

ORIGINAL FANTASY RPG

ADDITIONAL

Rules for Fantasy Role Playing Games Playable
with Paper and Pencil and Miniature Figures



Supplement †

Lost Carcosa

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Supplement ⌘: Lost Carcosa

By Tristan Tanner

This book is not the first supplement to be made by a third party for the ORIGINAL FANTASY RPG rules set, nor do I believe it to be the last. It is also not the first of these supplements to feature the word "Carcosa" in its title.

I created this book because I enjoy classic weird, horror, and science fiction, and I enjoy "old school" fantasy role playing games, so I decided to create my own supplement, combining elements of the stories I loved into one chaotic whole.

The foundational influence upon this work is, as the title suggests, Robert William Chamber's collection of short stories, *The King in Yellow*. However, as eerie and strange as such stories are, they are not necessarily a solid framework for a fantasy campaign world, and to fill in the gaps I turned to the works of Howard Phillips Lovecraft, Robert Ervin Howard, and Edgar Rice Burroughs. Creations of all of these authors appear in this work, along with a few minor references to others such as Arthur Machen, Edgar Allen Poe, and Lord Dunsany.

There have been numerous supplements released to be the successors of the original 4, and quite frankly I can't keep track of how many. In order to avoid stepping on the toes of other game designers, I have designated the number of this work to be ⌘, the alchemical symbol for sulfur, AKA the Leviathan Cross or Devil's Cross. I chose it as a nod to the Satanic Panic surrounding Role Playing Games during the 1980s, and due to the color of sulfur being yellow, referencing to the eponymous King in Yellow of Robert W. Chambers.

Now, without further ado, I bid you welcome to Carcosa, where black stars hang in the heavens; where the shadows of men's thoughts lengthen in the afternoon, and where the twin suns sink into the lake of Hali...

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Men and Magic

NEW CHARACTER TYPES:

Zoogs: Zoogs are small, furry creatures that walk as easily on 4 legs as they do on 2. They possess tentacled snouts like those of star nosed moles, and are carnivorous, occasionally even eating human beings. They stand at around 3 feet tall. Zoogs originate from the Dreamlands of Earth, an alternate reality which can be reached while one sleeps, where they dwell within burrows in forests. Zoogs are curious, and secretive, but can be befriended and make amicable companions. Their language consists of odd fluttery sounds, which they speak along with Carcosan and the gibbering language of ghouls. Due to their small stature, large creatures such as gugs take a -1 penalty to hit them, and Zoogs gain a +1 bonus to hit creatures of such a size. They have an exceptional sense of smell, with a 4 in 6 chance of following the trail of an animal which has passed through somewhere in the past 24 hours. Zoogs may be members of any class.

Ghouls: The overall outline of a ghoul resembles a human, but there are many key differences. Ghouls have a canine-like face, long with pointed ears and sharp fangs. Their legs are digitgrade and hoofed, and their fingernails are long, yellowed claws. Ghouls are relatives of humanity who live beneath the ground in dark tunnels, feeding on corpses they extract from graves. Ghoul tunnels reach beyond the planet they are made in, extending to unknown planes of existence through weird magic. This is how ghouls reached the distant planet of Carcosa. If a human child is raised by ghouls, it will become a ghoul itself. Ghouls have



extremely sensitive eyes, allowing them to see well underground, and their canine snouts can sniff out any fresh corpses within a mile 4 out of 6 times. Ghouls may be members of any class. Ghouls speak their own language, which consists of meeps and glibbers, along with Carcosan and the language of zoogs.

Carcosan Humans: These beings are native to Aldebaran, yet resemble humans extremely closely. Some Carcosan humans have unusual skin tones, such as ash gray, and may have oddly colored eyes. The only major difference between Carcosan humans and those of other planets is that Carcosans have very long natural lifespans, with some individuals reaching a thousand years old or more.

LANGUAGES:

Carcosa has many spoken and written languages, in addition to common and the alignment tongues. The most common of these languages are listed below.

Aklo is a bizarre and ancient language that is used in a variety of occult texts.

Carcosan is the "Common Tongue" of the Carcosan region of Aldebaran.

Ghoulish is the language of the Ghouls, it sounds like meeping and glibbering.

Zoogish is the fluttering language of Zoogs.

Elder Thing is a language that sounds like musical piping, and is spoken by Shoggoths and Elder Things.

R'lyehian is the horrible speech of the Starspawn of Cthulhu.

Feline is the language of Dreamlands Cats and the Cats of Saturn.

ADDITIONAL ATTACKS FOR FIGHTER TYPES (OPTIONAL):

As Magic-Users and Clerics gain in experience, their abilities start to far outclass those of the humble Fighting-Man. In order to somewhat alleviate this, the following changes may be made. Swordsman may make 2 attacks per turn, rather than the one they normally would be able to make. Myrmidions may make 3 attacks per turn, and Lords may make 4 attacks per turn. This can easily be extrapolated further, if one so chose.

SPELLS TABLE ADDITIONS:

All new spells listed may be used by Magic-Users AND Clerics.

1st Level

1. Wither Flesh
2. Essential Saltes
- 3.

2nd Level

View Past

3rd Level

Inscribe Elder Sign
Command Shoggoth
Colour Out Of Space

4th Level

1. Call Winged Things
2. Travel Through Angles

5th Level

Mind Transference
Summon Servitor Of The
Great Old Ones

6th Level

Resurrect

EXPLANATION OF SPELLS:

1st Level

Wither Flesh: A living target within the Magic-User or Cleric's line of sight takes 2-7 points of damage as a portion of their body begins to shrivel up and age rapidly. The affected portion remains withered and aged, even if the target regains their lost hit points.

Essential Saltes: This spell causes corpse touched by the Magic-User or Cleric to disintegrate into a pile of oddly colored powder, easily capable of being stored in a jar or urn. This powder is a substance called the Essential Saltes, and may be used in conjunction with the *Resurrect* spell to bring a person back to life.

2nd Level

View Past: By performing this incantation, the Magic-User or Cleric may peer back through time and space, learning untold secrets. The character who casts this may ask 1-3 questions relating to events in the past, to which the referee must answer honestly. Casting this spell attracts the attentions of the Hounds of Tindalos, and the Magic-User or Cleric must make a saving throw against Spells in order to avoid 3-12 of the beasts arriving to kill them in 2-12 days.

3rd Level

Inscribe Elder Sign: This spell allows for the Magic-User or Cleric to trace the form of the mysterious Elder Sign upon a sealed door. This symbol makes it impossible for Flying Polyps, Deep Ones, starspawn, Hounds of Tindalos, Winged Things, Night-Gaunts, Dark Young of Sheol-Nugganoth, Spawn of Yog-Sothoth, or Servitors of the Great Old Ones to attempt to open or break down the door. The spell lasts as long as the Elder Sign remains unmarred.

Command Shoggoth: Originally created by the Elder Things, this spell allows a Cleric or Magic-User to telepathically command a shoggoth. Over time, the shoggoths have become resistant to this spell, and as a result only one command may be made per casting of the spell.

Colour Out Of Space: This spell blasts a 6" x 6" area within line of sight of the Cleric/Magic-User to be exposed to the unnatural Colour out of Space. As a result, all plants within the area become withered and strangely hued, and all living creatures must make a saving throw against spells or take 2-12 damage. Any who survive suffer from a mutation (See Appendix A: Mutation Table).

4th Level

Call Winged Things: This spell may only be cast at night. By making the proper incantation the Cleric/Magic-User can call forth 2-12 Winged Things down from the skies. They will serve the Cleric/Magic-User for one night, after which they will fly away.

Travel Through Angles: By performing the proper mathematical formulae and drawing lines and curves in chalk, the Magic-User/Cleric may instantly transport themselves to somewhere they know the exact physical location of. For example, one could easily transport to the top of one of the peaks of Yad-Thoon, for example, but could not transport oneself to the location of a sworn enemy whose whereabouts are unknown.



5th Level

Mind Transference: This spell allows one to “swap bodies” with another creature. This process requires a piece of the intended victim’s DNA, such as hair, scales, blood, etc. Upon casting, the minds of the two beings switch places, resulting in the transferees gaining the physical abilities of their new body while maintaining their original mental abilities. For example, a Wizard would retain their full spellcasting capabilities after swapping bodies with a Green Man, but the Green Man would no longer have his fighting abilities in his new frail body.

Summon Servitor Of The Great Old Ones: By performing this incantation and drawing the proper symbols in chalk, a Magic-User or Cleric may summon one of the Servitors of the Great Old Ones to do their bidding, rolling 2 dice and consulting the table below to see what occurs.

<u>Dice Total</u>	<u>Spell Result</u>
2	The Servitor is summoned but does not obey commands, instead going on a rampage for 2-7 turns.
3-4	The Servitor is summoned but does not obey commands, instead going on a rampage for 2-7 turns, though it will not harm its summoner.
5-6	The Servitor is summoned and will obey a single, one word command before disappearing.
7-9	The Servitor is summoned and will obey a command before disappearing.
10-11	The Servitor is summoned and will obey 1-4 commands before disappearing.
12	The Servitor is summoned and will obey all commands for 24 hours.

6th Level

Resurrect: By touching a pile of Essential Saltes, the Cleric or Magic-User casting this spell may bring the person whose body originally created the Saltes back to life. Anyone being brought back to life through this method must make a saving throw versus spells or suffer a mutation (See Appendix A: Mutation Table). If different Essential Saltes are mixed together, the resulting creature is a horrific abomination, a hideous fusion of warped flesh that writhes in horrible pain and kills everything around it out of fear and hate. This creature combines all of the hit points and combat abilities of its constituent parts.



Monsters and Treasure

THE MONSTERS

MONSTER REFERENCE TABLE, ELDRITCH AND OTHERWORLDLY CREATURES:

Special traits of monsters are listed in paragraphs unique to each monster below this table.

Monster Type And Alignment*	Number Appearing**	Armor Class	Move in Inches***	Hit Dice	# of Attacks	% in Lair	Type or Amount of Treasure
Elder Things (N)	2-8	4	12 / 24	5	5	10%	H
Things from Beyond**** (N)	1-20	7	12	1 or 5	1	Nil	Nil
Artificial Men (N)	2-12	9	9	3+1	1	15%	Nil
Flying Polyps (C)	1-6	6	12	7	2	20%	I
Gugs (C)	2-12	7	12	5+1	2	30%	C
Moon Beasts (C)	2-12	6	6	3	1	10%	D
Night-gaunts (N)	2-12	7	9 / 24	4	1	30%	Nil
Ghouls (A)	4-16	9	9	1	1	25%	A
Zoogs (A)	4-16	9	9	1	1	25%	B
Worms of the Earth (C)	4-24	8	6	1/2	1	50%	G
Deep Ones (C)	5-30	7	9	2	1	25%	G

MONSTER REFERENCE TABLE, CONTINUED

<u>Monster Type And Alignment*</u>	<u>Number Appearing**</u>	<u>Armor Class</u>	<u>Move in Inches***</u>	<u>Hit Dice</u>	<u># of Attacks</u>	<u>% in Lair</u>	<u>Type or Amount of Treasure</u>
Spawn of Yog-Sothoth**** (C)	1	8	12	10	4	10%	Nil
Servitors of the Great Old Ones (C)	1-3	2	6 / 12	10	5	Nil	1 <i>Flute of the Void</i> ea.
Dark Young of Sheol-Nugganoth** (C)	1-3	4	12	7	4	15%	Nil
Proto-Shoggoths (N)	1-6	6	9	3	2	20%	Nil
Winged Things (C)	3-18	7	9 / 24	3	2	20%	Nil
Thoats (N)	3-18	7	12	4	1	Nil	Nil
Green Men (N)	4-24	9	12	2	1-4	15%	A
Calots (N)	1-12	7	24	3	1	20%	Nil
White Apes (N)	1-2	7	12	6	4	35%	I
Fungi from Yuggoth/Mi-Go (C)	2-12	6	9 / 24	2	2	10%	G
Cats from Saturn (C)	4-24	6	12	½	1	Nil	Nil

MONSTER REFERENCE TABLE, CONTINUED

Monster Type And Alignment*	Number Appearing**	Armor Class	Move in Inches***	Hit Dice	# of Attacks	% in Lair	Type or Amount of Treasure
Dreamlands Cats (L)	5-30	7	12	1/2	1	Nil	Nil
Cultists (C)	5-30	9	9	1	1	40%	A
Ghasts (N)	4-24	7	9	3	1	50%	Nil
Shoggoths (C)	1-6	6	9	5-10	4	60%	I
Hounds of Tindalos (N)	3-12	4	12	5	1	Nil	Nil
Satyrs (C)	5-30	7	9	1+1	1	50%	C
Shantaks (N)	1-6	6	9 / 24	6	2	60%	Nil
Mi-Go Robots (A)	1-8	2	9	3	1	Nil	Nil
Familiars (C)	1	7	6	1/2	1	Nil	Nil
Starspawn/Cthulhi (C)	1-3	4	9 / 24	8	2	70%	H
Vooniths (N)	1-3	6	9	4	6	30%	Nil
Wamps (N)	1-6	7	9	3	1	50%	Nil
Larvae of the Great Old Ones (C)	1-4	3	6/12	15	6	60%	G
Dimensional Shamblers (N)	1-8	7	9	4	2	Nil	Nil

*Alignment is listed in parentheses, with C representing chaos, L representing law, A representing any alignment, and N representing neutrality.

**Increase or decrease depending on the party composition, these numbers are meant primarily for wilderness encounters.

***Flying speed is listed after slash, and monsters may "charge" to gain a bonus to movement.

****See paragraphs for one or more different varieties of the same type of creature.

MONSTER DESCRIPTIONS:

ELDER THINGS: Strange, amphibious barrel shaped creatures with starfish shaped heads, wings, and tentacles, Elder Things are truly a bizarre sight to behold. They are also referred to as Old Ones. They speak their own language, but can understand R'lyehian and Aklo. They are responsible for creating the Proto-Shoggoths, Shoggoths, and, according to some sources, humanity itself. They are highly technologically advanced, and sometimes are armed with *Lightning Guns*.

THINGS FROM BEYOND: These floating jellyfish-like beings exist on a different plane of reality, which only intersects with that of Carcosa if a *Pineal Stimulator* is used. One in 20 have 5 hit dice, and can cast *Disintegrate* once per day.

ARTIFICIAL MEN: These vile creatures look like a cross between hairless chimpanzees and rotten corpses. They are created in vats by mad scientists, usually as servants or in an attempt to create the perfect being. They are incredibly stupid, but very strong, and have a +1 bonus to hit and damage rolls.

FLYING POLYPS: By default, these beings are invisible, and can only be detected by the winds they control, the whistling sounds they make, and the large 5 toed footprints they leave. However, if revealed, perhaps using the *Powder of Ibn Ghazi*, they appear as masses of flesh with unwholesome plasticity. They can "see" through walls and in perfect darkness, and are only partially material, taking 1/2 damage from all sources except magical attacks and electricity. They can control winds and create tornadoes and such as per the spell *Control Weather*.

GUGS: These evil, 20 foot tall giants live in the underworld, and are hideous to behold. Their mouths open sideways rather than up and down, and split their head in two. Their arms split at the elbow, causing each limb to have 2 forearms and 2 hands. They cannot speak, but can communicate via facial expressions. Gugs and ghosts are mortal enemies, and fight one another constantly. They are horrified of ghouls, and thus take a -1 to hit penalty when fighting them.

MOON BEASTS: The Moon Beasts come down to Carcosa sailing in strange black ships crewed by satyrs, who they have enslaved. They sell rubies in exchange for slaves and gold, using satyrs as their middle men. In the world of Carcosa, they dwell on several of the many moons of Aldebaran. In appearance, Moon Beasts resemble white, eyeless frogs with tentacled faces. Their forms are semi-fluid and plastic, allowing them to change shape subtly.

NIGHT-GAUNTS: Night-Gaunts are faceless winged humanoids with tails and black rubbery skin which live in caves on mountains. They can tickle their victims instead of attacking, causing them to be paralyzed for a turn, requiring a saving throw against stone to avoid.

