

HIDEOUS CREATURES

# LLOIGOR

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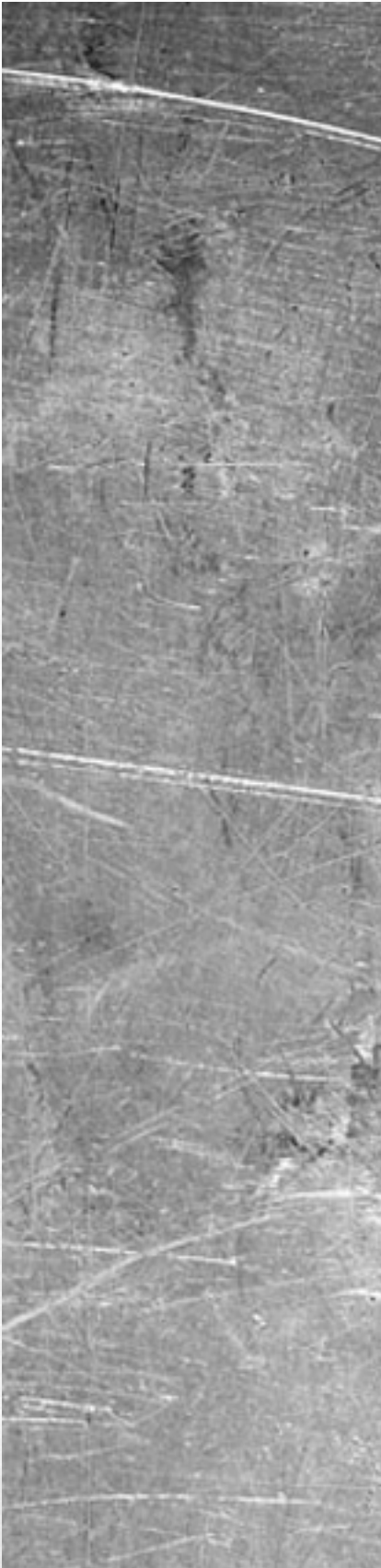
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TRAIL OF CTHULHU



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## HIDEOUS CREATURES: LLOIGOR

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# KEN WRITES ABOUT STUFF

Hideous Creatures: Lloigor is part of the Ken Writes about Stuff subscription series, featuring new and original Hite goodness every month for twelve months. A subscription costs \$24.95 and as well as giving you a generous 30% discount on the individual article price of \$2.95, we'll be offering an exclusive extra later in the year to all subscribers.

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# Hideous Creatures: Introduction

Lovecraft created his various “shadowy congeners” because the stories of vampires, werewolves, and even ghosts had become too familiar and too formulaic to evoke true horror. Almost a century after he wrote, his own monstrous races have likewise begun to seem like comfortable story furniture rather than unnerving signals that the world is horrible and wrong.

Our goal with this series is to present a comprehensive look at Lovecraft’s hideous creatures, from as many angles as we can. Our goal is contradiction, surprise, and most especially the uncanny: the recognition of something familiar as something weird. As in the “Gods and Titans” section of the *Trail of Cthulhu* core book, this series deliberately contradicts itself, blurring boundaries and erasing certainties in the name of the uncanny. In your campaign, these variant truths might be misunderstandings, legends, heresies, or deliberate lies spread by the creatures to lull their foes into a false sense of familiarity.

Change anything and everything in these pages, most especially the ability scores. If you need a terrifying assassin, a brief but survivable fright, or a sanity-shattering horror, just add or subtract points at will.

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“YOU MAKE THE USUAL MISTAKE - OF THINKING THEM AS BEING LIKE OURSELVES. THEY WEREN'T. IN HUMAN TERMS, THEY WERE FORMLESS AND INVISIBLE ... LIKE WIND OR ELECTRICITY. YOU HAVE TO UNDERSTAND THEY WERE *FORCES* RATHER THAN BEINGS. THEY WEREN'T EVEN CLEAR SEPARATE IDENTITIES, AS WE ARE.”

- COLIN WILSON, “THE RETURN OF THE LLOIGOR”

The lloigor are vortices of immaterial vibration in natural form, and completely invisible to human eyes. Thus, describing them can be a challenge. Instead, describe their effects: the lloigor vortex attack, or possibly long-term exposure to lloigor wavelengths, colors water and some jade-like stone a peculiar blue-green tint.

Other lloigor effects on the outside world and outside viewers might include:

- Subsonic vibrations or eerie echoes rebound from the ground or walls or inside of your skull (oncoming subway train, remote thunder, bass violin).
- Strange bands like heat distortion seem to flow and swirl across your vision at weird speeds (thick oil shaken up, undertow, spiral nebula in motion).
- The dust motes in the air swirl and curve in unlikely geometries (sand shows spiraling wind you can't feel, pieces of metal move slightly toward an unseen magnetic pole, glass and crystal frost over with tiny fractal cracks).
- Only parts of the vicinity seem illuminated by a violet light or “float” in your eyes as you move or seem to have invisible worms crawling on them (kaleidoscopic vision fragments, monochromatic yellow aura, “Hitchcock zoom” on one object).
- The tips of your fingers or toes or ears are numb and tingling, you feel a strange drop in air pressure on your eyes or one side of your body, your

heart speeds up and slows down for no reason (amphetamines coming on, riding a very fast elevator, neck pinch).

