
Pronunciations of
Mythos Names**

Pronunciation guidelines: The capitalized syllable is stressed. Consonants are always hard. All S's are sibilant. An apostrophe indicates a compacted short-l sound. A short-O is written O; a broad-O is written AU; a long-OE is written OE. A broad-A is written AH. A short-E is written EH; a long-E is written EE. A short-I is written I; a long-I is written IGH. A short-U is written UH; a long-U is written OO.

<i>entity</i>	<i>pronunciation</i>
Aihai	IGH-high
Arwassa	ahr-WAH-sah
Baoht Z'uqqa-Mogg	BAUT ZOO-kah-mog
B'Moth	b'MOETH
Chorazin	CHOE-rah-sin
Desh	DEHSH
Dho	DOE
Fthagghua	fuh-THAH-gwah
Ghadamon	GAH-duh-mon
Gloon	GLOON
Lrogg	L'RAHG
Miri Nigri	MEE-ree NEE-gree
Nug	NOOG
Orryx	OR-riks
Ossadagowah	oe-sah-DAH-gwah
Robigus	ROE-bi-goos
Sebek	SEE-behk
S'glhuo	SLOE
Ubb	UHB
Vibur	VEE-boor
Voor	VOOR
Wenelian	weh-NEE-lee-ehh
Xo TI'mi-go	ZO tuhl-MEE-goe
Yeb	YEHB
Zoog	ZOOG
Zoth Syra	ZOTH SEE-rah
Zvilpoggua	zveel-PAH-gwah



CREATURES OF THE MYTHOS

ABHOTH, Children of

LESSER SERVITOR RACE

THERE WERE THINGS like bodiless legs or arms that flailed in the slime, or heads that rolled, or floundering bellies with fishes' fins; and all manner of things malformed and monstrous, that grew in size as they departed from the neighborhood of Abboth. And those that swam not swiftly ashore when they fell into the pool from Abboth, were devoured by mouths that gaped in the parent bulk.

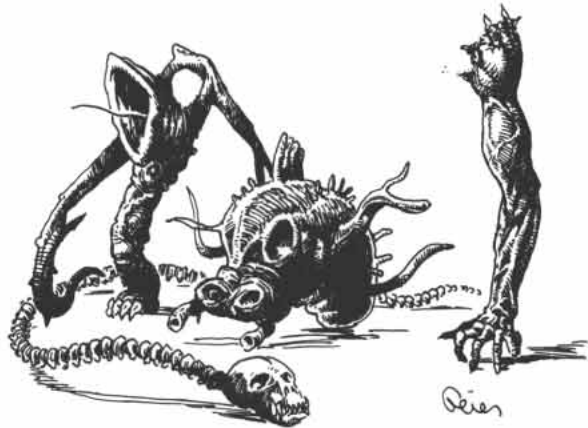
Clark Ashton Smith, "The Seven Geases"

THE CHILDREN OF ABHOTH are the various creatures which the Outer God sloughs off from its great fertile bulk. Unlike Shub-Niggurath's offspring, no two children of Abboth are alike; unlike the brood of Ubbo-Sathla, the Abboth-spawn are generally complex life forms. Some

Sample file

appear as unfinished bodies, or singular body parts, while others look like prehistoric creatures, monstrous mutant things, queer humanoids, amorphous blobs, etc. Some children of Abboth fly, some swim, some crawl, some don't move at all, etc. Abboth scoops up and re-absorbs some of its children. Those that escape their sire's grasp wander about in some dank and lightless subterranean lair, or even venture up into the world of man.

Abboth's children are mostly simple-minded creatures that act and react on impulse. A few of these creatures tend to the alien needs of their sire, but most simply wander away. Because every child of Abboth is



Children of Abboth

different, each has a different mode of attack. The Keeper should determine the specific form of attack for each child he creates. Characteristics for the Abthospawn vary greatly. For most statistics, the Keeper must first make a random dice roll to see how many dice the statistic has. For example, STR is listed as 1-4d10. So the keeper should first roll 1d4 and then roll that many d10.

CHILDREN OF ABHOTH, Spoor of an Outer God

characteristics	rolls	average
STR	1-4d10	5-22
CON	1-6d6	3-21
SIZ	1-3d10	5-17
INT	1d10	5-6
POW	1-6d6	3-21
DEX	1-3d6	3-11
Move	(1-3d6)-2	0-9
HP		18-19

Av. Damage Bonus: +1d6

Weapons: Various d100%, as per mode of attack.

Armor: None

Spells: None

Sanity Loss: Varies from 0/1d2 Sanity points to 1/1d10 Sanity points to see very horrible children of Abthoth.

AIHAIS

LESSER SERVITOR RACE

THE FIGURE, nearly ten feet in height, was taller by a full yard than the average Aihai, but presented the familiar conformation of massively bulging chest and bony, many-angled limbs. The head was featured with high-flaring ears and pit-like nostrils that narrowed and expanded visibly in the twilight. The eyes were sunken in profound orbits, and were wholly invisible, save for tiny reddish sparks that appeared to burn suspended in the sockets of a skull. According to native customs, this bizarre personage was altogether nude; but a kind of circlet around the neck—a flat wire of curiously beaten silver—indicated that he was the servant of some noble lord.

Clark Ashton Smith, "Vulthoom"

THE AIHAIS ARE ONE of two intelligent, dominant races indigenous to Mars. The Aihais are generally a peaceful race content with culture and trade, while their neighbors—the Martians—are a war-like species bent on the

invasion and conquest of other worlds. The two races coexist by an uneasy truce and have very little to do with each other.

The Aihais presently dwell in hidden cities, but in the future when Earth has finally made contact with the inhabitants of Mars they will move to the surface and construct great and beautiful cities.

Many, although certainly not all, Aihais are followers of the Great Old One Vulthoom. Vulthoom and its cult members dwell in an expansive complex far below the surface of Mars where they live out an enteral cycle of sleep and activity. The complex—Ravormos—is a cavernous place of alien technology and Eden-like gardens populated by strange and beautiful plants and animals unknown even on Mars. A potent drug is released into the cult complex during the long sleep phases. This gas puts Vulthoom's followers into states of deep sleep, almost like suspended animation. Vulthoom and its minions sleep for one thousand years.

Vulthoom fled to Mars from its home world aeons ago. On Mars, the Great Old One gathered enough loyal followers and armed them with advanced weapons so that they could wage a great civil war against the ruling Aihais. Eventually, Vulthoom and its followers were defeated and fled to their underground complex where, after centuries of inactivity, they were remembered only in legends. Vulthoom's arrival on Mars and attempted coup became part of the Aihaiian mythology, until the Great Old One's very existence became mere myth. In Aihaiian lore, Vulthoom has become the devil and Ravormos the name of the Martian hell.

But Vulthoom and its loyal subjects dwell still beneath the surface of Mars, building their etherships to carry the Great Old One and its followers through the cosmos one day in search of new worlds to conquer. The Earth is the Great Old One's first target for conquest.

Aihais are generally peaceful, although the Vulthoom sect are unquestionably loyal to their alien god. The Great Old One has provided its followers



Aihai