GHOULS AND ZOOGS: These creatures are as described in the MEN & MAGIC section. Non-player character ghouls and zoogs are likely (75%) to be hostile.

WORMS OF THE EARTH: These foul, 3 foot high creatures resemble ugly humans with snake-like features, some don't even have legs. They live in the underworld where they worship the Great Old Ones. There are various conflicting ideas about their origins. Some believe they were once human beings, who became loathsome beasts after worshipping the Great Old Ones and dwelling in the dark, while others claim that they were never human at all, instead being a strange species of serpent that achieved sentience.

DEEP ONES: Floundering, batrachian fish-things, the Deep Ones are foul mockeries of humanity. They often join forces with cultists in seaside communities, and are revered as holy beings by certain cults. The Deep Ones tend to worship Cthulhu, Father Dagon, and Mother Hydra, and 1 in 20 have clerical abilities.

SPAWN OF YOG-SOTHOTH: These creatures are enormous, invisible beings that are borne of the Great Old One Yog-Sothoth, who occasionally sires children with his worshipers. If their form is revealed, they appear as huge ropy masses of tentacles with elephantine legs and a human-like face atop their body. They are semi-intelligent, and feed on the blood of living creatures. They are only partially corporeal, and as a result take ½ damage from non-magical attacks. They typically have 2-12 tentacles with which to make attacks that deal 1 die of damage each. After being slain, the Spawn of Yog-Sothoth rapidly dissolve in amorphous goo. Some Spawn of Yog-Sothoth have twin siblings that can pass themselves as humans while wearing heavy clothing, and do not have any special abilities beyond growing to adulthood at an extraordinary rate.

SERVITORS OF THE GREAT OLD ONES: The Servitors are large blobs of amorphous flesh and tentacles, holding *Flutes of the Void*. Usually these beings orbit the Daemon Sultan Azathoth and play music to lull him into sleep, lest he awaken truly and destroy all of reality. Sometimes they are summoned by evil sorcerers however, with disastrous results.

DARK YOUNG OF SHEOL-NUGGANOTH: The cloud-like fertility deity Sheol-Nugganoth is constantly giving birth to and consuming horrible abominations. Some of these beings escape, and grow to adulthood. They typically resemble unnatural hybrids of different animals, with bizarre and eldritch features. Sheol-Nugganoth's genetic code is so complicated and alien that nearly all of its spawn are utterly unique, and thus the statistics represented here depict only an average specimen. If one wishes to generate a wholly new Dark Young, they may roll on the random tables provided in Appendix B.

PROTO-SHOGGOTHS: One of the earlier creations of the elder things, proto-shoggoths are amorphous masses of flesh, capable of imitating the general outlines of creatures they have consumed. They are not truly intelligent, but have an animal cunning which helps them lure prey closer, and they are capable of mimicking sounds they hear.

WINGED THINGS: These unnameable servants of The King in Yellow resemble a mixture of an insect, bird, mole, and a decomposing human corpse. They serve as tame mounts for cultists of The King in Yellow, and are capable of traveling through the vacuum of space.

THOATS: Resembling 8 legged horses, thoats are beasts of burden and mounts of the Green Men. They are rarely truly tame, instead often trying to buck off their riders. They have wide toothy mouths and flat tails.

GREEN MEN: The Green Men are a species of 6 limbed humanoids which dwell in the Yellow Desert of Rotan. They have green skin which ranges from lime colored to forest green, along with bulging red eyes and small knob-like ears. They are extremely warlike, divided into clans which constantly fight with one another. According to their own legends, they are not native to Aldebaran, and come from a strange red world called Barsoom, before being led here by the Great Old One Nyarlathotep. In height, they tend to be 7 to 9 feet tall, though legends hold that this is only due to the gravity of Aldebaran, and on Barsoom they grew much larger. Due to their middle set of limbs, along with their extreme agility, Green Men may make 1-4 attacks each turn (roll on a 4 sided die). 1 in 3 Green Men will be riding a thoat, and for every 10 Green Men there will be 1 calot present.

CALOTS: While thoats essentially serve as horses for the Green Men, calots are the equivalent of warhounds. They have 10 short legs, toad-like bodies, and huge toothy mouths. Despite their ferocious appearance, calots are capable of extreme emotional bonds with their masters.

WHITE APES: Another Barsoomian creature, the White Apes are giant gorilla-like creatures which share a general body plan with the Green Men, possessing 6 limbs. They are hairless, except for some white hair atop their head. White Apes are semi-intelligent, and are capable of using extremely rudimentary tools.

FUNGI FROM YUGGOTH/MI-GO: Despite resembling shrimp or crabs with wings and bulbous, faceless heads, the Mi-Go are in fact a kind of sentient fungus. They came to Aldebaran from the frozen planet of Yuggoth to mine resources and harvest the brains of sentient creatures. The Fungi from Yuggoth are highly technologically advanced, especially in the field of surgery, allowing them to modify their own bodies to extreme lengths. Mi-Go usually speak to one another by changing the color of their heads, but through surgery some are capable of speaking humanoid tongues. The Mi-Go worship Nyarlathotep and Sheol-Nugganoth.

CATS FROM SATURN: These intelligent, hairless pseudo-felines are long and lean, with scorpion-like tails which can inflict a fatal poisonous sting requiring a poison saving throw to avoid death. They are mortal enemies of the Dreamlands Cats. They are capable of leaping to and from celestial bodies. As their name suggests, they originate from the planet saturn.

DREAMLANDS CATS: In physical appearance, Dreamlands Cats resemble normal earthly house cats. However, Dreamlands Cats are intelligent, and like the Cats from Saturn are capable of leaping to and from celestial bodies. Dreamlands Cats are fiercely loyal, but vengeful against those who harm cats, Dreamlands or otherwise, though they hate the Cats from Saturn.

CULTISTS: Cultists are evil humans who are fanatically devoted to unnatural powers. Generally, they dress in robes and wear unearthly jewelry, chanting in Aklo, R'yehian, or some other alien tongue. 1 in 20 cultists is a Cleric of vicar level or higher, and is accompanied by a Familiar. Cultists will fight fanatically with a +1 bonus to hit, driven to battle madness due to exposure to horrible knowledge that humans were never meant to know.

GHOSTS: These wretched kangaroo-like humanoids have scabrous pale skin, no nose, sharp teeth, and curiously humanoid faces. They are vulnerable to light to the extent that they take 1 die of damage for each turn they spend exposed to it. They are mortal enemies of the Gugs. Ghosts are venomous, but their venom is of the mildest sort. As a result, anyone bitten must make a saving throw against poison or take an additional die of damage.

SHOGGOTHS: The most powerful creation of the Elder Things, the shoggoths are amorphous green-black masses of protoplasm, capable of movement both on land and in the water. Their forms are constantly roiling with the growth and dissolution of new eyes and organs. Despite their mindless, chaotic appearance, the shoggoths are actually highly intelligent, and some rebel against their elder thing masters. shoggoths are capable of speaking any language, provided they are taught it first, but most can only speak Elder Thing.

HOUNDS OF TINDALOS: These vile creatures dwell at the beginning of time, and can be called forth by foul sorcerers or through reckless use of the *View Past* spell. In appearance, they are extremely thin, and have a bizarre angular quality about them which seems unnatural in an organic being. They otherwise appear somewhat like a surrealist interpretation of a greyhound, with a long tongue. When this tongue is used in combat, it drains a level, as per Wights. In order to be summoned, they must appear through angles, if one is surrounded by curved surfaces they cannot be conjured.

SATYRS: Satyrs are commonly found as slaves to the Moon Beasts, for whom they serve as emissaries and laborers. They resemble humans, but have hairy, hooved legs, mouths that open too wide, and horns on top of their heads. Oftentimes they hide their legs and horns with loose fitting pants and turbans or hoods. Satyrs revere the Great Old One Sheol-Nugganoth under the name Pan, or the title of the Lord of the Woods.

SHANTAKS: These huge beasts resemble bats or birds, with horse-like heads and slippery scales. They are larger than elephants, and can be trained for use as mounts. Despite their great size, they strongly fear Night-Gaunts.

MI-GO ROBOTS: The Mi-Go are highly advanced surgeons and often will extract living brains from their victims. These brains are, on occasion, used as organic computers to control robots. These robots can be of any shape, though they are rarely humanoid. Mi-Go robots are usually found under the command of the Fungi from Yuggoth, though some escape such servitude.

FAMILIARS: Those who worship Azathoth and his servant, Nyarlathotep, are sometimes gifted with strange creatures that help them on their journey. Familiars resemble a cross between a mundane animal and a human. They have humanoid faces and hands so they can perform magic, and are capable of casting any spells that their masters can. Familiars die after a few days if their masters do.

STARSPAWN/CTHULHI: The Starspawn, or Cthulhi, are 10 foot tall, octopus headed, winged humanoids with sharp claws and scaly green skin. They are partially amorphous, and can stretch and contort their bodies to fit through smaller spaces, though they are incapable of fully changing their form. They are descended from the Great Old One Cthulhu, and lurk in the impossible ruins of R'lyeh with their master. Starspawn may make two attacks which deal 3 dice of damage each, due to their great strength.

VOONITHS: Vooniths are strange tentacled beings that resemble a cross between an octopus and a snail. They possess 6 tentacles with they use both for locomotion and as means of attack. Vooniths are amphibious, requiring both air to breath and the moisture of water to survive.

WAMPS: The web-footed wamps are odd bird-like creatures, somewhat resembling ostriches without feathers and with disturbingly human-like arms instead of wings. Their head is akin to that of a mosquito, which they use to suck blood from their victims. On a successful hit, a wamp has latched itself on to a victim, and drains blood at a rate of 1 die of damage per turn until it is killed or chooses to remove itself.

LARVAE OF THE GREAT OLD ONES: The origins of these blasphemous demi-gods are vague, as are their amorphous and hideous forms. They are said to be the children of the Great Old Ones, and as such are often worshiped by cultists. Larvae of the Great Old Ones have a 75% chance of being accompanied by 10-100 cultists.

DIMENSIONAL SHAMBLERS: These monsters look like a cross between an ape and an insect, with sharp clacking mandibles, long arms, and a thick hide. They are named for their ability to walk through vast distances of space, traveling instantly from one location to another. This ability essentially allows them to instantly cast *Travel Through Angles* twice per day.

CARCOSAN MAGIC ITEMS:

Magic items in the world of Carcosa are often quite different from those in the world of the standard game, thus a whole new table has been devised for this supplement. When rolling for magic items, one may choose to roll on the standard table, or perhaps use this one instead, maybe allowing a 50/50 chance of standard magic items or Carcosan ones appearing.

MISCELLANEOUS WEAPONS:

01-45	Radium Pistol
46-80	Radium Rifle
81-00	Lightning Gun

POTIONS:

01-15	Past Vision
16-30	Petrification
31-40	Re-Animation
41-50	Hibernation
51-75	Primal white jelly
76-00	Seablood

MISCELLANEOUS MAGIC:

01-05	Rag of the King's Robes
06-10	Magnifying Glass of Last Sight
11-15	Scroll Against Petrification
16-25	Hand Of Glory
26-35	Elder Sign Amulet
36-40	Image Of Ghatanathoa
41-45	Black Stone of the Worms of the Earth
51-65	Soul Bottle
66-85	Pallid Mask
86-90	Flute Of the Void
91-95	Pineal Stimulator
96-00	Mind Transference Device

EXPLANATIONS OF MAGIC ITEMS:

MISCELLANEOUS WEAPONS

Radium Pistol: This weapon, developed originally by the Green Men, fires a projectile that explodes when exposed to sunlight. It has a range of 24 inches, and deals a single die of damage in darkness, and 3 dice of damage in daylight. Each pistol has 3-30 rounds remaining in its magazine.

Radium Rifle: This weapon is functionally identical to the *Radium Pistol*, but has a range of 48 inches.

Lightning Gun: This weapon largely resembles an old camera, complete with a tripod. When fired, the gun has the effect of the spell *Lightning Bolt* as cast by a Magic-User of the 6th level. The gun may be fired 3 times per day, before requiring time to recharge its batteries.

POTIONS

Past Vision: This potion has the same effect of casting the spell *View Past*.

Petrifaction: If this potion is drunk by or splashed upon a living being, that creature instantly is turned to stone without a saving throw, appearing as if they were carved from marble. Ultimately, this effect is temporary, lasting only 1-3 years, depending on the strength of the potion. This potion usually appears as crystal clear liquid, with a luminescence that appears when its effect takes hold.

Re-Animation: When injected into the body of a dead creature, this potion brings them back to some semblance of life. If the potion is administered within under hour after death, the subject returns to life without any harm done. However, after the 1 hour mark, the subject loses a level, and loses an additional level for each hour after that they were dead. For instance, a 7th level character who was dead for 5 hours would be brought back to life at 2nd level. If the levels lost would reduce the subject to below one level, they are instead raised as a zombie. *Potions of Re-Animation* are a luminescent neon green in color.

Hibernation: When drunk, this potion allows the user to enter a state of suspended animation for as long as they wish. During this state, they do not consume any oxygen, nor require any food or water. It takes a few hours for the user to will themselves out of their hibernation, as such they are quite vulnerable during this state, completely unable to defend themselves. Hibernating individuals are completely conscious of their surroundings.

Primal White Jelly: This substance is associated with the elder things, and with the creation of life. When consumed by a living being, the imbiber is affected by a random mutation (See Appendix A: Mutation Table).

Seablood: When imbibed, the user begins to take on traits of the Deep Ones, starting with the growth of gills upon one's neck within a few minutes. This allows the user to breath underwater indefinitely. Over time, this potion will gradually change one's appearance fully into that of a Deep One, over a period of 1 to 6 years.

MISCELLANEOUS MAGIC

Rag of the King's Robes: This tattered yellow cloth is ancient and filthy, at first glance one may ignore it entirely. However, if sewn into one's own clothing, the wearer gains an unearthly air of royalty, raising their Charisma score to 18 so long as they wear the rag. In addition, wearers of the rag influence people as if they had cast *Charm Person* up to two times per day.

Magnifying Glass Of Last Sight: If one looks into a corpse's eye using this magnifying glass, they are able to view the last thing the corpse saw.

Scroll Against Petrification: Unlike normal scrolls, this item has a passive effect. Anyone who has this scroll on their person is completely immune to any form of petrification.

Hand of Glory: These items are made from the severed hands of hanged murderers, which are then pickled and dried. When the fingertips of the hand are lit aflame, the *Hand's* true power is realized. Anyone which the *Hand Of Glory* is presented to must make a saving throw versus spells or be completely paralyzed. In addition, all locked doors open by themselves to anyone holding a lit *Hand*.

Elder Sign Amulet: Anyone who wears this amulet, inscribed with the strange and unearthly Elder Sign, has constant protection against Flying Polyps, Deep Ones, starspawn, Hounds of Tindalos, Winged Things, Night-gaunts, Dark Young of Sheol-Nugganoth, Spawn of Yog-Sothoth, and Servitors of the Great Old Ones. If any of these creatures attempts to attack the wearer, they take a -4 penalty to all “to hit” rolls.

Image Of Ghatanathoa: These typically take the form of wooden boxes with hinged lids, within which is a statue of the Great Old One Ghatanathoa. Anyone who looks upon the visage of Ghatanathoa is instantly petrified, their body mummifying and fossilizing while their brain remains alive. A saving throw versus stone can be made to avoid looking at the statue.

Black Stone Of The Worms Of The Earth: These polished black stones are telepathically linked to the horrid Worms of the Earth, such that the creatures know when they are taken. Anyone carrying the stone will be hunted ruthlessly by them. However, if hidden away, one can bargain with the Worms of the Earth in exchange for its safe return.

Soul Bottle: This small glass bottle contains a piece of lead suspended by a string. Such a bottle can be used to trap the soul of someone at the moment of death, thus allowing the user of the bottle to communicate with the deceased person. Any soul trapped in the bottle can communicate by moving the piece of lead within the bottle, meaning that communication is generally limited to yes or no questions.