Lloigor minds are not divided into layers of consciousness. Lloigor do not forget, nor do they have imaginations or a subconscious to mislead or distract them. Their outlook of absolute pessimism results in an atmosphere of gloom that makes lloigor minds and actions incomprehensible to humans. Telepathic contact with lloigor leads to suicidal depression for the human partners.

Lloigor are powerful manipulators (or expressions) of potential energy, gravity, kinetic force, and even time down to the quantum level. At fullest extension, their telekinetic force tears matter to fragments. They can also manipulate ambient molecules (especially in fluid or gas form) to create a material “dragon form,” which of course might also resemble:

- Octopus, kraken, or Cthulhu
- Sea urchin, shoggoth, or Ghatanothoa
- Giant, yeti, or Tsathoggua
- Mammoth, rhinoceros, or Eihort
- Serpent, moray eel, or Yig

Lloigor enslave humans, using cruel, alien discipline upon recalcitrant servitors, such as amputating limbs or causing cancer-like tentacular growths

to sprout on them. Their human slaves act where they cannot or will not expose themselves, and prevent others from interfering in lloigor activity.

## Lloigor

**Abilities:** Athletics 3, Health 22, Scuffling 0

**Magic:** 18+ or simply create a massive “lloigor pool” from all lloigor fields in the vicinity

**Hit Threshold:** 7 (invisible)

**Alertness Modifier:** +1 (+2 vs. any electrical field or music)

**Stealth Modifier:** +2

**Weapon:** Telekinesis or vortex (see below)

**Armor:** Immaterial; cannot be harmed by any physical weapon

**Stability Loss:** +1 as immaterial poltergeist; +3 for communication or mental contact

## Standard Lloigor Abilities

In games not using the Magic ability, the lloigor powers its abilities with Health. Increase its Health to 39 accordingly.

Optionally, lower *all* Magic costs for *all* lloigor abilities (not just Telekinesis) by one-third against targets in a subsurface but open area like a canyon, and by two-thirds against targets underground. This makes a lloigor in a cave potentially the most dangerous of foes, as it should be.

**Harvest:** The lloigor use humans to survive: these immaterial entities must draw energy from intelligent beings to perform necessary tasks. A lloigor can



Lloigor

either spend 1 Magic point to drain a single sleeping human, or 5 Magic to drain several slumberers at once, from up to several miles away. Each victim loses 1D6 pool points from any ability or abilities chosen by the lloigor (including Magic). A lloigor that can harvest from multiple sleepers can fully refresh all of its points in one ability pool, including Health or Magic, overnight. A single-human harvest lets it refresh normally. The next morning, the victims wake complaining of headaches and bad sleep.

**Sleeping Sickness:** A lloigor may target a single human for intensive drain, either to recruit her (by dropping her Stability to -12) or to remove her as a threat. The lloigor spends 3 Magic to lower the victim's Health pool to -1 while she sleeps, rendering her physically weak, and draining 1D6 Stability points from her pool, dropping her into a spiritual coma. After each full day spent unconscious and under the lloigor influence, the victim can attempt a Consciousness roll (see *Trail of Cthulhu*, p. 63) to awaken. If successful, the victim immediately refreshes 1 Stability point (or back up to 1, if she was at negative Stability) and becomes susceptible to medical treatment for her Health loss. (At the Keeper's discretion, she may recall her nightmares while comatose, providing valuable clues to the lloigor's whereabouts.) If not, she continues to slumber for another day, losing 1 Stability point each night. When she reaches -11 Health, she stabilizes; she cannot make any further Consciousness rolls, but she loses no further Health. When she reaches -12 Stability, she awakens to serve the lloigor, seemingly at normal Stability but at Sanity 0.

**Telekinesis:** The lloigor can affect the material world by telekinesis, although it must be directly present to do so. It can do so grossly (hurling people into crevasses, smashing aircraft propellers) or finely (moving compass needles or scalpels) or intricately (unlocking a safe). It takes 10 Magic points to create

a force capable of manipulating up to 7 lbs. above ground, 6 Magic points to do the same in a subsurface but open area, such as a river bed or canyon, and 3 Magic points in a tunnel, basement, or cave. For each additional expenditure, the amount of force doubles.

*A single lloigor might use 3 Magic to move a wine bottle or a penknife in a cellar. If it spent 6 Magic, it could manipulate up to 14 lbs., if it spent 9 Magic, it could exert 28 lbs. of force, if it spent 12 Magic, it could move 56 lbs., and so forth.*

A group of lloigor (if that term has any meaning) might combine their telekinesis to awesome effect.

**Vortex Attack:** The lloigor's most fearsome weapon is a type of implosion sounding like the roll of distant thunder. The vortex blast tears material in its radius to shards (+13 damage), leaving the ground splintered and discolored, with pools of blue-green water in occasional sink-holes and crevices. The diameter of the blast is 1 yard per Magic point spent by the lloigor. Multiple lloigor can destroy whole cities thusly. An alert Investigator (with a Difficulty 5 Sense Trouble test; Difficulty 4 if he has any points in Cthulhu Mythos) notices the telltale effects of the vortex in time to dive out of the blast radius for half damage (+6).

