



COLONIAL  
Gothic

Lovecraft

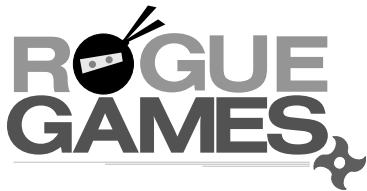




# Colonial Gothic: Lovecraft

Davis & Iorio

Rogue Games, Inc.



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This is a game where people make up stories about wonderful, terrible, impossible, glorious things. All the characters and events portrayed in this work are fictional. Any resemblance to real people, historical figures, unspeakable horrors, or cultists dedicated to ushering the Old Ones into our dimension is purely coincidental. You have to admit it is kinda hilarious.

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The text for this book is Livoy designed by Hannes von Döhren & Livius Dietzel between 2005 and 2010. Livoy is Influenced by the French Renaissance Antiquas from the 16th century. The organic feel has a smooth and handcrafted appearance.

Headers and drop caps are set in Brioso Pro. Designed by Robert Slimbach, his font is modeled on his formal roman and italic script. Named after the Italian word for ‘lively,’ Brioso gives the page a energy not found in other fonts.

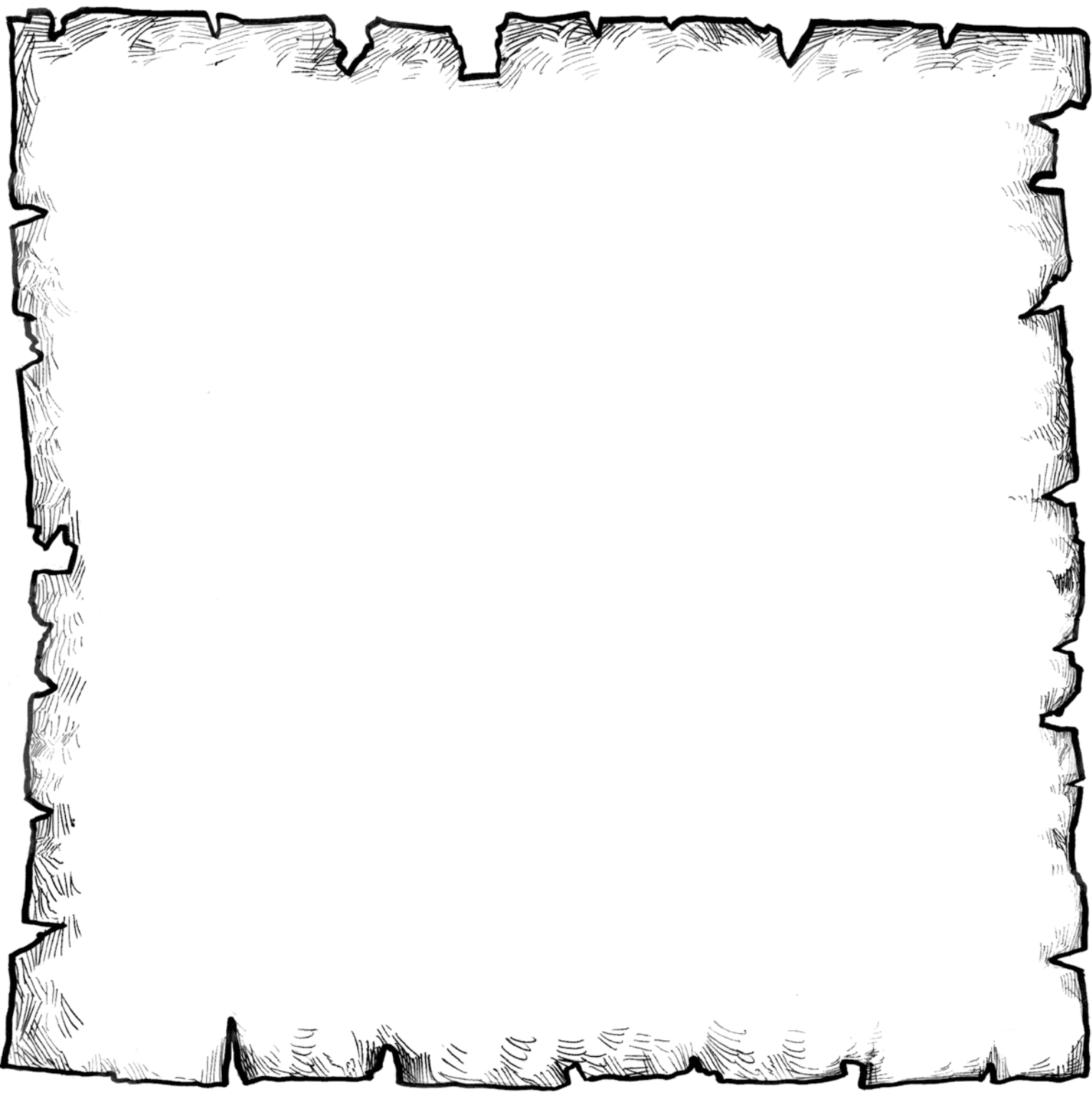
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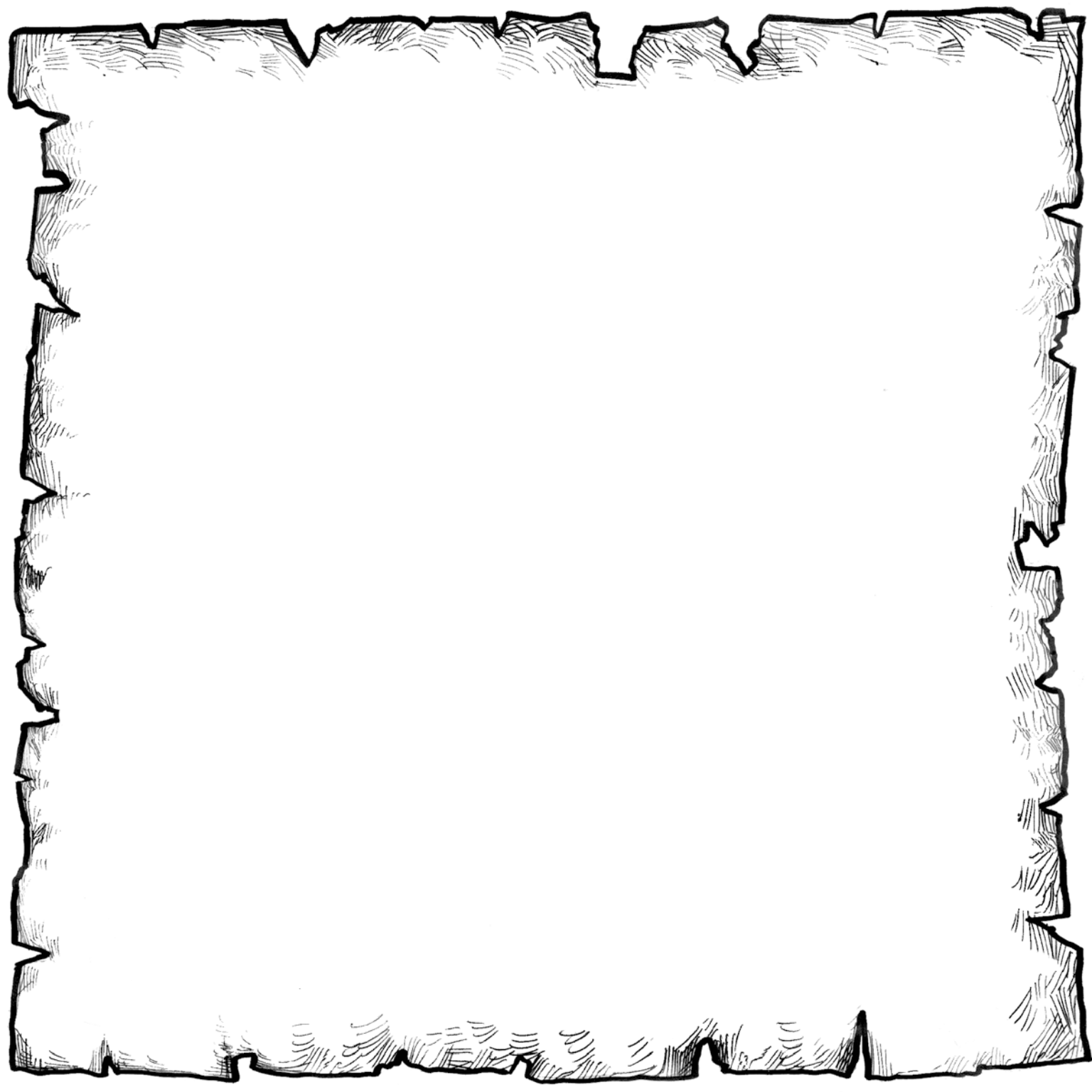
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*For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but feds and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.*

*H.P. Lovecraft  
"The Festival," quoting the Necronomicon*

# *Introduction*

**T**he world of H. P. Lovecraft is a natural complement to the world of Colonial Gothic. Although the majority of his stories are set in his own “present day”—the 1920s and ‘30s—Lovecraft’s world is haunted by the crumbling architecture, unspeakable horrors, and terrible secrets of previous centuries.