Pallid Mask: Seasoned adventurers in Carcosa know to steer clear of these items. Anyone who wears one of these yellowed, cracked masquerade masks is instantly under the complete and total control of The King In Yellow.

Flute Of The Void: When a *Flute Of The Void* is played, it can be used to cast any of the following spells: *Colour Out Of Space* twice per day, *Call Winged Things* once per day, *Command Shoggoth* twice per day, and *Wither Flesh* 3 times per day. The *Flute* itself appears to be made from bone, and is not quite designed for human hands.

Pineal Stimulator: This small metal device can be activated to stimulate the pineal glands in anyone within 12" of it, causing them to become a new sensory organ. This allows anyone affected to see all invisible beings, as well as notice a faint aura around any magical items. However, for every turn the *Stimulator* is used, there is a 1 in 6 chance that a group of Things from Beyond will appear. These monsters are only able to interact with those affected by the *Pineal Stimulator*. The effect of the *Pineal Stimulator* lasts for 2-12 turns before needing to recharge.

Mind Transference Device: This device can be used to cast the spell *Mind Transference* once per day, however it does not require the DNA of the subject, merely direct line of sight.

Adventures in Carcosa

ARRIVING IN CARCOSA

Carcosa has a strange connection to other points in time and space, owing to the thinning of reality due to the King in Yellow's influence. Because of this, gateways to Carcosa can appear anywhere in time and space, allowing for characters from any world or era to arrive purely by accident. Alternatively, one could reach Carcosa in dreams, or astral project there after one's mortal body is slain.

THE GEOGRAPHY OF CARCOSA

Carcosa is not the name of the planet where this supplement's setting takes place, rather it is the name of a city and region on said planet, much like how Rome was both a city and a country. The planet that Carcosa exists upon is called Aldebaran, located in the Hyades star cluster. Contrary to modern knowledge of the real life Red Giant Star also named Aldebaran, this world is an earth-like planet in orbit around twin stars, with multiple moons flying around it like maddened flies.

Due to the chaos of so many moons, Aldebaran's surface is constantly reforming and reshaping itself, making exact maps difficult (and making it easier for a Referee to make their own map of the world). However, despite all change, dim Carcosa remains at the shore of Lake Hali.

Carcosa itself can be divided into a few sub-regions; the forest of Ys, the sea of Demhe, the desert of Rotan, the Colour-Blighted Wastes, the jungle of Yarnok, the Carcosan Underworld, and the plains of Yhtill. Later in this section, each sub-region will be detailed, with a description of the region, a wilderness encounter table, and a table of 50 different things to find in said region, to help with the stocking of a wilderness map. These sub-regions can be placed anywhere the referee desires for their own home game, though obviously the Underworld will always remain beneath the rest.

A BRIEF HISTORY OF CARCOSA

Carcosa was not always the hellish, chaotic place that it is today. Once, Carcosa was a relatively peaceful land, ruled by the queens Cassilda and Camilla, who reigned over the land from the city of Carcosa by tranquil Lake Hali.

Then the King in Yellow came to Aldebaran.

Widespread madness and violence began to befall the nation even before the King's wandering led him to the city of Carcosa; wherever the King walked, death followed. New moons appeared in the sky, causing terrible tidal waves and leading the citizens of Carcosa to believe the world was coming to an end. Upon reaching the plains of Yhtill, the King in Yellow slew Hastur, god of shepherds, and ate his name. Cassilda and Camilla sealed themselves and their friends and family in the royal palace, where they held a masquerade ball in an attempt to take their mind off of the chaos and destruction outside of the palace walls. The King in Yellow found his way into the ball, appearing to simply be another reveler.

By the end of the evening, when all the party goers removed their masks and revealed their true identities, the King in Yellow was revealed, and death came to the city of Carcosa. Those who survived the evening became horribly twisted parodies of their former selves, damned to an eternity of service to the King in Yellow.

This was hundreds of years ago, and since then things have only gotten worse. Aldebaran is a dying world, a world of madness, decay, and chaos. But life still exists, even in the shadow of the King. Swords and spells for hire are always wanted in a world like this, and great treasure lies hidden in the dark places of Carcosa.

SIMPLIFIED WILDERNESS EXPLORATION (OPTIONAL)

The rules provided for wilderness exploration in BOOK III of the ORIGINAL FANTASY RPG are perfectly serviceable, but some players may find them to be rather complicated. To remedy this, below is a highly simplified system of movement for exploring Carcosa.

HEXES TRAVELED PER DAY IN CARCOSA

TRANSPOR- TATION METHOD	REGION				
	Yhtill	Rotan/ Wastes	Yarnok /Ys	Demhe	Underworld
Foot	3	2	3	n/a	2
Mount	6	4	4	n/a	n/a
Vehicle	5	3	n/a	3	n/a

For further simplification, a referee could choose to use the following rules for evading monsters in the wilderness. There is a 3 in 6 chance of a monster pursuing a party across a flat plain or open ocean such as the environments found in Yhtill, Rotan, Demhe and the Colour-Blasted Wastes. In Yarnok, Ys, and the Underworld, monsters instead have a 2 in 6 chance of following, owing trees in Yarnok and Ys, and the winding tunnels of the Underworld.

GENERATING THE CARCOSAN WILDERNESS

The following pages detail the 7 main regions of Carcosa, and contain brief descriptions of these lands, encounter tables, and a percentile die table of "Things to Find". These percentile tables make up the bulk of Supplement 3, and are vital in the creation of the Carcosan wilderness. To start with, one needs some blank sheets of hex paper (or graph paper, if hex paper is unavailable). Decide how large you want your wilderness to be, and then mark the borders of the various regions (obviously, being underground, the Underworld will need its own separate sheet from the others). Once this is done, place any special areas you want to on the map, such as the city of Carcosa, the Peaks of Yad-Thoon, etc.

You should have a large portion of the map still being blank, and this is where the encounter and "Things to Find" tables come in. For each hex, roll a 6 sided die. On a result of 1-2, the hex is "empty", as in it doesn't contain anything particularly interesting to find beyond the standard landscape of the region. On a result of 3-4, there is a monster encounter, you must roll on the encounter table for the region or select monsters yourself. On a result of 5-6, there is something interesting in the hex, and you should roll on the percentile die "Things to Find" table and place the result there. Note that the "Things to Find" are often rather vague and leave much to the referee's imagination; this is on purpose, so as to allow an individual referee to make Carcosa their own. Also, the referee should feel free to tinker with the ratios of empty hexes, monster encounters, and "Things to Find" to suit their own style of play.

THE FOREST OF YS

This dark and lonely wood has strange connections to France on Earth, and wanderers can sometimes find their way to Carcosa by accident. Numerous zoogs dwell here, and some of the more malevolent ones may hunt down and eat intruding humans. Cultists to Sheol-Nugganoth perform foul rites among the oaks, and bloodstained altars in the middle of standing stones are not uncommon. Occasional settlements can be found among the trees, small secluded communities which know to fear the dark, and to not peer too closely at the strange tracks left behind in the fallen leaves.

Hidden in the verdant growth of Ys is an out of place, medieval French mansion, the **Chateau d'Ys**. Living in this strange place, misplaced in both space and time, is Jeanne d'Ys. The mansion itself has been twisted and corrupted by The King in Yellow's influence, the inside being far larger than it should be. The layout of the chateau is like a gothic tumor, with random corridors and rooms branching off in meaningless patterns. Throughout the mansion roam the twisted, undead remains of Jeanne d'Ys's servants, along with what is left of the demoiselle herself.

YS ENCOUNTER TABLE

Roll of a 12 Sided Die	Monster(s) Encountered
1	1-8 Mi-Go Robots
2	1-3 Dark Young of Sheol-Nugganoth
3	1-8 Dimensional Shamblers
4	2-12 Fungi from Yuggoth/Mi-Go
5	5-30 Dreamlands Cats
6	5-30 Satyrs
7	4-24 Zoogs
8	5-30 Cultists
9	4-24 Cats from Saturn
10	3-18 Winged Things
11	1-6 Proto-Shoggoths
12	1 Spawn of Yog-Sothoth

50 THINGS TO FIND IN YS

Percentile Die Roll	Thing To Find
01-02	A ring of faintly luminous mushrooms.
03-04	A grove of trees, whose shapes vaguely recall malformed humans in tremendous pain.
05-06	An enormous tree the width and height of a small tower. It is completely petrified.
07-08	A small, abandoned cottage, overgrown with yellow tinted moss and ivy.
09-10	A small cemetery with makeshift grave markers.
11-12	A boulder inscribed with sinister and alien glyphs. It radiates an aura of unease.
13-14	Small pits that entrap and break legs, covered over with leaves.
15-16	An old abandoned tree house, containing a child's skeleton.
17-18	A village, hidden amidst the greenery and constructed to blend in.
19-20	Disembowled corpses, carved with strange symbols and hung from the trees.
21-22	A logging camp, haunted by a strange monster which only comes out at night.
23-24	A pack of wolves which titter and whisper in semi-human voices.
25-26	A dead bear, drained of blood with an unusual bite mark on its neck.
27-28	The horrifically mutilated, yet strangely uneaten, corpse of a deer.
29-30	A group of half-nude, feral cultists with animalistic features.
31-32	Eerily beautiful music filters through the trees.
33-34	Strange orbs of light hover and zip through the air.
35-36	A sudden, raging forest fire starts. The smoke twists and curls like the tentacles of some hideous cephalopod.
37-38	The ghost of a hunter who became lost and starved to death.
39-40	A willow tree that writhes and shrieks.

- 41-42 The trees here drop pine cones which explode on impact.
- 43-44 Stumps of felled trees which leak blood.
- 45-46 A deep ravine seems almost to appear out of nowhere. It is too deep to see the bottom.
- 47-48 A creek, full of fast acting flesh eating bacteria.
- 49-50 Thorny bushes with sickly yellow berries which induce hallucinations of the King in Yellow.
- 51-52 Rotting corpses which move and moan, tangled up in gnarled tree roots.
- 53-54 Birds who imitate party members' voices and attempt to spread discord.
- 55-56 A flock of misshapen, flightless crows with a hunger for human flesh.
- 57-58 The lair of some terrible monster which is currently absent.
- 59-60 A violent, mutated lumberjack who thinks humans are trees.
- 61-62 A forest path which shifts and changes to make travelers lost.
- 63-64 Gnarled roots lie underfoot which move when one isn't looking.
- 65-66 Hand sized yellow slugs are consuming the corpse of a lost traveler.
- 67-68 An ill fated hunting expedition fleeing from an enormous feral hog.
- 69-70 A tree covered in deep claw marks.
- 71-72 The nest of a gargantuan bird, with unhatched eggs inside.
- 73-74 Huge, literally incandescent fireflies which burn with a sickly yellow light.
- 75-76 A babbling brook whose waters sound like mindless gibbering.
- 77-78 A wooden mannequin dressed in tattered yellow rags and wearing an ornate mask.
- 79-80 A horde of cultists engaging in an unholy bacchanal of food, drink, and human sacrifice.
- 81-82 A slimy trail of an enormous gastropod leads into a deep cave.

- 83-84 A group of loggers who have become feral and beast-like after being lost for years.
- 85-86 A grotesque "garden" of human bones, arranged in intricate patterns.
- 87-88 A sword stuck in a stone that, if pulled out, releases a trapped shoggoth.
- 89-90 Some willingly crucified cultists, offered up as self-sacrifice.
- 91-92 An isolated cabin inhabited by a family of cannibalistic murderers.
- 93-94 A ruined campsite, with strange ichor and claw marks left behind by the attacker.
- 95-96 Glowing yellow mist obscures the surroundings, as well as concealing a hideous monster.
- 97-98 A group of decadent nobles, hunting a peasant for sport.
- 99-00 A still pond whose reflection shows normal people as horrifying monsters and vice versa.

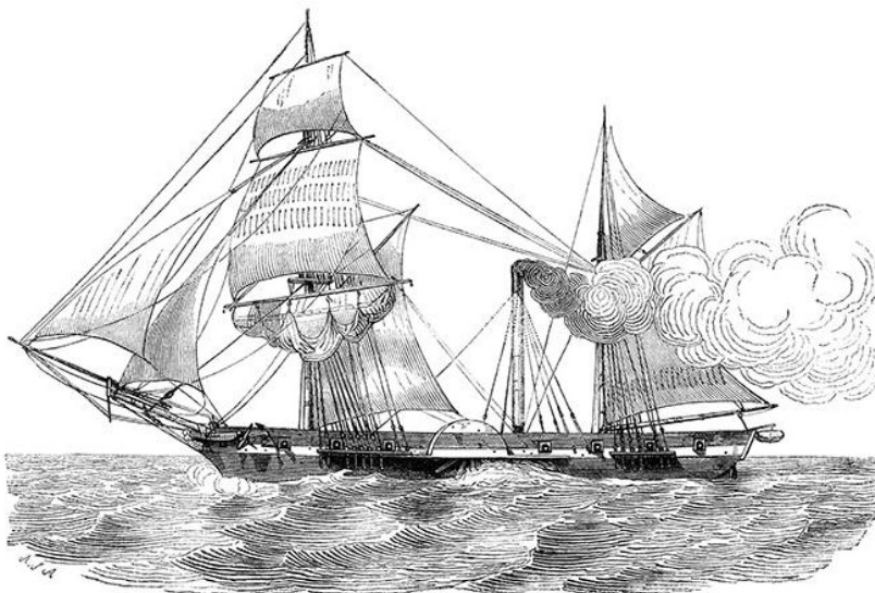


THE CLOUDY SEA OF DEMHE

Surrounding the continent upon which Carcosa lies is the sea of Demhe. Once clear and blue, the water has turned into a foul greenish color, and sulfurous clouds waft through the waves. Strange fish wash ashore on the gravelly beaches, and of the few fishing villages that dot the coast-line, most have been corrupted by contact with the Deep Ones. Occasionally the black ships of the Moon Beasts can be found sailing the Demhe, prowling for unwary ships in order to abduct their crew.

Deep beneath the waves of Demhe lies the antediluvian city of **R'lyeh**, home to Cthulhu and his starspawn. It is not bound to one location in time or space, and as such appears throughout countless ages, and upon a multitude of planets, great spires of twisted stone and impossible buildings sunken deep beneath the waves. On Aldebaran it is no different, and beneath the cloudy waters Cthulhu lies dreaming along with multitudes of other sleeping Great Old Ones. R'lyeh is a holy site for the batrachian Deep Ones, and the demigods Dagon and Hydra guard its perimeter.

Also of note in Demhe is the underwater Elder Thing city of **Nethel-Li**. All the buildings are constructed with the number 5 in mind, as this integer holds religious significance for the city's alien inhabitants. Most menial labor in the city is performed by shoggoths, though occasionally the amoeboid beings break free of their mental bondage and engage in rebellion. A small portion of the city extends above the surface of the water, and here the Elder Things engage in trade with the Moon Beasts and the Fungi from Yuggoth.



DEMHE ENCOUNTER TABLE

Roll of an 8 Sided Die	Monster(s) Encountered
1	1-6 Shoggoths
2	5-30 Deep Ones
3	2-8 Elder Things
4	2-12 Moon Beasts and 5-30 Satyrs (On a ship)
5	1-3 Starspawn/Cthulhi
6	1 Sea Monster
7	20-30 Pirates (On a ship, see BOOK II of the ORIGINAL FANTASY RPG)
8	20-30 Cultists (On a ship)

50 THINGS TO FIND IN DEMHE

Percentile Die Roll	Thing To Find
01-02	An ancient Deep One, as large as a whale.
03-04	A pale piece of gnarled driftwood, carved with strange writing.
05-06	A living ship of flesh, bone, and sinew.
07-08	A school of pale yellow fish, who occasionally arrange themselves into a formation mimicking the Yellow Sign.
09-10	A strange, deep hole in the ocean floor which seems to suck objects towards it.
11-12	An island prison run by a sadistic warden.
13-14	The sea is utterly becalmed, and its surface is mirror-like, displaying reflections of things that aren't there.
15-16	A swarm of foot long, wood-eating aquatic worms.
17-18	The sea teems with dozens of shoggoths, seeming to dance in the cloudy depths.
19-20	A horrified, catatonic fisherman adrift in a small dinghy.