Dragon Form

**"THE FACE IN THE MIDST OF THEM COULD HAVE BEEN A DEVIL MASK, OR A SNAKE GOD, OR A SEA MONSTER."**

-- COLIN WILSON, "THE RETURN OF THE LLOIGOR"

On rare occasions the lloigor create enormous material bodies resembling monstrous, unearthly reptiles for themselves. This may be the actual origin of dragon and sea serpent legends.

**Raise the Dragon:** To take its reptile form from heavy fog and ambient molecules the lloigor must expend Magic points equal to the lloigor's reptile Scuffling pool. This cost is halved if the lloigor spends an entire night forming the body. Once the lloigor takes dragon shape, it can maintain this form indefinitely or dissolve it at will. If the lloigor goes to Health 0 (-12 for tougher, more worthy lloigor) in reptile form, it dies permanently. Multiple lloigor may spend their Magic to permit a single one to create his physical form quickly. A lloigor in reptile form has all the powers of an immaterial lloigor, but cannot pass through walls and is not invisible.

**Abilities:** Athletics 7, Health 22, Scuffling 17

**Magic:** a solitary lloigor must trade off Magic for Scuffling; others can keep their Magic rating up at 18+.

**Hit Threshold:** 3 (large)

**Alertness Modifier:** +1 (+2 vs. any electrical field or music)

**Stealth Modifier:** +2

**Weapon:** +5 (claw), +1 (bite)

**Armor:** -5 vs. any (reptilian hide or semi-solid form)

**Stability Loss:** +0 as reptile; +3 for communication or mental contact

Further Canonical Lloigor Abilities

All of these abilities are also attested in Colin Wilson's original story, if omitted from the lloigor's usual game write-ups (until now). "In the presence of a lloigor" means whatever the Keeper wants it to mean, but essentially anywhere within 1 to 3 miles of a center of lloigor activity, visible or invisible. As above, consider lowering Magic costs against sunken or underground targets.

**Cancerous Growth:** The lloigor can cause cancerous growths on their human servants at will, picking a given organ or part (eye, liver, hand, leg) to transform into a tentacle-shaped tumor. For 1 Magic point per Health point replaced with cancer, the lloigor can work such transformations on anyone who has been reduced to -5 Stability or below in

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the presence of a lloigor. At the Keeper's discretion, the lloigor may choose to cause this damage over weeks, months, or even decades: time is irrelevant to them. (Once half the target's Health is replaced with cancer, the target remains permanently and terminally cancer-ridden.) The target must make a Difficulty 8 Health test to resist, thus taking only +0 damage to the organ in question.

**Manifest Fog:** The lloigor can manifest a concealing fog in its presence by altering the local air's physical properties. For each 2 Magic points spent, the fog increases any relevant test's Difficulty by 1; at 8 Magic points spent, the fog is completely opaque.

**Pessimistic Depression:** Contact with the mind of the lloigor fills a human brain with vast, overwhelming pessimism. Following lloigor contact, a **blasted** character (-6 or worse Stability) gains the mental illness Melancholia. Melancholics may not act first in any contest, or spend Reassurance points. Any active, optimistic (or life-preserving) behavior requires a 4-point Stability test, and some General ability tests (Fleeing, Sense Trouble, etc.) may have a higher Difficulty for melancholic Investigators.

**Possession:** The lloigor can possess their human servants (and possibly animals and madmen) at will. Others who fall

asleep, get drunk, or engage in narcotic or hallucinogen use in the presence of the lloigor risk such possession as well. The lloigor pay a Magic cost equal to *half* the target's Stability. Treat lloigor possession as the Mind Exchange spell (*Trail of Cthulhu*, p. 123) contesting the lloigor's Magic against the target's Stability; the target's Difficulty in the contest is 5, not 4. If the target knows either Contact Lloigor or Mind Exchange, a success by her ends the spell.

**Psychic Surgery:** The lloigor can seamlessly and instantaneously remove or alter any part of their human servants' bodies without shock or blood loss. For other humans, they must pay a Magic cost equal to half the target's Health for a terrifying but minor surgery (e.g., removing a foot) doing -2 damage; equal to the target's Health for a terrifying major surgery (e.g., removing a leg or a lung) doing +0 damage; twice the target's Health for terrifying fatal surgery (e.g., removing the heart, turning inside-out) doing +4 damage and killing in 1 round per remaining Health point. The target may make a Difficulty 8 Health or Stability test to resist, thus taking only +0 damage to the organ in question.

**Tearing Madness:** The lloigor can inculcate a kind of wolfish frenzy in their servants at will: they double their Scuffling pool and immediately bite and tear at their foes (-1 damage for mania). Against other humans, the lloigor spends 2 or more Magic points and adds its spend to the roll of a die. The total is the Investigator's Difficulty on her Stability test to resist. On a failure, the target doubles her Scuffling pool and must immediately attack the nearest human (or the weakest in a nearby group). This effect lasts for a number of rounds equal to the target's margin of failure. After that, the target may make a Difficulty 7 Stability test to snap out of the frenzy every round.

**Time Fog:** The lloigor can immure a small group of humans (usually one vehicle



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and its crew, complement 10 or fewer) in a temporal stasis field, dissociating their perceived time from the outside elapsed time. This costs 4 Magic points for each extra increment of elapsed time.

*The lloigor wish to delay an ambulance, to make a trip that should take 10 minutes take half an hour instead. (The ambulance drivers only experience a 10-minute journey with "a patch of fog along the way.") That costs the lloigor 8 Magic points (4 points for each added 10 minutes). If they wanted to make the ambulance take an hour, that would add 5 increments for a total of 20 Magic points. Lloigor would pay the same cost to make a 12-hour boat journey take three full days.*

Double these costs for larger vehicles (complement 11-100), triple for larger vehicles yet (complement 101-1000), etc.

**X-Rays:** The lloigor can emit X-rays or the equivalent to ruin film. This costs 1 Magic point per scene. More broadly, lloigor can perceive through matter: rock, dirt, metal are all transparent to them.

### Possible Lloigor Abilities

With all of the above to choose from, the Keeper shouldn't need too much more to customize her lloigor. Again, consider reducing the cost of these abilities when used underground.

**Chronoportation:** The lloigor can temporally encyst creatures with a nervous system or the equivalent, and bring them to the lloigor's "present." Encysting an animal (Earthly or alien) costs 5 Magic, encysting a semi-sapient servitor species or construct such as a shoggoth costs 10 Magic, encysting a human or being of similarly mediocre intellect costs 20 Magic, encysting an advanced intellect such as a mi-go or Yithian costs 40 Magic. Lloigor cannot encyst gods, titans, etc., but have a wide store of lesser specimens handy.

### Contact Lloigor (Incantation)

The caster must invoke the lloigor while underground and within 60 miles of a lloigor plexus. The lloigor may speak to the caster by vibration of the air and walls, by vibrating the nerves of the caster's sensorium to create a vivid if agonizing hallucination (-2 damage and blind for the next day), in a dream (if the caster is asleep, unconscious, fainting, drunk, or drugged), or by direct telepathic contact (lose 1 Sanity, gain 1 Magic potential point). All such contact triggers a further Difficulty 5 Stability test; Stability losses as follows: air vibrations 6, hallucination or dream 7, direct contact 9 (losses include the +3 to Stability loss for lloigor communication).

The lloigor cannot possess the caster while he remains underground.

**Stability Test Difficulty:** 4

**Cost:** 4 Stability or Magic

**Time:** Depending on the lloigor, anywhere from 1 minute to 8 hours.

Rotating a temporal bubble or cyst into the local present costs one-fifth of the encysting cost. Lloigor can return a previously encysted creature to its bubble for the same cost as rotating it into the present.

**Suicidal Depression:** This amplifies Pessimistic Depression, above. Most NPCs can simply be driven to suicide by the expenditure of 2 Magic points per night over three nights. Characters with Stability ratings must make a 6-point Stability test (Difficulty 5) every night; when they reach -13 Stability, they commit suicide. Leaving the vicinity of the lloigor ends the attack.

**Teleportation:** Lloigor can teleport those whose minds they have touched, for the same cost as the Create Hyperspace Gate spell (*Trail of Cthulhu*, p. 114). They don't always bother to bring the target's clothing along. Resistance to this ability (and Chronoportation, above) should by rights be impossible; kindly Keepers may wish to allow targets a Difficulty 9 Stability test.

**Wind Blast:** Lloigor can create a blast of wind to pin a target in place or blow him across the room. They spend Magic (or Health while in dragon form) as though it were Firearms to hit a foe this way. Pinning a foe lowers her Hit Threshold by 1 for each 2 additional Magic spent (not including points

spent on the test). Damage modifiers depend on what the target hits on her way across the room, and on the range, as follows: close or point-blank (+4), near (+2), long (+0).

### VARIATIONS

As with the "Gods and Titans" section in the corebook, this compendium is intentionally self-contradictory. Its facts and theories come from Lovecraft, from later writers, and from the universe of possibilities opened up between them.

- The lloigor originally came to earth from the Andromeda Galaxy and ruled the Pacific continent of Mu, either as viceroys or as controllers of Ghatanothoa.
- Some family lineages, knowingly or unknowingly traced from primeval Mu, still serve the lloigor. Such families often have histories of suicide, incest, and bizarre mental instability.
- The lloigor inhabit or embody the aging "downhill" physics of their dying galaxy; the "uphill" physics of the relatively young Earth weakens and confounds their energies for now. Earthly lloigor thus continued to decay and decline, retreating

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under the earth and seas where they still husband their failing energies.

- The polarity of the Earth shifts to “downhill” around 5,000 A.D. when enough human minds can barely grasp the truths of the Mythos. These minds, driven by the lloigor, create the Empire of Tsan-Chan.
- The polarity of the Earth shifts to “downhill” in 500 million years, when the lloigor take the Earth away from the Yithians.
- The lloigor are the same as the invisible, vortex-creating “flying polyps” feared by the Great Race of Yith.
- The lloigor are the psychic castings or sendings of the titan entity Lloigor, imprisoned beneath the Plateau of Sung in Burma.
- The god Lloigor is also known as, or the immaterial ka form of, or simply physically connected to, the titan entity Zhar.
- The Andromedan lloigor are the actual truth behind all the gods and titans: Nyarlathotep is lloigor telepathy, Cthulhu is a monstrous lloigor form, Hastur is the lloigor signal of pessimism, Yog-Sothoth is their native form in interdimensional space, Azathoth is the rival lloigor living in the center of the Milky Way Galaxy.
- The lloigor are a sentient psychic weapon, a sort of immaterial shoggoth, created by the Xothians during their war with the Elder Things.
- The lloigor do not take dragon form; they materialize an actual dragon (usually an Earth plesiosaur, teratosaur, or dinosaur, but sometimes a serpent-folk war construct) and possess it.