- 21-22 A merchant ship whose crew seem unaware about the calamity which long ago befell Carcosa.
- 23-24 An enormous jellyfish which lifts from the water and floats into the sky.
- 25-26 Hundreds of bloated, waterlogged corpses float to the surface all at once.
- 27-28 A ship constructed from bones and crewed by ghouls.
- 29-30 Ghosts of drowned sailors float beneath the waves.
- 31-32 The already cloudy water becomes a disgusting mass of yellow sludge.
- 33-34 A school of sharks with legs that can breath water for short periods.
- 35-36 A vast sunken city, with lights still on in the buildings' windows.
- 37-38 A large iceberg, riddled with ice caves.
- 39-40 A tropical island with an active volcano.
- 41-42 The water shines with an unearthly luminescence and bubbles mysteriously.
- 43-44 A pod of dolphins with human faces and hands.
- 45-46 A 20th century American battleship, displaced in time and space.
- 47-48 A mist shrouded island inhabited by prehistoric creatures.
- 49-50 An underwater tower whose roof barely breaches the surface.
- 51-52 The clouds above curl and twist into disturbing shapes.
- 53-54 A group of shoggoths battles a group of elder things beneath the surface of the water.
- 55-56 A pirate marooned on a tiny island. They claim to have survived because of food and water being given to them by "mermaids".
- 57-58 An island covered in giant mushrooms. The mushrooms are parasitic and reproduce in the bodies of those who eat them, eventually controlling their thoughts.
- 59-60 A barren, craggy island from which eerie lights and chanting emerges.

- 61-62 A group of deep ones who have commandeered a galleon and engage in piracy.
- 63-64 A floating village made from driftwood and wrecked ships.
- 65-66 A lighthouse on a lonely, barren island, with a lighthouse keeper driven to madness by isolation.
- 67-68 A flock of predatory, mutated seagulls with razor sharp teeth.
- 69-70 An intricate and beautiful city of coral, whose spires poke out above the waves.
- 71-72 The surface of the water burns with supernatural yellow flame.
- 73-74 The enormous tentacles of some unseen sea-beast search for prey.
- 75-76 A powerful hurricane appears out of nowhere.
- 77-78 A pirate ship crewed by cannibalistic cultists and propelled by undead rowers.
- 79-80 An island which is actually just the back of a gigantic marine reptile.
- 81-82 The unidentifiable carcass of some titanic sea creature.
- 83-84 A flying, decrepit ship crewed by the unquiet dead.
- 85-86 A fishing ship whose crew put out their own eyes after seeing something terrible rise up from the sea.
- 87-88 What looks like an iceberg is actually the top portion of a gigantic "man-o'-war" jellyfish.
- 89-90 A whirlpool with a mile diameter, at the center of which are the gnashing jaws of an enormous monster.
- 91-92 A whale whose song brings forth strange visions.
- 93-94 Dozens of sunken ships litter the ocean floor.
- 95-96 Thousands of dead and dying fish bob on the surface of the water, attracting seagulls.
- 97-98 A huge floating island composed of rotting kelp.
- 99-00 An aquatic monster whose song lures sailors to drown in its underwater cave.

THE YELLOW DESERT OF ROTAN

Vast dunes of powdery yellow sand go on for miles, broken by the ruins of long dead civilizations. Rotan is a land of death and bleached bone, inhabited by monsters and the ferocious green men of Barsoom. Scholars say that here is where the King in Yellow first came to Aldebaran, transforming the sands a sickly yellow color and breaking down the barriers between worlds. Wanderers in Rotan seldom survive this harsh environment if they come unprepared; the landscape seems to shift and warp to lead travelers to their doom.

Floating about 50 feet above the ground, the twin suns of Aldebaran shining off its reflective jade surface, the **Green Ziggurat** is a truly awe inspiring sight. Cultists devoted to the Crawling Chaos come from far and wide to worship at this place. Those few who enter the ziggurat and return alive claim that it is larger on the inside than seems possible, seeming more like a vast city than a single building. They tell stories of horrible abominations that thirst for human blood, but also of vast troves of treasure, all contained within endless winding corridors and oddly angled rooms. Some believe that if you reach the center of the ziggurat alive, you are granted an audience with Nyarlathotep himself.

ROTAN ENCOUNTER TABLE

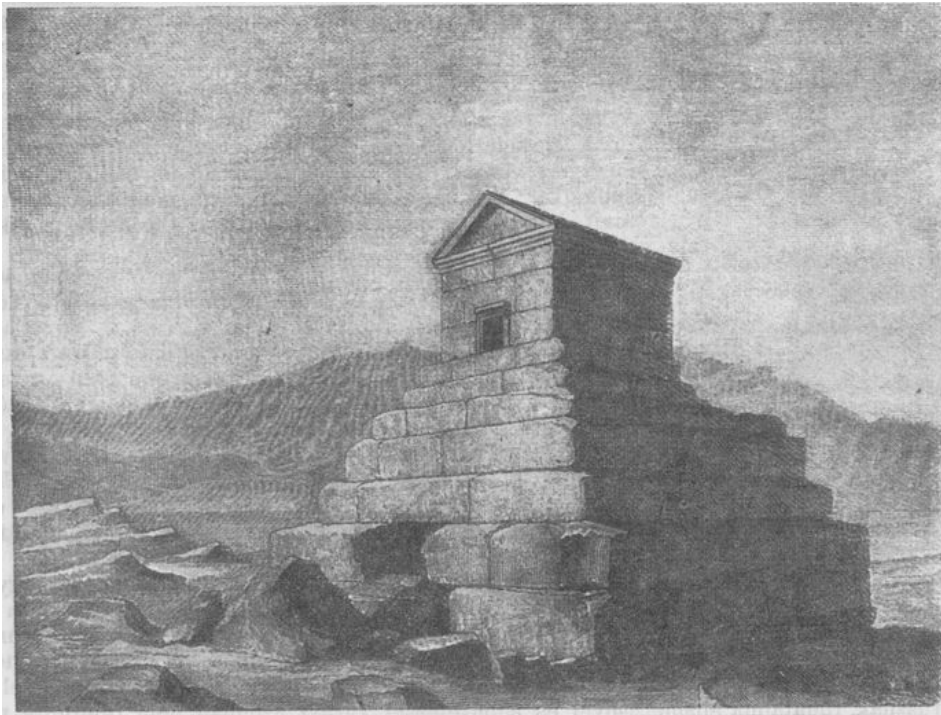
Roll of a 12 Sided Die	Monster(s) Encountered
1	1-2 White Apes
2	3-18 Thoats
3	1-6 Wamps
4	1-12 Calots
5	4-24 Green Men
6	5-40 Skeletons (See BOOK II of the ORIGINAL FANTASY RPG)
7	5-30 Cultists
8	4-24 Ghouls
9	4-24 Cats from Saturn
10	1-8 Dimensional Shamblers
11	1-12 Mummies (See BOOK II of the ORIGINAL FANTASY RPG)
12	1-4 Larvae of the Great Old Ones

50 THINGS TO FIND IN ROTAN

Percentile Die Roll	Thing To Find
01-02	A huge cactus stands atop a dune, grown into the shape of the Yellow Sign.
03-04	A well, at the bottom of which lurks a weakened and hungry shoggoth.
05-06	A sandstone obelisk carved with strange symbols which seem to write and change.
07-08	A seemingly beautiful oasis, whose waters and foliage hide lurking monsters.
09-10	A small grove of dead, gray trees, half-buried with sand.
11-12	An ancient temple to a long-dead god, partially submerged in sand.
13-14	A dune moves like a living creature, groaning like a whale in pain.
15-16	A small, abandoned town inhabited only by ghosts.
17-18	A broken statue depicting a winged god.
19-20	Sarcophagi containing the mummified remains of ancient royalty.
21-22	A wandering caravan of traders who are selling strange magical objects.
23-24	A group of raiders, traveling aboard a strange ship made to travel over sand dunes on skis.
25-26	The enormous bones of some ancient, primeval creature.
27-28	A flock of buzzards flying through the sky, their formation mimicking the Yellow Sign.
29-30	A vast plain of partially buried bones and discarded weapons.
31-32	A tomb containing dozens of mummified corpses stacked on top of each other.
33-34	A pit so deep that one cannot see the bottom.
35-36	The wind whispers the names of the party members, and tells them how they will be killed by the King in Yellow.
37-38	A field of rocks that are sharp as knives, stained with fresh blood.

- 39-40 A sandstorm, the general outline of which resembles a vast hooded figure.
- 41-42 A spiraling "whirlpool" of sand.
- 43-44 Huge spires of sandstone, sticking out of the ground like broken ribs.
- 45-46 A mirage that shows the city of Carcosa.
- 47-48 A sandstone cliff, dotted with various caves. A light comes from one of them.
- 49-50 A huge canyon which descends at least a mile downwards. Various ruins can be seen at the bottom.
- 51-52 A grove of succulents and cacti the size of trees, inhabited by odd, hairless zoogs.
- 53-54 A beautiful and well maintained garden made entirely from stone.
- 55-56 An abandoned mine shaft with graffiti declaring ominous warnings.
- 57-58 A large, partially ruined arena, where a clan of green men cheer at a battle between gladiators and white apes.
- 59-60 A dried up lake bed with the bleached bones of an aquatic monster.
- 61-62 A large ant mound with human remains sticking out of it.
- 63-64 A large, featureless yellow monolith. Standing near it causes a sense of intense unease.
- 65-66 A group of thoats stuck in bubbling tar pits.
- 67-68 A herd of camels with human faces emitting shrill screams.
- 69-70 A field of drought resistant fungus, tended by green men.
- 71-72 A decrepit, ruined fortress, inhabited by cultists devoted to Nyarlathotep.
- 73-74 A larva of the great old ones, chained to a rock covered with binding sigils.
- 75-76 A small encampment of friendly nomads who are happy to trade both supplies and stories.
- 77-78 A patch of long destroyed farmland, with a ruined farm house.

- 79-80 The crumbling ruins of a once great pyramid.
- 81-82 A huge statue depicting a creature with the lower body of a thotat and the upper body of a green man.
- 83-84 A small tomb containing mummies of some strange inhuman species.
- 85-86 A group of ghoulish grave robbers, looking for "finely aged" meat.
- 87-88 Dozens of horse-sized lizards, basking in the light of Aldebaran's twin suns.
- 89-90 A dried up river, with ancient boats still resting on its bed.
- 91-92 Fossilized remains of Elder Things, exposed by a sandstorm.
- 93-94 A library of forbidden lore, half-sunken into the sand.
- 95-96 A vast lake of black, viscous oil. Shoggoths hide beneath its surface, blending in easily.
- 97-98 The ruins of an enormous sandstone wall, covered with faded murals.
- 99-00 Dozens of ambulatory, vampiric tumbleweeds.



THE COLOUR-BLIGHTED WASTES

This region was once fertile farmland, until an event known as the Rain of Stars. Dozens of meteors fell from the sky, carrying with them the Colour out of Space. The Colour corrupted the land, turning the crops sour and mutating the livestock. In time, the human inhabitants began to suffer the same effects. The Wastes are now in a constant twisted cycle of decay and rebirth, with mutated flora and fauna growing and dying rapidly. Some worship the Colour out of Space as a sort of god of life and death, and make pilgrimages to the Wastes, but most view it simply as a curse. Even the fabric of reality itself has been damaged by the Colour's presence, and as a result Things from Beyond can be encountered even without the aid of a *Pineal Stimulator*, and packs of Hounds of Tindalos roam freely.

At the edge of the Colour-Blighted Wastes are impossibly tall, frozen mountains composed of black, reflective stone. The mountains are named the **Peaks of Yad-Thoon**, a legendary sorcerer who is said to have communed with the Great Old Ones and remained sane. The light plays tricks with the oddly prismatic structure of the Peaks' stone, causing surreal mirages and hallucinations. It is said that there is an observatory atop the highest peak of Yad-Thoon, where learned scholars use strange equipment to view the Daemon Sultan Azathoth himself.

WASTES ENCOUNTER TABLE

Roll of a 10 Sided Die	Monster(s) Encountered
1	1-20 Things from Beyond
2	2-12 Night-Gaunts
3	1-3 Dark Young of Sheol-Nugganoth
4	5-30 Cultists
5	1-8 Dimensional Shamblers
6	3-12 Hounds of Tindalos
7	1-6 Shantaks
8	1-3 Servitors of the Great Old Ones
9	2-12 Fungi from Yuggoth/Mi-Go
10	1-8 Mi-Go Robots

50 THINGS TO FIND IN THE WASTES

Percentile Die Roll

Thing To Find

01-02	A hellish mirage of a city constructed from warped flesh and unnatural color.
03-04	Frantic, almost intelligible whispering floats in on the wind. Sometimes it sounds like the listeners own voice.
05-06	Flowers that look like eyes seem to leer hungrily, waiting for the party to die so their roots can feast on the corpses.
07-08	Some strange anomaly of magnetism causes metal to float a few feet off the ground here.
09-10	A chaotic whirlwind of color and energy sweeps across the wastes, occasionally depositing objects and creatures from other realms.
11-12	There is nothing. No light, no sound, nothing, just a black yawning void where landscape and sky should be.
13-14	A bubbling pool of colorful slime, from which strange and terrible life forms emerge.
15-16	A heaving, pulsating mass of organs and tumors.
17-18	A deep pit descends into the depths of Aldebaran, its sides lined with countless human teeth.
19-20	A cottage which seems normal at first, but is strangely proportioned and glows evilly. Movement can be seen within.
21-22	Drops of putrescent, oily water fly up from the ground into the clouds like a grotesque parody of rainfall.
23-24	A pool of shimmering ooze which absorbs and consumes any organic matter which touches it.
25-26	A rune covered stone archway that leads to somewhere beyond this universe.
27-28	A church, abandoned by its congregation and now used as a place of worship for mutated cultists.

- 29-30 Any magic cast here has the opposite effect that it should. There is the corpse of a cleric who tried to heal themselves on the ground here.
- 31-32 There is a sudden, earsplitting hum. It seems to emanate from everywhere at once.
- 33-34 The clouds are shaped like diseased organs and occasionally rain down slimy glowing water.
- 35-36 A corn maze, which through some anomaly of spacetime is literally endless. Time passes differently in the maze.
- 37-38 A gnarled and blackened tree, surrounded by dead and dying animals.
- 39-40 A field of various crops, all grown unnaturally large and in the vague semblance of human bodies.
- 41-42 The party is assailed with painful visions of the past and possible futures.
- 43-44 A graveyard where the dead are chained to keep them from returning, but you can still hear their moans.
- 45-46 A demoniac, possessed slaughterhouse that thirsts for blood.
- 47-48 A field of ashen flowers which crumble at a touch.
- 49-50 A hermetically sealed bunker hiding something terrible.
- 51-52 A crumbling, partially floating fortress, inhabited by ghostly echoes of the past.
- 53-54 A pond of seemingly clean water which causes horrible mutations if drunk from.
- 55-56 A large impact crater containing a 5 pointed crystalline object that spasmodically produces bursts of light.
- 57-58 A farm run by hideous but quite friendly mutants.
- 59-60 An eerie black monolith of impossible angles.
- 61-62 A group of people in robes, attempting to ritually purge the land of the Colour out of Space.
- 63-64 An orchard bearing huge but inedible fruit.