- Ghouls are humans with an innately less “uphill” metabolism infected by lloigor mental signals of death-obsession and cannibalism.
- The lloigor broadcast themselves through the bodies of their servants; with no human transformers, the lloigor cannot affect the “uphill” world.
- This continues even after death, as in the “Shunned House” on Benefit Street in Providence, Rhode Island.
- Major centers of lloigor contamination/activity/charge include Wales, Rhode Island, Mongolia, Crete, Bulgaria, and Iraq.
- All of England is fundamentally lloigor-tainted, hence its medieval Welsh name Lloiger or Lloeyr (cognate with the Arthurian “Logres”).
- Evidence of lloigor action in historical times can be seen at Sidon, Lebanon; Anuradhapura, Ceylon; Tunguska, Siberia; and at least three other sites around the world.
- The lloigor also destroyed the primordial cities of Grudèn Itzà beneath New Orleans and Nam-Ergest on the site of what now is the Grand Canyon.
- In late antiquity, occultists believed the lloigor came from a star called Tormantius, a corruption of the Latin *tormentum* (meaning both torment or torture and a windlass, or a catapult using torsion, i.e., twisting and turning). *Tormentum* is an obscure name of Aquila (the constellation representing the eagle that tortured Prometheus); perhaps the lloigor came not from Andromeda but from Altair in Aquila.

## MYTHIC ECHOES

“EVERYTHING FRIGHTENING, LOATHSOME AND TERRIBLE - IN THE FOLKLORE, IN THE PAINTINGS AND STATUES, IN THE LEGENDS AND EPICS OF EVERY PEOPLE ON EARTH - CONTAINS A PARTIAL IMAGE OF A MANIFESTATION OF A LLOIGOR.”

- ROBERT SHEA AND ROBERT ANTON WILSON, *THE GOLDEN APPLE*

Chaosium has speculated that the lloigor “dragon form” might be the origin of not only dragon legends, but sea serpents, lake monsters, and kelpies. Leaving aside, then, every creature with a snaky, eel-like, or draconic body pattern, here are some other monster myths perhaps drawn from other aspects of the lloigor. Or conversely, the lloigor might more closely match their various folkloric depictions than Wilson’s fiction.

### Il-Belliegha (Malta)

“The Swallower” lives in deep wells, where it controls the water around it, making it dry up or overflow. It kidnaps children and those who gaze into its well; it may be related to another Maltese water demon, l-imhalla, which also takes children. Both the belliegha and the imhalla resemble eels; the belliegha also has a grasping, long-toed “foot” (tentacled proboscis?). Its “foot” can somehow enter the trespasser’s blood and command her will.

Il-Belliegha may be involved in the mysterious death of Father Manuel Magri, S.J., excavator of the underground hypogaeum at Hal-Saflieni. Built ca. 3000 B.C., it contains well over 7,000 skeletons, possible human sacrifices. In 1904 Magri (an investigator and compiler of Maltese legends and folklore) began cataloging the finds, including the mysterious spirals painted on the walls. Before Fr. Magri could publish his report, he died unexpectedly in Tunisia on Good Friday, 1907.



## Lloigor

### Charybdis (Ancient Greece)

In Greek mythology, Charybdis (perhaps meaning “she who swallows and vomits”) was a primordial entity who manifested as a whirlpool or vortex in a narrow strait (usually glossed as the Strait of Messina) opposite her daughter-twin Scylla. Charybdis destroyed passing ships while Scylla (“she who tears or rends”) snatched and devoured their crews. A fine spray (similar to the lloigor’s characteristic mist or fog) hangs above Charybdis’ location, also detectable by a kind of hissing or roaring (likewise associated with the lloigor’s vortex attack). Odysseus famously escapes Charybdis by climbing a tree, perhaps echoing or hinting at the lloigor’s weakness above the ground. The myth of “the twin obscenity” Charybdis and Scylla splits the lloigor story into two halves: geographically confined destructive vortex associated with mist or fog and the canine-serpentine “tearer” of men.

### Hala (Bulgaria)

The hala (ala in Serbia and Macedonia) is an invisible demonic entity connected to terrible storms (especially hailstorms and those that uproot trees) and bad weather. It (or she) vampirically drains the vitality from crops and from people; it can possess its victims and spread disease. The hala causes rabies, madness (called alosan), and depression in its victims, both human and animal. Humans who serve the hali (the plural) gain gold or magical knowledge. During eclipses, it attempts to drain the sun or moon. The hala remains invisible, assumes a cloudy indistinct form, or shapeshifts. When visible, hali resemble horse-headed serpents, dragons, or huge-mouthed monsters or ogres. They dwell in lakes, caves, or mountains.

The Serbian ala may be electrical in nature. It can be dissipated or driven off by iron pointing upward: axes, fireplace trivets, plowshares, and forks prove efficacious with the right magic words spoken over them.

### Poltergeist (Global)

Many poltergeist phenomena seem like possible lloigor activity: mental instability in young people, small objects being moved or hurled, and even shifts and cracks in the structure. Giraldus Cambrensis describes a poltergeist in Orielson, Wales in 1188; other Welsh poltergeist events include Aberavon (1767), Barmouth (1842), Mydroilyn (1840s), Cardiff Castle (1848-present), Llanbryn-Mair (1897), and Chepstow (1900s?).