- 65-66 An isolated farm which is untouched by the surrounding corruption, at a terrible price.
- 67-68 A Magic-User's floating tower, fastened to the ground with chains.
- 69-70 Temporary portals to random points in Carcosa constantly open and close.
- 71-72 Time passes too quickly here, causing rapid aging.
- 73-74 A group of particularly deranged cultists worship the Colour out of Space as a deity, and purposefully consume tainted food and water to acquire mutations.
- 75-76 A ragged, mad-eyed artist paints furiously. Inspection of his work shows a mindless mess of color and shapes, which he insists is a self portrait.
- 77-78 The grass here is animate and grabs at one's feet, slowing movement.
- 79-80 A marsh which is clouded in a thick, glowing fog. Lights can be seen within.
- 81-82 A group of Fungi from Yuggoth are dissecting a mutated deer.
- 83-84 Sickly colorful clouds rain down a torrent of acid.
- 85-86 A large blob-like organism composed of fused, screaming animals and people.
- 87-88 An abandoned observatory with the telescope smashed. A journal details the resident astrologer's descent into madness after seeing what the stars foretold.
- 89-90 A manor house that has begun to grow organically, with tumorous new rooms constructed from flesh.
- 91-92 A farm frozen in time. Nobody moves or breaths, there is no sound or wind, just lifeless statues.
- 93-94 A crumbling stone well which faintly glows with the Colour out of Space.
- 95-96 The trees twitch and spasm as if in pain, with no wind to move their gnarled branches.

97-98

A farmhouse which is being grown over with sickly, luminescent mold.

99-00

A herd of disturbingly mutated, emaciated cows.



THE YARNOK JUNGLE

Yarnok is a steaming, verdant labyrinth of life and death. Trees taller than any ever seen on Earth seem to nearly touch the sky, and the cries of countless creatures fill the air, day or night. However, the jungle is filled with predators with a taste for human flesh, and one must always watch their step.

Within **The Basalt City** great black towers reach up to the stars, dwarfing the already impossibly tall trees of Yarnok. Within these window-less fortresses lurk the horrifying and unknowably alien Flying Polyps. Little is known about the Basalt City or its inhabitants, and even the boldest of adventurers shudder at the mention of that unhallowed place.

YARNOK ENCOUNTER TABLE

Roll of a 12 Sided Die	Monster(s) Encountered
1	3-30 Zombies (See BOOK II of the ORIGINAL FANTASY RPG)
2	1-3 Dark Young of Sheol-Nugganoth
3	1-6 Flying Polyps
4	1-3 Vooniths
5	2-12 Artificial Men
6	1-6 Proto-Shoggoths
7	4-24 Zoogs
8	5-30 Cultists
9	1-6 Wamps
10	1-8 Dimensional Shamblers
11	1-2 White Apes
12	1 Spawn of Yog-Sothoth

50 THINGS TO FIND IN YARNOK

Percentile Die Roll	Thing To Find
01-02	A temple to ancient gods, long abandoned and grown over with vines sprouting stinking yellow flowers.
03-04	A grove of giant venus flytraps, poised and ready to devour adventurers.
05-06	A tribe living in a village of elaborate treehouses.
07-08	A bridge of living vines spanning a vast chasm.
09-10	A shining, glittering waterfall, with human bones at the bottom.
11-12	A shambling horde of apes with grotesque and unnatural features.
13-14	A cave entrance, illuminated with glowing fungus.
15-16	An uncanny maze of thorns, vines, and omnipresent yellow flowers.
17-18	Deadly pitfalls hidden under dead leaves.
19-20	A tree with yellow, hand-like fruit that cause mutations if eaten.
21-22	A carved wooden altar stained with fresh blood.
23-24	Yellow gourds grown into the shape of malformed and screaming human faces.
25-26	A fast flowing stream filled with a swarm of carnivorous fish.
27-28	Large mushrooms which emit hallucinogenic spores.
29-30	A group of beautiful marble statues, choked and overgrown with vines.
31-32	A bubbling hot spring where cultists are performing a baptism.
33-34	Strange, unnatural symbols carved into the trees, which drip with yellow sap from the wounds.
35-36	A tree with edible fruit resembling mutated humanoid embryos.
37-38	Vines drenched in blood, with bits of bone and flesh dangling from them.
39-40	A stone pyramid with a sacrificial altar on top of it.
41-42	Dozens of spiderwebs choking the underbrush.

- 43-44 An idol depicting Great Cthulhu atop a stone carved with ancient glyphs.
- 45-46 A horribly burnt clearing with the charred remains of a Magic-User clutching what is left of a spellbook.
- 47-48 A number of fallen trees, as if something huge and clumsy knocked them over.
- 49-50 A clearing that appears perfect for a camp. However, cultists lie in wait for sacrificial victims.
- 51-52 A murky pool of greenish water, concealing a Dark Young of Sheol-Nugganoth.
- 53-54 A very lost group of loggers from Alar who claim to have started out from the forest of Ys.
- 55-56 A lost explorer looking for the way home. They killed and ate their companions and have human remains in their backpack.
- 57-58 An uncontacted indigenous tribe.
- 59-60 An abandoned village, with signs of a violent struggle.
- 61-62 Oddly mutated fauna of many species, operating as a hive mind.
- 63-64 The skeletal remains of an exploratory party.
- 65-66 A single basalt tower, concealed by foliage.
- 67-68 A small scientific outpost of the Fungi from Yuggoth.
- 69-70 Bones arranged into macabre wind chimes and hung from the trees.
- 71-72 A group of people who consume mushrooms which are slowly parasitizing them, but have a euphoric effect.
- 73-74 Yellow flowers which pulse and breath, and move to face the party.
- 75-76 A figure in a tattered yellow robe with a crown of thorny vines watches the party from the trees.
- 77-78 A flock of birds whose cries sound like agonized screaming.
- 79-80 The canopy above is so thick that it plunges the floor into pure blackness.
- 81-82 The air is a thick cloud of diseased, enormous mosquitoes.

- 83-84 A maze of invisible stone walls, at the center of which is the rotting corpse of a fallen adventurer.
- 85-86 A decaying corpse sitting in a stone chair, clutching a black gemstone the size of a fist.
- 87-88 Enormous flowers which reek of rotting meat. A disappointed ghoul sits nearby.
- 89-90 A huge pit of writhing, venomous snakes, slithering endlessly over thousands of bones.
- 91-92 A large group of zoogs, intent on founding a new village in Yarnok.
- 93-94 Plants which shriek and bleed when cut or trampled.
- 95-96 Trees of tumorous flesh which twitch and breath disturbingly.
- 97-98 A group of monkeys with warped semi-intelligence. They worship the King in Yellow.
- 99-00 Huge beetles with carapaces that shine like topaz cover the trees while their larvae crawl underfoot.



THE PLAINS OF YHTILL

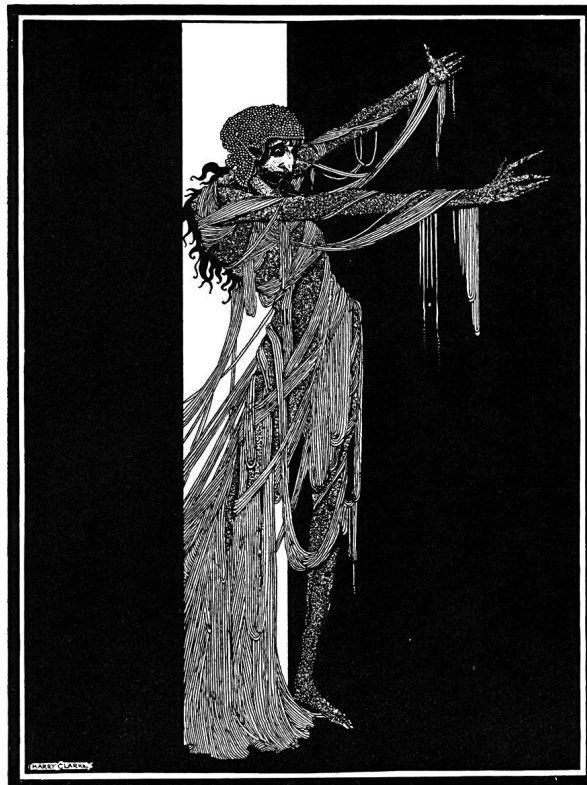
At the very heart of Carcosa are the plains of Yhtill, miles of open countryside that would be beautiful and picturesque if not for the corruption that hung over them. Ancient, crumbling villages, well worn roads, and the ruins of long-dead civilizations can be found among the yellowing grass and rolling hills. Yhtill is at once one of the safest and most dangerous places in Carcosa. On the one hand, it is the most densely inhabited region, and as a result food, lodging, and protection are more readily available. However, it is also the home of the dreaded King in Yellow.

On the shores of **Lake Hali** stand the twin cities of **Alar** and **Carcosa**. Both are near mirrors of one another, at least from a distance, but woe betide those who enter the gates of Carcosa, mistaking them for Alar's. Alar is a bastion of civilization amidst the chaos, and it is here that adventurers can buy and sell goods, hire retainers, and relate the tales of their exploits.

Carcosa lies directly across from Alar, on the other side of Lake Hali. It was once the capital of a great empire, before the King in Yellow took it as his home. Because of the King's influence, now it is a winding labyrinth of cramped streets, impossible architecture, and horrific monsters. In the center of this maze of unholy masonry is the royal palace, where the King in Yellow holds court. The treasures of a kingdom at its height are left behind in the winding streets, leftovers from the fall of Carcosa. In essence, Carcosa is a vast dungeon, and exploration of the forbidden city can be quite profitable, provided one survives the trip.

YHTILL ENCOUNTER TABLE

Roll of a 12 Sided Die	Monster(s) Encountered
1	4-16 Ghouls
2	5-30 Cultists
3	1-3 Dark Young of Sheol-Nugganoth
4	3-18 Winged Things
5	4-24 Cats from Saturn
6	5-30 Dreamlands Cats
7	5-30 Satyrs
8	1-8 Dimensional SHamblers
9	1-6 Wamps
10	1-3 Vooniths
11	1-3 Servitors of the Great Old Ones
12	1-6 Shantaks



50 THINGS TO FIND IN YHTILL

Percentile Die Roll	Thing To Find
01-02	A marble statue of a Carcosan queen, defaced and grown over with worm-like yellow vines.
03-04	The party suffers a collective hallucination that they are being pursued by the King in Yellow in the streets of Carcosa.
05-06	A large slab of obsidian, covered with intricate patterns and glyphs.
07-08	Burial mounds with unsealed, yawning entrances.
09-10	The ruins of what was once a truly grandiose castle, now reduced to scattered stones and dust.
11-12	A deadly traveling circus run by cultists serving the King in Yellow.
13-14	A hut belonging to an eccentric hedge-witch.
15-16	A mad scientist performing unethical experiments in an ancient crypt.
17-18	A group of traveling knights devoted to the Phantom of Truth, hunting cultists and monsters.
19-20	A band of non-violent cultists making a pilgrimage to Carcosa.
21-22	A decrepit inn run by an untrustworthy old man.
23-24	Burned wagons, slaughtered horses, and dead travelers. The yellow sign is painted on one of the wagons.
25-26	Soldiers from Alar who killed their officers and have gone rogue.
27-28	Numerous petrified humans, frozen in screams of terror.
29-30	A village, completely abandoned without signs of a struggle. It is as if everyone simply vanished.
31-32	A village which overthrew their lord and founded a commune.
33-34	A sadistic nobleman's country mansion.
35-36	A seemingly friendly group of cultists, intent on luring in sacrifices.
37-38	A group of deep one merchants from Demhe, selling fish and golden jewelry

- 39-40 A procession of flagellant cultists proclaiming the sovereignty of the King in Yellow.
- 41-42 A temple inhabited by mute monks devoted to the Phantom of Truth.
- 43-44 The corpses of the party members, mummified with age.
- 45-46 A huge wicker effigy of the King in Yellow.
- 47-48 Chanting cultists making a human sacrifice to the King in Yellow within a stone circle.
- 49-50 A ramshackle village with impossible architecture, inhabited by an cultist art collective devoted to the King in Yellow.
- 51-52 Dozens of birds drop dead from the sky.
- 53-54 A grove of trees, haunted by the ghosts of nature spirits.
- 55-56 A priest, giving a fiery sermon to an audience of long-dead skeletons.
- 57-58 A kindly cave dweller, who seems oblivious to all the chaos and horror happening around them.
- 59-60 A village living in fear of a powerful Magic-User and his pet shoggoth.
- 61-62 Two different cults devoted to Azathoth fighting over minor ideological differences.
- 63-64 A group of wailing flagellants who claim it was sin against the Carcosan gods that brought forth the King in Yellow, and that they must rend their flesh in repentance.
- 65-66 A band of cannibalistic witches cavort to the piping of a Servitor of the Great Old Ones.
- 67-68 Tall, foreboding figures watch from the hills.
- 69-70 A temple to the original deities of Carcosa, abandoned and defiled.
- 71-72 Grass has been trampled into strange circles and patterns, as if by hundreds of cloven hooves.
- 73-74 A stream, stained crimson with blood.
- 75-76 A throne grown from yellow, thorny vines.

- 77-78 The black stars above form the twisted shape of the Yellow Sign.
- 79-80 A large ball of crackling yellow energy hovers ominously about 15 feet above the ground.
- 81-82 Large, half-buried statues of evil deities.
- 83-84 Albino peacocks patrol the well-maintained lawn of a crumbling, abandoned mansion.
- 85-86 A witch is being burned at the stake by a mob of frightened townsfolk. She is laughing, unharmed by the fire.
- 87-88 A burnt out hovel with an out of place golden crown lying among the smoldering wreckage.
- 89-90 A vast field of thorny, yellow roses.
- 91-92 A destroyed cottage, blasted to pieces by lightning and somehow still crackling with residual electricity.
- 93-94 A beautifully clear pool which reflects everything except the images of the party members.
- 95-96 A cloud of wailing ghosts, howling madly in utter despair.
- 97-98 A flock of talking ravens which spread misinformation.
- 99-00 An animate scarecrow that moves when unobserved. It wears yellow rags and a pale, unearthly mask.

THE CARCOSAN UNDERWORLD

The surface of Aldebaran is just the tip of a vast, incomprehensible iceberg. Going on for miles beneath the surface is a network of caves, tunnels, ruins, and black oceans that collectively form the Underworld. Like the rest of Carcosa, the Underworld is corrupted by the King in Yellow's presence, and spelunkers from other worlds and dimensions may find themselves transported here after taking a wrong turn.

Miles beneath the forest of Ys there is the **City of the Gugs**, with a locked entrance trapdoor hidden carefully to avoid trespassers. It is a city of utter silence, for the gugs have no spoken language, and it is lit only faintly by luminous fungi harvested for this very purpose. Great cyclopean spires ascend into the blackness of the vast cavern in which the city is constructed, including a single tall tower which connects to the surface world. The gugs are xenophobic in the extreme, and will tolerate no outsiders in their city, and they constantly fight with the ghouls that inhabit the nearby caves. Gugs are irrationally horrified of ghouls, and thus small enclaves of the dog-like humanoids can be found near the city; its inhabitants are too afraid to get rid of them.

Deep within the twisting tunnels of the Underworld is the subterranean city of **Nargoth**, inhabited by the Fungi from Yuggoth. The city doubles as a mining outpost, for the Mi-Go can acquire certain minerals from Aldebaran that can be found nowhere else. Throughout the city are also numerous cultists, robots, and other creatures that align themselves with the Great Old Ones. Temples to numerous Great Old Ones can be found here, and magical and super-scientific items are bought and sold in a great bazaar at the center of the city. Though portions of Nargoth are illuminated for the benefit of those who use eyes to see, the vast majority of it is in pitch blackness, for the Fungi from Yuggoth have other senses.

UNDERWORLD ENCOUNTER TABLE

Roll of a 12 Sided Die	Monster(s) Encountered
1	2-12 Gugs
2	5-30 Worms of the Earth
3	2-12 Night-Gaunts
4	4-16 Ghouls
5	1-3 Servitors of the Great Old Ones
6	1-3 Dark Young of Sheol-Nugganoth
7	1-6 Proto-Shoggoths
8	4-24 Ghasts
9	1-6 Shoggoths
10	2-12 Fungi from Yuggoth/Mi-Go
11	1-8 Mi-Go Robots
12	1-4 Larvae of the Great Old Ones

50 THINGS TO FIND IN THE UNDERWORLD

Percentile Die Roll	Thing To Find
01-02	A luminescent stone altar, covered with bones and other offerings.
03-04	A flock of large, squawking, albino penguins.
05-06	Bloated and flightless bats, carrying a strange form of rabies.
07-08	The spiraling web of a huge spider.
09-10	A huddled group of confused and very lost children. They are actually ghosts.
11-12	Some ghoulish farmers tend a patch of curiously fleshy fungus.
13-14	The rock here breaths and pluses sickeningly.
15-16	A pool of thick, glowing, yellow slime.
17-18	An eldritch wind rushes through the tunnels, howling like a banshee.

- 19-20 The elaborate cave-tombs of an advanced civilization of neanderthals.
- 21-22 The fossilized remains of unnatural and impossible beings.
- 23-24 A party of spelunkers, driven to cannibalism by hunger.
- 25-26 Stone pillars support the ceiling, carved with eldritch glyphs.
- 27-28 Glowing yellow eyes peer out from the shadows.
- 29-30 A series of crisscrossing stone tubes. If cracked open they leak a thick red ichor, mixed with slimy yellow chunks; this is the lifeblood of Aldebaran, contaminated by the King in Yellow.
- 31-32 A ruined city, sunk beneath the ground due to volcanic action. It is inhabited by the troglodytic descendants of the original citizens.
- 33-34 An enormous, seemingly bottomless chasm.
- 35-36 The cave walls are so black that they don't reflect light, leading to total darkness.
- 37-38 The ruins of some unknowable Mi-Go machinery.
- 39-40 The lair of a clan of reasonably friendly ghouls.
- 41-42 A flowing underground stream of noxious acid.
- 43-44 The walls are highly reflective, like polished glass.
- 45-46 The cave is covered in frost, and various chunks of meat lie on the floor.
- 47-48 Deep rifts bellow forth tongues of sulfurous yellow flame.
- 49-50 A cyclopean stone temple, carved by prehuman beings.
- 51-52 A series of cells and torture chambers, where surface dwellers are tormented by the worms of the Earth.
- 53-54 A troglodytic cult hose members ritually consume their own eyes.
- 55-56 A spelunker who got left behind and was driven to madness by isolation.
- 57-58 A pool containing bioluminescent fish.
- 59-60 A tight passage that continuously expands and contracts, crushing explorers.
- 61-62 A vast cavern filled with mushrooms the size of trees.

- 63-64 A vast cavern filled with bones; the leavings of ghouls.
- 65-66 A highly unstable abandoned mineshaft.
- 67-68 Loose stalactites that fall from the ceiling in response to loud noises.
- 69-70 A chamber filled with hallucinogenic gas.
- 71-72 Giant, carnivorous barnacles attached to the cave walls.
- 73-74 Strange runes painted on the wall with some glowing substance.
- 75-76 The egg sac of some enormous arthropod.
- 77-78 Tunnels which always seem to lead in circles.
- 79-80 An underground stream with whitewater current.
- 81-82 A military outpost of the gugs.
- 83-84 A shabby hermit who claims to be the god of the underworld.
- 85-86 A pit that seems to go down for miles, spanned by various bridges and other ramshackle structures.
- 87-88 A flow of molten yellow lava that seems to move almost intelligently.
- 89-90 Radioactive gold which imparts sickness and mutation.
- 91-92 A boiling subterranean lake, heated by lava vents.
- 93-94 Walls painted with odd scenes of the prehistoric past.
- 95-96 A strange "telescope" which allows one to see the surface.
- 97-98 Jagged, razor sharp crystals which grow when exposed to blood.
- 99-00 Muffled screams emanate from the walls.

CARCOSAN MINI-DUNGEONS

Throughout the uncharted wilderness of Carcosa, there are small subterranean ruins in which treasure and danger can be found. These differ from larger, traditional dungeons only in their size, which is quite small. They range from under 10 rooms to a little over 20, but regardless of their size they are still quite deadly to the unprepared.

Placing “Mini-Dungeons” in the wilderness can help break up the monotony of outdoor exploration and adventuring in larger dungeon-like environments like the Chateau d’Ys and the city of Carcosa. In the next few pages you will find a number of tables to help with the creation of such dungeons. Each table will provide seeds of inspiration for certain kinds of rooms, thus speeding up the process of dungeon design. By using these and the dungeon creation guidelines found in BOOK III of the ORIGINAL FANTASY RPG, one should be able to quite easily create small underground adventuring locations in no time! Note that Mini-Dungeons may be treated as being of any level below the surface desired for the purposes of monster and treasure placement, possibly tailored to the level of the adventuring party.

EMPTY ROOMS

- | | |
|-------------------------------|--|
| 1. Dusty library | 11. Torture chamber |
| 2. Sculptor’s workshop | 12. Moldy communal bath |
| 3. Filthy latrine | 13. Bloodstained ritual chamber |
| 4. Eerie art gallery | 14. Decadent throne room |
| 5. Operating room | 15. Disorganized laboratory |
| 6. Wine cellar | 16. Abandoned menagerie |
| 7. Prison cells | 17. Rotting pantry |
| 8. Ruined ballroom | 18. Eldritch chapel |
| 9. Decayed bedchamber | 19. Elaborately decorated crypt |
| 10. Decrepit theater | 20. Grave niches |

TRAPS

1. Aging beam
2. Bacteria spray
3. Petrifying spray
4. Partial teleport
5. Lightning orb
6. Reverse evolution beam
7. Head splitting screech
8. Hallucinogenic gas
9. Rapid cancer inducer
10. Shoggoth pit
11. Freezing gas
12. Compactor
13. Incinerator
14. Hologram floor
15. Ghatanathoa projector
16. Electrified pool
17. Insect attracting spray
18. Temporary insanity inducer
19. Blood draining tubes
20. Vacuum chamber

TRICKS

1. Robotic fortune teller
2. Gene splicer
3. Malfunctioning teleporter
4. Mutagenic vat
5. Powerful telescope
6. Astral projector
7. Body swapper
8. Robotomizer
9. Portal to wilderness
10. Electronic summoning circle
11. Cloning device
12. Blood magic ritual bowl
13. Enterable painting
14. Scrying pool
15. Mutation curing device
16. Essential saltes converter
17. Injectable liquid knowledge
18. Time distortion room
19. Surgical robot
20. Random potion dispenser

NON-PLAYER CHARACTERS

- 1.** Azathoth worshiping jester
- 2.** Caveman philosopher
- 3.** Ghoul gourmet
- 4.** Possessed child
- 5.** Hysterical noble
- 6.** Brain in jar
- 7.** Escaped surgical experiment
- 8.** Immortal but still aging Magic-User
- 9.** Interdimensional shopkeeper
- 10.** Distraught deep one
- 11.** Rational artificial man
- 12.** Adventurous bibliophile
- 13.** Former cultist on the run
- 14.** Unholy preacher
- 15.** Ghost unaware of their death
- 16.** Escaped convict
- 17.** Mutant hermit
- 18.** Cryo-frozen cultist
- 19.** Recently awoken petrifactee
- 20.** Questing alchemist

NON-PLAYER CHARACTER NAMES

- 1.** Nerokt
- 2.** Issilda
- 3.** Zenara
- 4.** Narus
- 5.** Tildan
- 6.** Klundar
- 7.** Zlintus
- 8.** Keliah
- 9.** Yandel
- 10.** Dorzen
- 11.** Nensim
- 12.** Tioldor
- 13.** Junyil
- 14.** Vestak
- 15.** Ondoles
- 16.** Yolbana
- 17.** Denlar
- 18.** Aldane
- 19.** Zylena
- 20.** Jedilla

MONSTER LEVEL TABLES

Level 1

Centipedes*	1
Giant Rats*	2
Worms of the Earth	3
Satyrs	4
Cultists	5
Zoogs	6
Ghouls	7
Cats from Saturn	8

Die

Level 2

Zombies*	1
Cavemen*	2
Green Slime*	3
Lizards*	4
Warriors*	5
Gray Ooze*	6
Fungi from Yuggoth/Mi-Go	7
Deep Ones	8

Die

Level 3

Ochre Jelly*	1
Thaumaturgists*	2
Swashbucklers*	3
Magicians*	4
Heroes*	5
Giant Ants*	6
Artificial Men	7
Proto-Shoggoths	8

Die

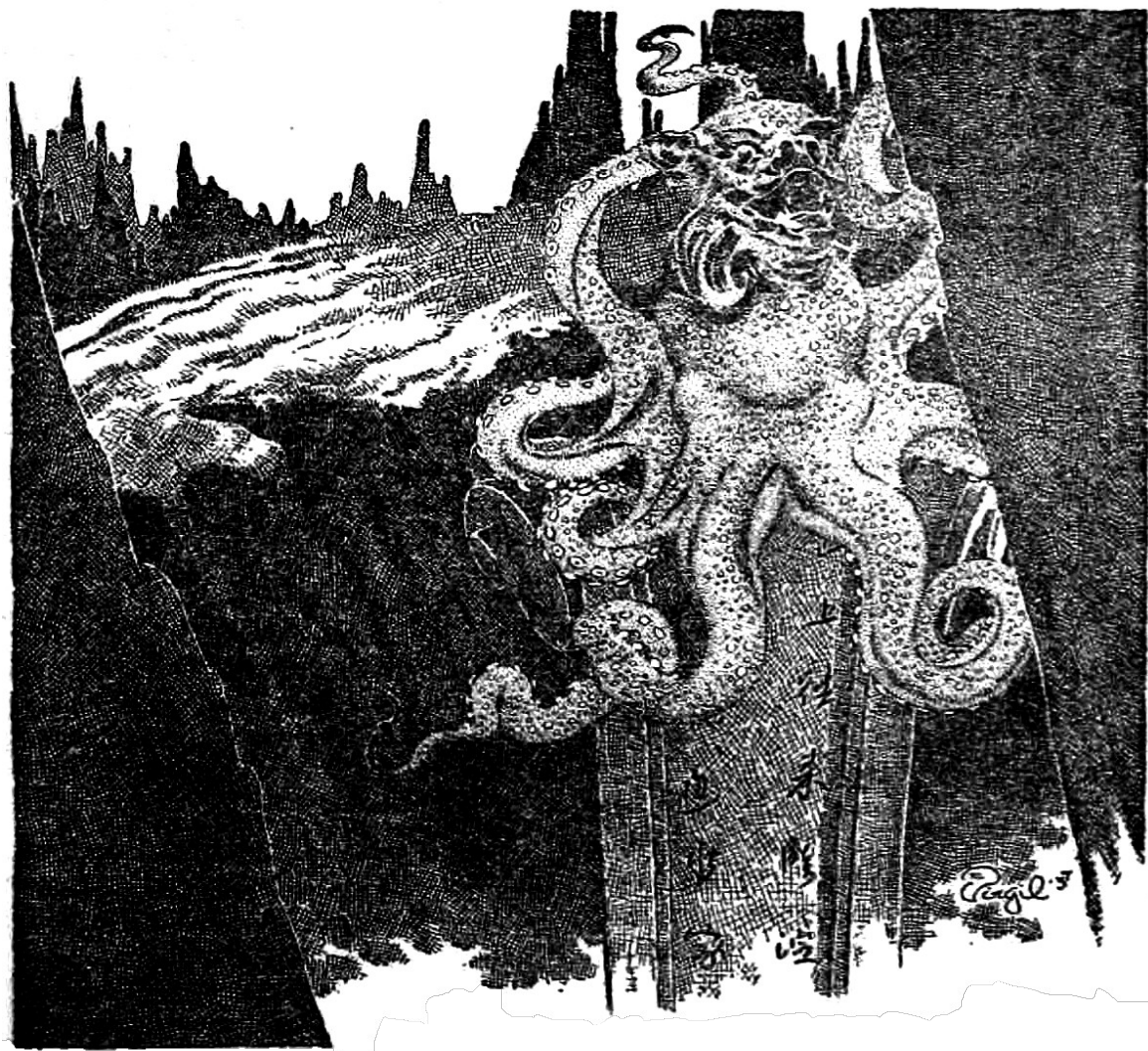
Level 4

Evil Priests*	1
Enchanters*	2
Giant Beetles*	3
Giant Scorpions*	4
Shoggoths (5-6 hit dice)	5
Dimensional Shamblers	6
Gugs	7
White Apes	8

Die

<u>Level 5</u>	<u>Die</u>	<u>Level 6</u>	<u>Die</u>
Superheroes*	1	Wizards*	
Sorcerers*	2	Evil High Priests*	
Mummies*	3	Lords*	
Flying Polyps	4	Purple Worms*	
Dark Young of Sheol-Nugganoth	5	Servitors of the Great Old Ones	
Shoggoths (7-8 hit dice)	6	Spawn of Yog-Sothoth	
Starspawn/Cthulhi	7	Shoggoths (9-10 hit dice)	
Hounds of Tindalos	8	Larvae of the Great Old Ones	

* indicates that a monster is described in the ORIGINAL FANTASY RPG



DEITIES OF CARCOSA

THE KING IN YELLOW

The King in Yellow, also known as the Scourge of Carcosa, the Tattered King, the Living God, Hastur, or the Stranger, is a horrifying entity beyond the comprehension of mortals. His true nature is unknown, though he seems to have some connection to the Great Old One Nyarlathotep. Some scholars argue that the King in Yellow isn't a deity and is more like an infectious madness that transcends space and time.

He first arrived on Aldebaran in the desert of Rotan, dyeing its once white sands a sickly pale yellow. From there, he traveled to Yhtill, where he killed the god Hastur and ate his name, taking it for himself. Clad in a tattered robe, the King in Yellow entered the royal masquerade ball, where he eventually revealed his true form and drove all attendees to madness, before corrupting the whole city.

The King in Yellow's presence on Aldebaran is tearing holes in reality itself, causing chaos and allowing the Great Old Ones to arrive. It is not known whether the King in Yellow is one of the Great Old Ones, or something else entirely, but the strange Fungi from Yuggoth seem to revere him as one.

The King in Yellow typically manifests as a tall, gaunt humanoid, covered head to toe with tattered yellow robes, with a twisted crown atop his head. His face is often obscured, and those who see it are often driven to violent insanity. Cultists devoted to the King in Yellow tend to wear masks of some kind, feeble imitations of the true *Pallid Masks*, and wear yellow robes.

The King in Yellow has a symbol, the Yellow Sign, which looks like a letter from some alien alphabet. Cultists may wear this sign on necklaces, and it sometimes appears in the wilderness due to the King in Yellow's influence on the world.

NYARLATHOTEP

Also known as the Soul and Messenger of the Other Gods, the Crawling Chaos, or the Haunter of the Dark, Nyarlathotep is one of the most human-like and understandable of the Great Old Ones. He is the servant of Azathoth, obeying his incomprehensible whims throughout time and space.

Nyarlathotep is a shape-shifter, and possesses at least a thousand different forms, each with their own weaknesses and strengths. Unlike many of the other Great Old Ones, Nyarlathotep spends much of his time on Aldebaran, interacting with mortals on the material plane.

The Fungi from Yuggoth revere him, though he has a sizable human cult as well. Oftentimes, Nyarlathotep will lure mortals into the ranks of his servants with promises of power and forbidden knowledge. The Crawling Chaos's knowledge of magic is unmatched, and many sorcerers come to him seeking occult wisdom.

In terms of personality, Nyarlathotep is seemingly rational and polite, lulling mortals into a false sense of security when interacting with him, however this is all a ruse to lure "lesser beings" into the service of Azathoth and the other Great Old Ones. He typically appears as a handsome, bald human dressed in the attire of an Egyptian pharaoh, at least when seeking out potential converts. Other forms of the Crawling Chaos include a terrifying bat-like entity with a three-lobed eye, a living mass of shadow, and an unnaturally tall, faceless humanoid clad in the clothes of a nobleman.

The connection between Nyarlathotep and the King in Yellow isn't fully understood, but theories abound. Some claim that the two entities are one and the same, and that the King in Yellow is simply a particularly hideous form of Nyarlathotep. Others think that the two entities are twin brothers, only one of which was chosen to serve Azathoth. Finally, a few theorize that the King in Yellow is the son of Nyarlathotep.

YOG-SOTHOTH

Known as the Key, the Gate, and the Opener of the Way, Yog-Sothoth is an enigmatic deity who plays an important role in the reawakening of the Great Old Ones. As his titles suggest, when the stars are right, it is said that Yog-Sothoth and his spawn will open up hole in reality through which the countless Great Old Ones can pour through, changing this universe to fit their impossible desires.