## INVESTIGATIONS

Keepers should treat this section, and use these elements, even more idiosyncratically.

### Clues

Perforce, the clues in this section mostly point to “canonical” lloigor as painted in Wilson’s “The Return of the Lloigor.” Feel free to adjust them at will.

**Accounting:** The Tarrant family owns extensive mining leases in these parts of the Black Mountains, but has never exercised them, which is peculiar behavior to say the least in a family that regularly sues its tenants for nonpayment.

**Anthropology:** “One text quoted by Leduc and Poitier says that they will cause a ‘tearing madness’ to break out among those they wish to destroy, and their footnote says that ‘tearing,’ as used in this context, means to tear with the teeth, like a man eating a chicken leg.”

**Archaeology:** French archaeologist Claude Schaeffer has suggested that the destruction of virtually every major urban center in Greece, Anatolia, and the Levant at the end of the Bronze Age around 1200 B.C. is due not to human warfare but to a series of inexplicably linked earthquakes.

**Architecture:** If I didn’t know for sure there hadn’t been any earthquakes

in this part of the country for the last 500 years, I’d swear these cellar stones had been twisted and pulverized by an earthquake about 80 years ago – and then put back up in their old position. (Geology)

**Art History:** In 1887, Guy de Maupassant wrote “The Horla,” about an invisible draining monster; August Strindberg wrote *On Psychic Murder* the same year. Both writers entered depressive declines: Maupassant died young in 1894, the year Strindberg came to Paris to study alchemy. Strindberg gained occult knowledge from “the Powers” but later felt they were subterranean vibratory monsters. Fearing “an earthquake, an eruption” he rejected them in 1897. Strindberg died of cancer in 1912.

**Assess Honesty:** “At close quarters, I could also see that I had been completely mistaken to think he looked harmless. ... There was a loose, degenerate look about him, and a kind of unpleasant vitality, as if he could still enjoy inflicting pain or causing fear.”

**Astronomy:** Hold on – Glover Bluff is the site of a meteorite impact, from back in the Cretaceous Era. Could these star-things be stronger where the rocks are literally unearthly? (Geology)

**Biology:** His eyes have been simply replaced by tumors. It’s not any kind of cancer, so much as the cells simply being altered – literally torn apart, remade, and set to metastasize -- on a fundamental physical level. (Forensics, Medicine)

**Bureaucracy:** This goes beyond the simple runaround. Literally nobody in either the police department or the hospital has taken any action on these cases, some of them for years. This is either a massive conspiracy – or what’s worse, a subconscious, conditioned reaction.

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**Chemistry:** That's why there's no battery attached to the Crookes tube: that monster is the battery! When it expends energy in the area, the specific alloy – meteoric iridium, according to Jones' notes -- in the anode reacts and the tube glows. Just don't break it, and we've got ourselves a detector. (1-point spend if the detector is irreproducible and fragile; 2-point spend if only one is true) (Physics)

**Cop Talk:** "You'll find that the crime rate in this area is three times that of the rest of England. The figures are so high that they're seldom published. Murder, cruelty, rape, every possible kind of sexual perversion – this area has the highest figures in the British Isles."

**Credit Rating (3-4):** "This aroused his interest; whatever might have been his attitude to dead writers, he had nothing but respect for living ones."

**Cryptography:** Her writing is in the alphabet of the Voynich Manuscript – an enigmatic 13th-century unicum owned by Mrs. Ethel Voynich of New York. That alphabet has never been deciphered, and yet somehow little Bettina has been scrawling it in her tablets for a week.

**Evidence Collection:** The dust all over the cellar has somehow shaped itself into spirals, all of which spin out from a common center: the dead man.

**Forensics:** "There were also, of course, the disfigured human and animal relics that we had expected to find; shreds of skin, fragments of bone. Few of them were identifiable; the explosion seemed to have fragmented every living creature in the field. The donkey's leg found by the farmer was the largest segment recovered."

**Geology:** I can't tell what sheared these rocks; it wasn't heat or cold, or impact, or chemicals. They seem to split along a kind of crystal pattern, though, even the igneous rocks. This sample here almost



looks like it was splintered from inside. The water is not contaminated – if anything, it's got less bacteria or algae in it than normal pond water -- it just looks strange in this light. If it's a mineral, it's too trace to register.

**History:** Philip de Braose, 2nd Lord of Bramber, went blind in 1130 while hunting on his new Welsh lands at Builth (his dogs all went mad the same night); his son William (3rd Lord Bramber) ordered the "Christmas Massacre" of Welsh princes at Abergavenny in 1175; his son William (4th Lord) "the Ogre of Abergavenny" married the witch Maud St-Valery, killed a 7-year old survivor of the Massacre, and conspired at the murder of Prince Arthur of England in 1203; his grandson "Black William" (7th Lord) was hated for cruelty and hung for

adultery in 1230; his son John (8th Lord) died young in 1232 after a mysterious fall; the line ended with the death of the spendthrift and litigious William (10th Lord) in 1326.