Yog-Sothoth takes the form of a vast conglomeration of orbs and tentacles, miles across, though he is rarely seen on this plane of reality. It is possible for Yog-Sothoth to sire children with humans, resulting in the monstrous Spawn of Yog-Sothoth.

AZATHOTH

Writhing at the center of all things is the Daemon Sultan Azathoth, the Blind Idiot God, the Nuclear Chaos. He is constantly encircled by millions of discordantly piping Servitors of the Great Old Ones, soothing the Nuclear Chaos with music lest he stir and rend the entire universe asunder. The mind of Azathoth is completely alien and incomprehensible, and attempted contact with him is ill advised. His bizarre whims are obeyed strictly by his servant, Nyarlathotep.

SHEOL-NUGGANOTH

This eldritch fertility deity is also known as the Black Goat of the Woods with a Thousand Young, the Lord of the Woods, the Great God Pan, or the Hell-Mother. It is often thought of as female, but in truth Sheol-Nugganoth has no gender as can be described by mortal beings. Its typical form is that of a vast cloud with hooved limbs and tentacles, constantly spewing forth its Dark Young and consuming those that don't escape their parent in time. However, Sheol-Nugganoth has also been known to manifest as a Satyr-like being, or as a goat-headed, androgynous humanoid with wings and a pentagram upon its forehead. The Fungi from Yuggoth worship Sheol-Nugganoth, and whispered legends say that it the origin of all life in the universe.

YIG

Yig is the Father of Serpents, a Great Old One who is responsible for spreading snakes and their kin throughout the universe. He is worshiped by the Worms of the Earth, and in return he blessed them with their ophidian forms. Yig can curse the unborn children of those who displease him to be born as hybrid serpentine monstrosities. If summoned to the material plane, Yig appears as an enormous, miles long serpent.

BAST

Bast is the goddess of cats, worshiped by both the Dreamlands cats and the cats from Saturn. She has also been worshiped under various names by human beings, particularly in ancient Egypt on Earth. Bast is both a fierce warrior goddess and a maternal, kindly figure, protecting cats and those who are friendly to them, while fighting fiercely against her enemies. She is an enemy of Yig.

CTHULHU

Great Cthulhu, the priest of the Great Old Ones, is a horrible and vile deity that lies dreaming in the sunken city of R'lyeh, along with countless other entombed Great Old Ones. When the stars are right, and the proper sacrifices are made, Cthulhu will awaken from his death-like slumber and bring forth the other Great Old Ones to bring about the final destruction of Aldebaran.

Cthulhu can communicate with the psychically sensitive in dreams, and this contact can drive some to madness. In appearance, Cthulhu is a gigantic corpulent semi-humanoid with slimy green skin, bat-like wings, sharp talons for hands and feet, and a head resembling an octopus, though with far too many tentacles. Cthulhu's form is elastic and he can stretch his proportions as he sees fit.

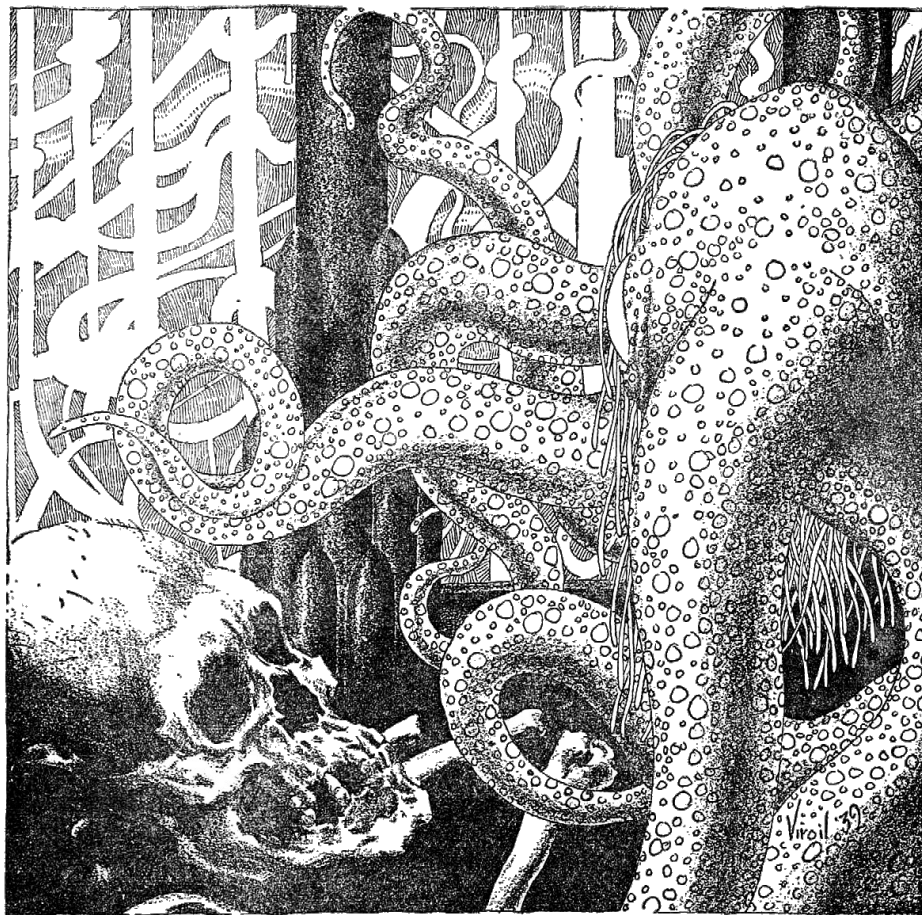
Cthulhu is worshiped by cultists to whom he promises freedom from morality and thought after the ensuing apocalypse, along with his Star-Spawn and the piscine Deep Ones.

FATHER DAGON AND MOTHER HYDRA

These lesser deities are the patron god and goddess of the Deep Ones, and are said to be the offspring of Cthulhu himself. They prowl the waters near R'lyeh, protecting the Great Old Ones against all intruders to that ancient, dead city. In appearance, both Father Dagon and Mother Hydra resemble overgrown, mutated Deep Ones, possessing the elasticity and corpulence of their father. While Cthulhu rarely intervenes in mortal affairs, prayers to Dagon and Hydra are more likely to be answered, if the proper sacrifices are offered up.

GHATANATHOA

Ghatanathoa is a Great Old One whose appearance is so vile that to gaze upon it causes one to become instantly petrified, while one's mind remains alive and aware, trapped and unable to die. Even a perfect image of Ghatanathoa has this effect, leading to such sculptures being weaponized by the cruel. Little is known about this foul creature, though there has been speculation as to whether or not it is associated with Great Cthulhu, and in the past cultists to Sheol-Nugganoth have opposed the worshipers of Ghatanathoa. Currently, Ghatanathoa is in suspended animation in R'lyeh.



NAOTALBA

Naotalba is the Carcosan goddess of beauty. She takes the form of a beautiful Carcosan woman, dressed in fine clothing and jewelry. It is said that the royal bloodline of Carcosa started with the child of Naotalba and Hastur, the god of Shepherds. After Hastur's name was devoured and stolen by the King in Yellow, and the city of Carcosa fell, Naotalba has gone into hiding. She is still worshiped in Alar, and is considered the patron deity of the city.

THALE

Sister to Naotalba, Thale is the Carcosan goddess of death. She appears as a Carcosan woman dressed in mourning clothes, with a veil over her face. She is not seen as a threatening figure, but is portrayed as comforting the souls of the dead as they leave the material plane. Worshipers of Thale pray to her in an attempt to ensure that their loved ones have a pleasant afterlife. Like her sister, Thale has been in hiding since the King in Yellow took the city of Carcosa, and some theologians believe that her absence has caused an uptick in the number of undead on Aldebaran.

THE PHANTOM OF TRUTH

When the King in Yellow slew Hastur and took his name, not all of his essence was destroyed. Even as a meek god of shepherds, Hastur was still divine. The shattered remnant of what was once Hastur lives on as the Phantom of truth, a weak quasi-deity worshiped by the scared and the desperate. He appears as an emaciated, robed figure clutching a shepherd's crook.

CARCOSAN NON-PLAYER CHARACTERS OF NOTE

MISTER WILDE

Also known as “The Repairer of Reputations”, Mr. Wilde is a mysterious man with unnatural knowledge and abilities. The Repairer of Reputations is very short and has pallid skin, is missing all the fingers on his left hand, has no ears (though he wears artificial ones), and has an oddly pointed and small head. He is often, if not always, accompanied by a feral cat which seems to hate him, yet never runs away.

Mr. Wilde knows things that he should have no conceivable way of learning, such as the location of various persons and items that should be unknown to him. In addition to this, Mr. Wilde is capable of “repairing” one’s reputation by altering the public’s perception of an individual. For example, a murderer on the run from the law could agree to perform a task for Mr. Wilde, in exchange for which everyone would simply forget that the crime had ever been committed. The exact nature of this ability is unknown, but Mr. Wilde has countless people “employed” in such a manner. Of course, should any of his employees fail him, he can just as quickly cause their reputation to fall into disrepair.

The Repairer of Reputations is a servant of the King in Yellow, and dwells chiefly in the city of Carcosa. However, he and his cat can often be found in Alar, plying his trade. His exact origins are unknown, but he supposedly lived on Earth for a time, before “dying” at the claws of his cat and appearing on Aldebaran.

HILDRED CASTAIGNE

The crazed Hildred Castaigne can be found wandering anywhere in Carcosa, dressed in crudely made robes embroidered with the Yellow Sign and wearing a cheap costume crown. Hildred was originally a quite ordinary gentleman from the United States in the late 19th century, but the combination of brain damage caused by a fall from a horse and the madness brought on by reading the accursed play *The King in Yellow* drove him to insanity. After his physical body died in a mental institution on Earth, he materialized on Aldebaran.

Due to his mental illness, Hildred Castaigne is convinced that he is the heir to the throne of Carcosa, chosen by the King in Yellow to rule. He also believes that the year is 1920, and that he is living in the United States under a highly militaristic totalitarian government. While he lived on Earth, these beliefs were supported by Mr. Wilde, who used Hildred as a pawn for the King in Yellow. Now, however, Castaigne is nothing more than a lost soul, wandering an alien world he doesn't understand.

JEANNE D'YS

The demoiselle d'Ys, as she is also known, was once a French noblewoman in the forests of Brittany, with an especial love of falconry. Due to a temporal anomaly, an American from the 19th century, Philip Scott, appeared at her chateau, and the two fell in love. After trying to return to the village from which he came, swearing to come back, Philip vanished back to his own time, and Jeanne allegedly died from loneliness.

In truth, Jeanne and her entire household were transported to Carcosa, where the corrupting influence of the King in Yellow warped her in mind, body and soul. While she was once a beautiful woman, now Jeanne has a horribly elongated, stretched appearance, standing at around 10 feet high, with horribly long limbs and digits. Her face is twisted into a hideous grin as tears stream down her cheeks, and both of her eyes are missing, causing her to navigate by sound and smell.

She still loves Philip, who has also been transported to Carcosa after his physical body was destroyed on Earth, and keeps him prisoner in the endless, impossible labyrinth of the Chateau d'Ys.

PHILIP SCOTT

Philip Scott is a painter and the prisoner of Jeanne d'Ys, who he once courted after being transported through time to her manor. He was transported to Carcosa after an undead servant of the King in Yellow slew his physical body, and his spirit materialized a new form on Aldebaran. He has read the fearful play *The King in Yellow*, and knows of the fall of Carcosa, so he is not completely unaware of his surroundings.

Now he is a prisoner of the corrupted and deranged Jeanne d'Ys, though she claims that he is to be her husband. He is forced every day to paint her, and is never allowed out of the Chateau d'Ys. He fears to tell Jeanne that he no longer loves her, and in fact has another lover, Tessie Reardon, who was taken to Carcosa with him. He is desperate to escape the twisted hell that he is imprisoned in.

TESSIE REARDON

Once the model of Philip Scott, Tessie and Philip became lovers shortly before they were both killed at the hands of one of the King in Yellow's servants, their souls materializing on Aldebaran. Tessie knows that Philip is trapped in the Chateau d'Ys, and desperately wants to help him, but feels there is nothing she can do. Tessie can often be found now in opium dens and alehouses, smoking and drinking away the pain of loss and her horror at what her life has become.

CASSILDA AND CAMILLA

Cassilda and Camilla were once the beloved queens of Carcosa, Cassilda being born in the city of Carcosa and Camilla being born in Alar. When they were married, both cities rejoiced. Cassilda was born of the royal bloodline, said to be descended from Hastur and Naotalba, while Camilla was a simple pottery merchant until Cassilda met her and courted her. It was an unorthodox manner of choosing a suitor, especially when so many others were already asking her hand in marriage, but after the initial hubbub about the queen of Carcosa marrying a seller of vases and bowls, things calmed down.

For centuries things seemed to be fine, until the King in Yellow descended upon Aldebaran like a plague. New moons appeared in the sky, monsters roamed the countryside, and dark cults suddenly gained power. Horrified as their kingdom crumbled around them, and the two queens barricaded themselves and their friends in the royal palace to have a masquerade ball as the city burned. But the King in Yellow found them, and now all that is left of Cassilda and Camilla are bitter, cursed shells of their former selves.

Now, they are the Queens in Yellow, grotesque monstrosities literally joined at the hips with webs of diseased and mutated flesh. They are covered in pustules and wear beautiful porcelain masks to hide the truth of their disgusting, monstrous faces. Their minds are shattered, and they roam the royal palace wailing and cursing, slaying any who draw near. It is said, however, that great secrets can be learned from their gibbering, such as the nature of the King in Yellow, and how to kill him.

THE WOMAN IN THE WALLPAPER

The King in Yellow feeds on intelligence and creativity, inciting obsession and madness. The Woman in the Wallpaper is one of his many victims, corrupted into a monster by his unholy influence. Once she was an ordinary young woman from Earth, suffering from clinical depression in an age where treatment for such a condition was locking the unfortunate woman in an empty room for days. The King in Yellow crept in through the ugly yellow wallpaper which decorated her room, and began to corrupt the woman.

She started to see impossible patterns in the lines of the walls, illuminated by the pallid moonlight, until she could see a distorted, crawling figure behind the wallpaper. In time, she came to realize that it was herself, and in a frenzy stripped the wallpaper off the wall and began to change into something not quite human. Her husband died of shock upon seeing her, crawling endlessly around the room and muttering to herself.

She eventually found her way to Carcosa, where she now lurks behind the wallpapers of abandoned and decaying places, muttering cryptically to herself. She is not violent, but will sometimes follow someone for months or even years, slowly corrupting them as she slithers and crawls in the impossibly tight space between wall and wallpaper, gibbering and whispering.

ALDONES AND UOHT

The brothers Aldones and Uoht were the sons of Cassilda and Camilla, and enjoyed a life of luxury and happiness in the royal palace. They had not even entered adulthood when the King in Yellow caused the fall of Carcosa, and yet somehow managed to escape the catastrophe alive. Aldones now is the King of Alar, Carcosa's twin city which has inexplicably remained relatively free of the King in Yellow's influence, while Uoht has vanished completely from the eye of the public.

Owing to his experiences as a child, Aldones is a paranoid and strict ruler, punishing cults and suspected servants of the King in Yellow with extreme prejudice. He has an extreme fear of the color, and as a result constantly wears specially constructed glasses which block out yellow. When asked about his brother, he claims Uoht died years ago of a fever, but in truth he is still alive, chained in the dungeons beneath the royal palace. Uoht didn't survive the masquerade unscathed, and over the years after his encounter with the King in Yellow began to mutate into a horrible monster. Aldones doesn't have the heart to slay the creature that was once his brother, and so now keeps him locked up, occasionally feeding him a prisoner or two to keep his unnatural hunger satiated. Horrifyingly, Aldones himself has begun to display the early symptoms of the mutagenic disease that corrupted his brother, and thus wears long silken robes to hide the changes to his body.