**Languages:** I doubt Professor Kolowicz' research caused his brain aneurysm, but let's see: looks like he was analyzing Proto-Indo-European roots. The list is strange -- *uel* (to tear) *gLoig* (barb, spike, fang) *loig* (bind, tremble) *leu-g* (swamp, fen, standing water) *leug* (bend) *leugh* (lie, untruth) *ger* (turn, wind, curl) *geu* (bend, curl, vessel) *gro* (devour) *ghoros* (fearsome) *ghuer* (beast, inhuman) *guor* (mountain) *reu* (tear out, dig up, rend) – was he trying to find some common primordial word, maybe an "infra-word" in his terms, underlying all these concepts?



Lloigor

**Law:** Thanks to my connections, we can attend Munro’s competency hearing as “interested specialists.” Let’s see if he talks more about these “underground forces” who drove him to kill those women and cut off their feet. *(1-point spend unless the hearing is a core clue scene; with a 2-point spend, an alienist or medical Investigator can ask Munro two direct questions during the hearing)*

**Library Use:** It can’t be hereditary – people who marry into the de Voyver family commit suicide or get cancer if anything more often than the de Voyver heirs do. If only we could get accurate records on their servants.

**Medicine:** Perhaps it’s a vitamin deficiency, or something given off by that awful blue-green water in the tarn, but these people just aren’t tired, they’re ill. Reflexes are slow, mental acuity is down, and I think those headaches aren’t imaginary either. Perhaps it’s heavy metal poisoning from the water supply.

**Occult:** A lot of what we’ve been seeing – weird sourceless explosions, invisible star-born creatures, psychic amputations -- turns up in various fringe texts about the lost continent of Mu. Maybe if we dug deeper into the history of Mu – or the modern-day cults around the legend -- we might figure out what we’re dealing with, exactly.

**Oral History:** “We questioned the vicar in Llandalffen, and in two nearby villages, and talked to several farm-workers we met ... no one had any information, although the minister in Llandalffen said he *had* heard stories of rumors of openings in hillsides, concealed by boulders.”

**Outdoorsman:** It’s strange that none of the animals ever drink from this pond. It’s not poisonous, but no tracks even go down to the edge of it.

**Pharmacy:** The syringe contains a mixture of Fowler’s Solution – a widely

prescribed though unproven anti-leukemic -- and Benzedrine. Carla must have believed she had cancer or was at risk for it, and desperately wanted to stay awake.

**Photography:** “The colour photography somehow showed up markings that were invisible even to a microscope.”

**Physics:** “The devastation of the gypsy encampment was neither earthquake nor explosion, but some kind of mixture of both. An explosion violent enough to rip apart the caravans would have been heard clearly ... But a convulsion of the ground would not have torn apart the caravans.”

**Sense Trouble:** The air seems to be overlapping itself in a sort of moiré pattern of swirling lines. There’s a kind of half-heard throbbing, as though you’re only hearing the very low notes of an arrhythmic dirge, but you don’t know if it’s in your head or coming from somewhere. Maybe underground?

**Streetwise:** You follow the graffiti, the sleeping tramps, the filth, going against your instincts the whole way. You’ve been on some dodgy turf before, but this may be the worst. You can tell that only the truly desperate come down here; this is the bottom of the urban barrel.

**Theology:** Cowper’s handwritten manifesto is a paean to philosophical pessimism, with echoes – even direct quotations – from Schopenhauer, Nietzsche, and the Buddhist scriptures. But how did an unschooled Brecon shepherd with no books in his house run across their thought, to say nothing of obscure thinkers like Zapffe, Cioran, Saltus, Unamuno, Bahnsen, and Mainländer?

THE AL-KAZIMIYAH CULT

In “Return of the Lloigor,” Colin Wilson mentions an explosion in al-Kazimiyah, Iraq triggered by the lloigor. The internal context implies a contemporary event (1968-1969), which if true argues that

a lloigor cult existed in al-Kazimiyah for some time before that event. In the 1930s, for example.

Al-Kazimiyah

The town of al-Kazimiyah (or Kadhimiya) began as the cemetery of Baghdad in the 8th century. Unusually for a fertile spot in Mesopotamia, it had only been settled once before, by the Sumerians around 2000 B.C., possibly during the reign of the “criminal and impious” king Shulgi of Ur. The city they founded there, Kakkulatun, was an ill-regarded frontier town; when retreating Elamites destroyed it in 1763 B.C. it was not rebuilt. Its gods were obscure ones: Lamma, Khatta, Kalal, and Dagon.

However, after the burial of the Shi’ite Imam Musa al-Kadhim (died in 799 A.D., supposedly of poison) and his grandson Imam Muhammad al-Jawad (also supposedly poisoned, in 835 A.D.), the cemetery became successively a pilgrimage spot, home to a religious community of scholars, and a thriving suburb 8 miles from Baghdad. Despite a series of disasters recorded as floods (six major ones in 300 years) culminating in the sack of al-Kazimiyah by the Mongols in 1256, the increasingly splendid Kadhimiya Shrine continued to attract scholars, pilgrims, and settlers.

Under the Persians and Ottomans, al-Kazimiyah accumulated a population of 6,000 people and a major university with several libraries, and boasted the first printing press in Iraq. The British captured the town from the Ottomans in 1917, at which point it became a hotbed of anti-British resistance, rising in revolt in 1920. Under the British-installed Hashemite monarchy, al-Kazimiyah simmers through two decades of revolts and political chicanery.

The Lloigor Network

Despite their seemingly complete victory in 1256, the lloigor found themselves increasingly stymied by the scholars of the Kadhimiya Shrine, and most especially by the school attached to the as-Safawi Library. Contrastingly, although

Hideous Creatures

the cadis could keep lloigor cultists out of al-Kazimiyah proper, they could not effectively cleanse all of Baghdad. There, the lloigor-tainted al-Riqabi family (the survivors of a Carmathian cult who fled to the capital of the world after the fall of their Inner Arabian sanctum of Hofuf in 1067) watched and waited.

In 1917, the British occupation brought Maj. William Brewes, scion of a long line of lloigor servants (see *History*, p. 10) along with Burmese and Ceylonese cultists of Ghatanothoa in the Indian Army. The lloigor reclaimed the Brewes bloodline and wove the major, the Ghatanothoa sect, and the al-Riqabi into a single plexus. The cult has no name for itself – it doesn't need one, or indeed any security measures, as the lloigor ensure identification and communication. The as-Safawi Librarians call the cult *as-Sirtani*, “the cancerous.” As-Sirtani has infiltrated the al-Riqabi into a number of political groups in Baghdad, especially violent secularist movements, as well as into the British-trained police. For now, as-Sirtani and the Librarians maneuver for position, while the lloigor themselves begin draining ever more of Baghdad's 250,000 people for energy.

Hooks

Investigators in Baghdad or elsewhere might hear of the cult's activities:

- Increasing thefts from and outright raids on archaeological digs in the area, especially those excavating the Ur III culture of Shulgi.
- A blue-green jadeite bas-relief of “Dagon” (actually of the lloigor) stolen from a museum in France has surfaced in Baghdad of all places.
- A rash of “dragon sightings” in Baghdad attracts attention.
- Officially connected Investigators might reopen the question of Gertrude Bell's 1926 “suicide” in Baghdad; Bell had investigated “anti-

British and pan-Islamic” terrorist activity in al-Kazimiyah.

Investigators already on the trail of the lloigor might follow it to Baghdad:

- Reports of cancer, tuberculosis, birth defects increasing in Baghdad since 1917.
- An illuminated Persian manuscript describing the sack of Baghdad in 1256 depicts the Tigris River in a hideously familiar blue-green tint.
- The as-Safawi Library in al-Kazimiyah supposedly has a complete text of the Byzantine *Book of Tormantius*, or of the *Huar'm Alamut*, the 12th-century Sufi “Dialogue With the Mountain” revealing crucial lore of the lloigor.
- People from known lloigor bloodlines have visited, or even moved to, Baghdad since 1917.

Responses

The lloigor cult continues its age-old proven practice of killing, weakening, or driving mad any who reveal too much of their actions. The cultists inside the Baghdad police collaborate with artifact thieves and smugglers, selling non-lloigor art to fund more bribes and buy political influence. As-Safawi scholars or those too close to them disappear if they enter Baghdad, or their vehicles simply vanish in the desert.

On July 2, 1968, the lloigor destroy the as-Safawi Library and a good part of the town in a huge explosion blamed on Communists by the army. Two weeks later, Saddam Hussein's secularist Baath Party seizes power in Iraq in a coup d'etat.

BIBLIOGRAPHY

Colin Wilson introduced the immaterial race of lloigor in his bravura 1969 novella “The Return of the Lloigor.” Later Chaosium adventures emphasized

the “dragon form” of the things, something barely hinted at by Wilson.

Wilson took the name (but nothing else) from a tentacular Great Old One created by August Derleth, in “The Lair of the Star-Spawn” (co-author Mark Schorer) in 1932. Lloigor and Zhar are the Twin Obscenity, imprisoned beneath the Plateau of Sung. Derleth brought Lloigor back on stage in “The Sandwin Compact,” which established the god as a “wind elemental” capable of teleporting its victims away.

In their *Illuminatus! Trilogy*, Robert Shea and Robert Anton Wilson presented the lloigor as a literally generic term – one for many related species – applied to immaterial monstrosities from another star. Cthulhu, Tsathoggua, Yog-Sothoth, etc. are all lloigor, battering on human sacrifice and death-vibrations. Shea and Wilson's conspiratorial lloigor can “warp and distort minds” even moreso than Colin Wilson's vortex of degeneracy.

Grant Morrison borrowed the name Lloigor for his “Many-Angled Ones,” the body-snatching puppet-master villains in his comics series *Zenith*. Again, Morrison presents “Iok Sotot” as but one of the Lloigor. Alan Moore uses Lloigor as a general term for all the Mythos deities; likewise in *League of Extraordinary Gentlemen: Black Dossier*; Nyarlathotep is the Lloigor messenger.

The few modern usages of these entities tend to blend elements of all the foregoing: for example, Leigh Kimmel presents a lloigor as tentacled mind-controller serving a vast Mythos conspiracy in “Red Star, Yellow Sign” in *Historical Lovecraft*. Not explicitly lloigor, but clearly kindred, are the titular spirals in Junji Ito's manga *Uzumaki* (and Higuchinsky's excellently uncanny film from that material).

An excellent and only seemingly unrelated work of “nonfiction,” *The Dragon and the Disc* by F.W. Holiday, connects serpent sightings, ley lines, and circular UFO apparitions in ways that should prove deeply inspirational to the awakened Keeper. The lloigor are quite clearly the missing key to the puzzle Holiday presents.