KEZIAH MASON

A servant of Nyarlathotep, Keziah Mason is a time traveling witch from the 17th century. She is always accompanied by Brown Jenkin, a familiar which takes the form of an enlarged rat with a human face and hands. Keziah is completely amoral and nihilistic, and seeks only to live forever and to experience new things. She finds nothing wrong with needing to regularly sacrifice human infants to the Great Old Ones to achieve these goals. In appearance, Keziah is a wizened old crone, dressed in ragged robes and a cloak, but her ancient form belies the strength in her gnarled body.

RICHARD UPTON PICKMAN

Once an artist in the city of Boston, Massachusetts, Pickman discovered his ghoulish ancestry after a chance encounter with one in a graveyard. His paintings took on macabre tones and subjects, and eventually Pickman completed his transformation into a ghoul and fled into the Earth's dreamlands. After living in relative peace and happiness for decades, Pickman took a wrong turn and found himself on the accursed planet Aldebaran. Pickman wants nothing more but to return to the dreamlands, and will assist anyone with similar goals of escape from Carcosa.

HALI

Born millennia ago on the shores of the lake that would one day bear their name, Hali is a philosopher and occultist who foretold the coming of the King in Yellow, and is rumored to be the author of the play of the same name. They tried every spell and ritual they could think of to stop the King's arrival, but nothing worked, and so they entered a cave and vanished Carcosa forever, or so it seemed to people at the time. In truth, Hali transported themselves into the present day, where they seek to slay or banish the King in Yellow. Currently, Hali resides in Alar, where they use the resources of the royal library to research methods of saving Aldebaran from the King in Yellow's clutches.

HAITA

Haita was once a simple shepherd, a worshiper of the god Hastur. However, after his deity was slain and his name eaten by the King in Yellow, Haita embarked on a quest of vengeance. He now is known as the Champion of Truth, and travels the countryside slaying monsters and cultists. As his title suggests, he worships the Phantom of Truth, all that is left of the god he once worshiped. Haita is jaded and tired, no longer the carefree youth he was centuries ago.

Appendix A: Mutation Table

Roll on a 20 Sided Die	Mutation
1	Hand becomes a crab claw and deals a die of damage with an unarmed attack
2	Hand becomes a tentacle
3	Fingers wither and fall off on one hand, rendering it useless
4	Hand grows 2-7 additional fingers
5	Fully functional mouth grows on the palm of one hand
6	Fingers lengthen 3-9 inches
7	Leg becomes a tentacle, incurring a -1" penalty to movement
8	Leg becomes chitinous and insect-like
9	Foot becomes a lizard-like claw
10	Legs fuse, movement speed is halved
11	Mouth now opens vertically, like that of a gug
12	Mouth seals shut and must be cut open each morning to be used
13	Teeth become cephalopod suckers, chewing is now impossible
14	Eyes fall out and replaced with cilia, vision is still normal but one "smells color" instead of seeing it
15	Eyes become large and compound, allowing one to see in all directions
16	Eyes extend on snail-like stalks
17	Skin becomes scaly, granting an unarmored armor class of 7
18	Skin constantly secretes slime
19	Vestigial bat-like wings sprout from shoulders
20	Third eye grows out of forehead, granting 30" of infravision

Appendix B: Dark Young Of Sheol-Nugganoth

The Dark Young of Sheol-Nugganoth are endlessly varied in shape, size, and abilities. One can create nearly endless varieties of the creatures by rolling for random features using the following tables and guidelines.

First, roll a 12 sided die to determine how many hit dice the Dark Young has. Next, roll an 8 sided die and subtract the result from 10 to determine its armor class. Then, roll a 6 sided die to determine how many attacks it may make in a turn. Finally roll a 4 sided die and multiply the result by 6 to determine how many inches it may move on its turn. After determining the combat statistics of the creature, roll a 20 sided die. On a result of 16 or higher, the creature has a special ability, which can be rolled for on the table below with a 10 sided die.

SPECIAL ABILITY

1. Regenerate 3 hit points per turn, even after being reduced to 0 hit points. Will return to combat when regenerated to 6 hit points. Can be permanently killed with fire or acid.
2. Capable of turning invisible and visible at will.
3. Able to cast a random Magic-User spell, 1-3 times per day. Roll a 6 sided die for spell level.
4. Able to cast a random Cleric spell, 1-3 times per day. Roll a 6 sided die for spell level (treat 6 as 5).
5. Anyone who looks at it must make a saving throw or turn to stone.
6. Can breath fire in a 9"x3" cone that deals damage equal to the Dark Young's current HP. A saving throw can be made to halve damage.
7. Attack drains 1 energy level, as per wights. (See BOOK II of the ORIGINAL FANTASY RPG.)
8. Exudes a cloud of poisonous gas in a radius of 3" around its body, requiring a saving throw to avoid death.
9. Possesses wings, and can fly at a rate of 24".
10. Can burrow through the earth like a worm at a rate of 6".

After rolling for special abilities, it is time to roll for the actual appearance of the Dark Young. Roll an 4 sided die to determine how many heads it has, on a 4 it has no head. Roll a 10 sided die to determine how many legs it has, on a 10 it has no legs. Roll a 6 sided die to determine how many arms it has, on a 6 it has no arms. Then, flip a coin, on a heads the creature has a tail. Then, roll to determine what kind of legs, arms, heads, tail, and skin the creature may have, and finally roll a 10 sided die to determine what eldritch feature the Dark Young possesses.

DIE ROLL	HEAD	LEG	ARM	TAIL	SKIN
1	Fly	Tentacles	Humanoid	Lizard	Smooth
2	Lizard	Hooved	Crab Claws	Wolf	Wrinkly
3	Wolf	Reptile	Mantis	Scorpion	Slimy
4	Goat	Humanoid	Tentacles	Lobster	Scaly
5	Frog	Insect	Vestigial Wings	Rat	Hairy
6	Fish	Bird	Mole Claws	Monkey	Scabby
7	Humanoid				
8	Ape				
9	Bird				
10	Octopus				

ELDRITCH FEATURE

1. Covered in dozens of human-like eyes.
2. Light seems to bend around it incorrectly, leading to it having the appearance of a mirage.
3. Constantly emits a ghastly wailing nose.
4. Those harmed by its attacks suffer bizarre scaly green scars.
5. It emits a constant faint greenish light.
6. Its presence causes an instant mutagenic effect on the surrounding flora.
7. Humanoid forms seem to press up against the skin of the monster, as if they are trapped inside.
8. Gravity seems to affect it slightly less than it should.
9. If killed, it dissolves into a puddle of slime in minutes.
10. Time feels like it slows near it.

Appendix C: Inspirational Media

BOOKS

The King in Yellow, by Robert W. Chambers
Haita the Shepherd and An Inhabitant of Carcosa, by Ambrose Bierce
The Cthulhu Mythos and Dreamlands stories by H.P. Lovecraft
The Worms of the Earth, by Robert E. Howard
The Mars series, by Edgar Rice Burroughs
The Yellow Wallpaper, by Charlotte Perkins Gilman
The Masque of the Red Death, by Edgar Allen Poe
Uzumaki, by Junji Ito

FILMS

Color Out of Space, directed by Richard Stanley
Re-animator and From Beyond, directed by Stuart Gordon
In the Mouth of Madness and The Thing, directed by John Carpenter
Society, directed by Brian Yuzna
Night of the Demon, directed by Jacques Tourneur
Annihilation, directed by Alex Garland

VIDEO GAMES

Quake, by id Software
Dusk, by Newblood Interactive
Amnesia: The Dark Descent, by Frictional Games
Eldritch Reanimated by Minor Key Games
Bloodborne and the Souls series by From Software

Appendix D: Sample Dungeon

One may want to begin running a game immediately for some players, and to help facilitate that end, a sample dungeon is provided. It can also be placed in the Carcosan wilderness to be found on wilderness adventures.

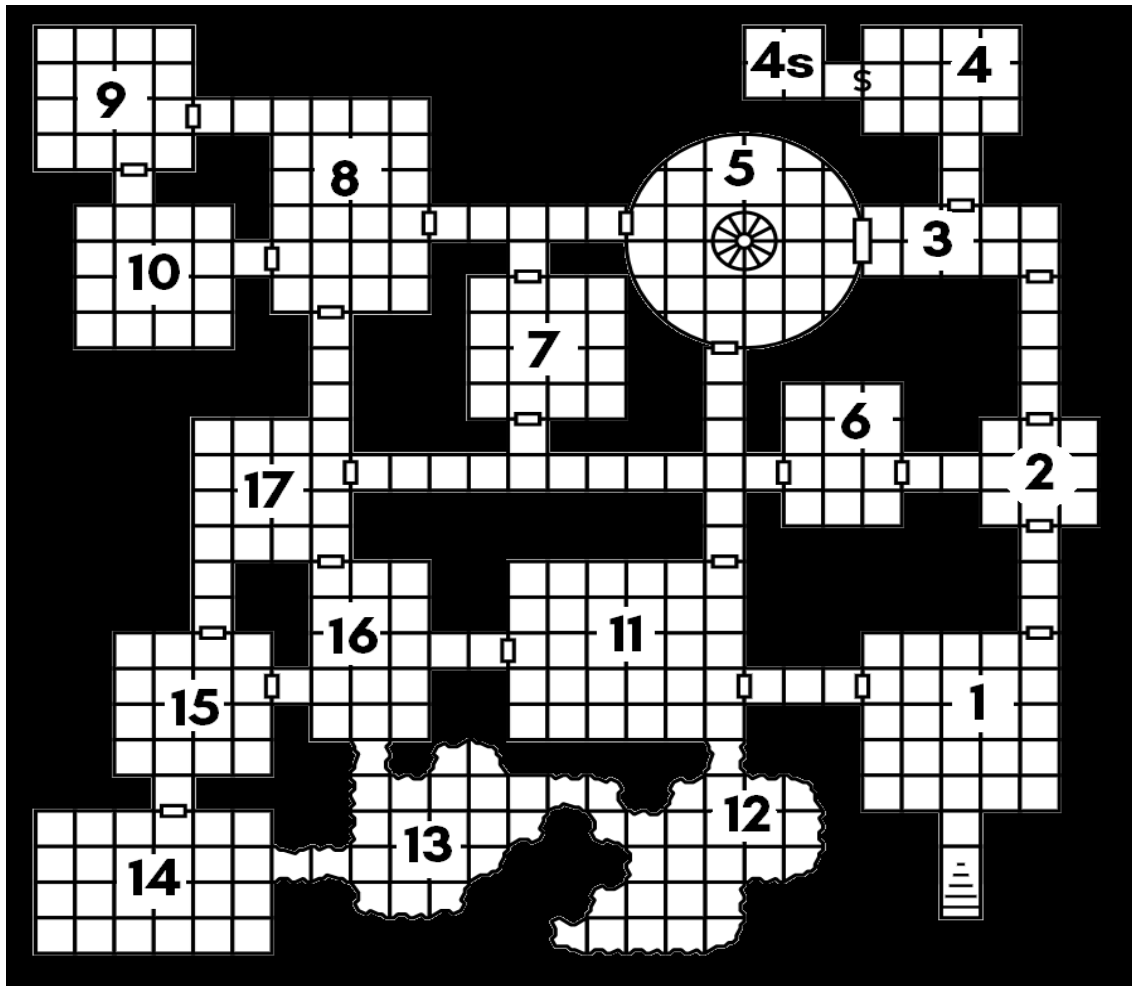
This dungeon is located underneath the ruins of the old Whately manor, in the plains of Yhtill. It was once the basement of Baron Ivan Whately, who used it as a laboratory, workshop, and prison for those who displeased him. After the fall of Carcosa, it was abandoned, and in the years since then strange things have taken up residence there.

There are two entrances into the basement ruins, a spiral staircase inside the crumbling remains of the house (**ROOM 5**), and a straight staircase outside the ruins, covered over with a locked trapdoor (**ROOM 1**).

The following are rumors that are known about Whately Manor:

- Baron Whately still lives as a twisted undead mockery of his former self, and roams the ruins beneath his manor. (FALSE)
- Weird, semi-humanoid creatures live in the basement ruins, resembling bizarre hybrids of serpent and human being. (TRUE)
- Baron Whately dabbled in magic, and fearful magical traps protect the basement from intruders. (TRUE)
- There is a secret treasure chamber, hidden behind a mirror. (TRUE)
- Nobody else dares to enter the ruins, and so loot is easy pickings for those brave enough to explore it. (FALSE)
- There is a device that can grant the user immortality hidden away in the ruins. (FALSE)

DUNGEON MAP



DUNGEON KEY

1: SOUTHEAST ENTRANCE

A trapdoor blocks the entrance to the basement, it is locked with a rusted old padlock. It can be broken fairly easily.

2: GIANT RAT SWARM

13 giant rats swarm over and gnaw on the bones of a curiously proportioned humanoid skeleton. The skeleton is the remains of a Worm of the Earth.

3: SLIME TRAIL

The floor here is slightly sticky, with a trail of slime leading into room 5, left behind by the Ochre Jelly.

4: RIVAL ADVENTURERS

3 Chaotic Warriors are exploring the basement, searching for treasure. They wear chainmail armor and wield hand axes. They are all Carcosan humans. They will feign friendliness and a desire to cooperate, but will betray the party if given a chance to. On the western wall of this room is a dirty mirror, behind it is a passageway that leads to room 4S.

4S: TREASURE CHAMBER

This cramped, moldy room contains a small stash of treasure, consisting of a *Radium Rifle*, a *Mind Transference Device*, 1800 s.p. and 100 g.p.

5: NORTH ENTRANCE

An ochre jelly near the Southern door. Contained within its gelatinous body are 30 g.p. and 200 s.p.

6: BARRED TRAPDOOR

In the Northeast corner of the room there is a barred trapdoor. From beneath it, cries for help in a slightly buzzing voice emerge. If the trapdoor is opened, out will emerge a Fungi from Yuggoth who will immediately attack the party. It carries with it a *Potion of Healing*.

7: EDWIN THE BOLD

A Neutral Carcosan human Hero named Edwin the Bold is adventuring in the basement ruins. He was recently betrayed by the Warriors from room 4, and as a result is extremely suspicious of others.

8: TRAPPED FLOOR

The floor is covered with a grid of tiles, and each tile is marked with a word in Aklo. Some are marked with the word for "Friend" and the others are marked with the word for "Enemy". If the ones marked with "Enemy" are stepped on, a burst of shining light emits from the tile, possessing the same effects as the spell *Colour Out Of Space*.

9: CENTIPEDES

This room contains a number of shelves, on which are various jars and bottles. All are empty or broken, save for one containing 50 s.p. and 20 g.p. and another containing a *Potion of Petrification*. 3 deadly centipedes lurk on the floor, hiding among debris.

10: MUTANT SKELETON

A horribly twisted and mutated skeletal corpse lies on the floor, a victim of the trap in room 8.

11: FOOTPRINTS

Odd footprints and what looks like the track of a large serpent lead into room 12.

12: WORMS OF THE EARTH

This chamber is part of a small cave system. A group of 10 Worms of the Earth are lying in a pile, resting. They are fully aware of their surroundings, but will wait until the party is close to strike.

13: VOONITH POOL

Like room 12, this is a cave, rather than an artificial chamber. A pool of slimy, greenish water lays in the center of the room. 2 vooniths lie hidden beneath the pool, waiting for prey.

14: IMPERILED ACOLYTE

An Acolyte devoted to the Phantom of Truth named Jenivan is cornered by a proto-shoggoth which is making a poor attempt of imitating her. She is horrified and as such is screaming and brandishing the symbol of the Phantom before her, with no effect.

15: AUDIBLE SCREAMS

The screams of Jenivan in room 14 can be heard in this room.

16: WEIRD ARCHWAY

An archway carved of stone stands in the room's center. On it are written strange glyphs, which, if examined, turn out to be R'lyehian. Someone who understands R'lyehian is capable of reciting the words inscribed and activating the archway, turning it into a teleporter that leads to a small, tropical island in the sea of Demhe.

17: GRAY OOZE

The West wall appears wet. In reality, a gray ooze is attached to it, lying in wait.