In *Colonial Gothic*, the players can encounter many of the characters and creatures from the history of Lovecraft's world: characters like the witch Keziah Mason; Joseph Curwen, the necromancer; the ancestors of The Festival's nameless narrator; and many more.

## H. P. Lovecraft

Howard Phillips Lovecraft (1890–1937) vies with Edgar Allan Poe for the title "father of American horror fiction." Little recognized in his lifetime, the creator of Cthulhu and many other eldritch terrors has had an enormous influence on American horror writing up to the present day, and his Cthulhu Mythos remains a worldwide phenomenon. Stories like *The Call of Cthulhu* and *The Shadow over Innsmouth* are considered literary classics, and his work has inspired a host of later writers including August Derleth, Robert Bloch, Stephen King, and Ramsay Campbell.

At the heart of Lovecraft's horror lies the indescribable. Instead of the vampires, ghosts, and werewolves of Gothic horror, Lovecraft torments his protagonists with beings of incalculable antiquity who come from beneath the earth and beyond the stars, and whose physiology is so bizarre that the mere sight of them will drive a rational person insane. These creatures are not so much evil as unfathomable, going about their business with the same lack of concern for mortals as a human being might show for ants. When they do interact with humans deliberately, their nature is so utterly, inscrutably alien that madness and misery are the inevitable results.

## About This Book

Within these pages you will find details of Lovecraft's many creations, with appendices covering new traits, spells, devices, and forbidden tomes, as well as a brief description of "Lovecraft County," a fictional setting in Massachusetts where many of his stories took place. The information in this book will enable Gamemasters to build adventures in which the Heroes encounter ancient evils and unnameable horrors, risking both life and sanity to overcome them.

Although Lovecraft died in 1937, the Cthulhu Mythos continues to live and expand. As noted before, many authors have written stories in this shared setting, and every year sees fresh Cthulhu Mythos stories, tabletop and electronic games, and even movies. Because of this, there is a morass of copyright provisions surrounding the Mythos, as unfathomable as the dreams in the deep of Great Cthulhu himself, so we have chosen to focus almost solely on Lovecraft's own work, where the copyright situation is reasonably clear.

If the Gamemaster wishes to use creatures and other elements of the Cthulhu Mythos which do not appear in this book, Chaosium's long-established *Call of Cthulhu* product line provides a huge amount of information in a gamer-friendly format. By comparing the statistics and rules presented in this volume to those in *Call of Cthulhu* products, the GM should have little difficulty in converting creatures, spells, and other elements from that system for use in *Colonial Gothic*.

## Creature Type: Cthulhu Mythos

In the *Colonial Gothic Bestiary*, each creature is given a type which reflects its nature, behavior, and potential roles within an adventure. As varied as they are, all the creatures in this book should be regarded as a new type: Cthulhu Mythos.

Creatures from the Cthulhu Mythos are different from anything found in nature, myth, or legend. They are so different, in fact, their very existence is an affront to the laws of science and nature. Many are so bizarre in their appearance and behavior that merely to catch sight of them is to court insanity.

Mythos creatures can appear in a *Colonial Gothic* campaign in a number of ways. Many can be summoned and/or worshiped by blasphemous cults, which abound among the degenerate inhabitants of remote areas or even within the scholarly circles of certain towns. Some have always been present, lying dormant for generations or centuries until they are awakened by mischance or folly. Others are visitors from distant galaxies or alternate dimensions, equipped with technology far in advance of black-powder muskets, coming to Earth either to study humans or seek out resources that can be found only here.

A quick perusal of the creatures found on the following pages should make something extremely obvious: these are dangerous creatures with abilities well beyond the scope of what is considered "normal." You will notice that some stats are above 12. How can this be? Doesn't this invalidate the rule found in the *Colonial Gothic Rulebook* that no stat is able to be higher than 12?

Yes. We broke our own rules.

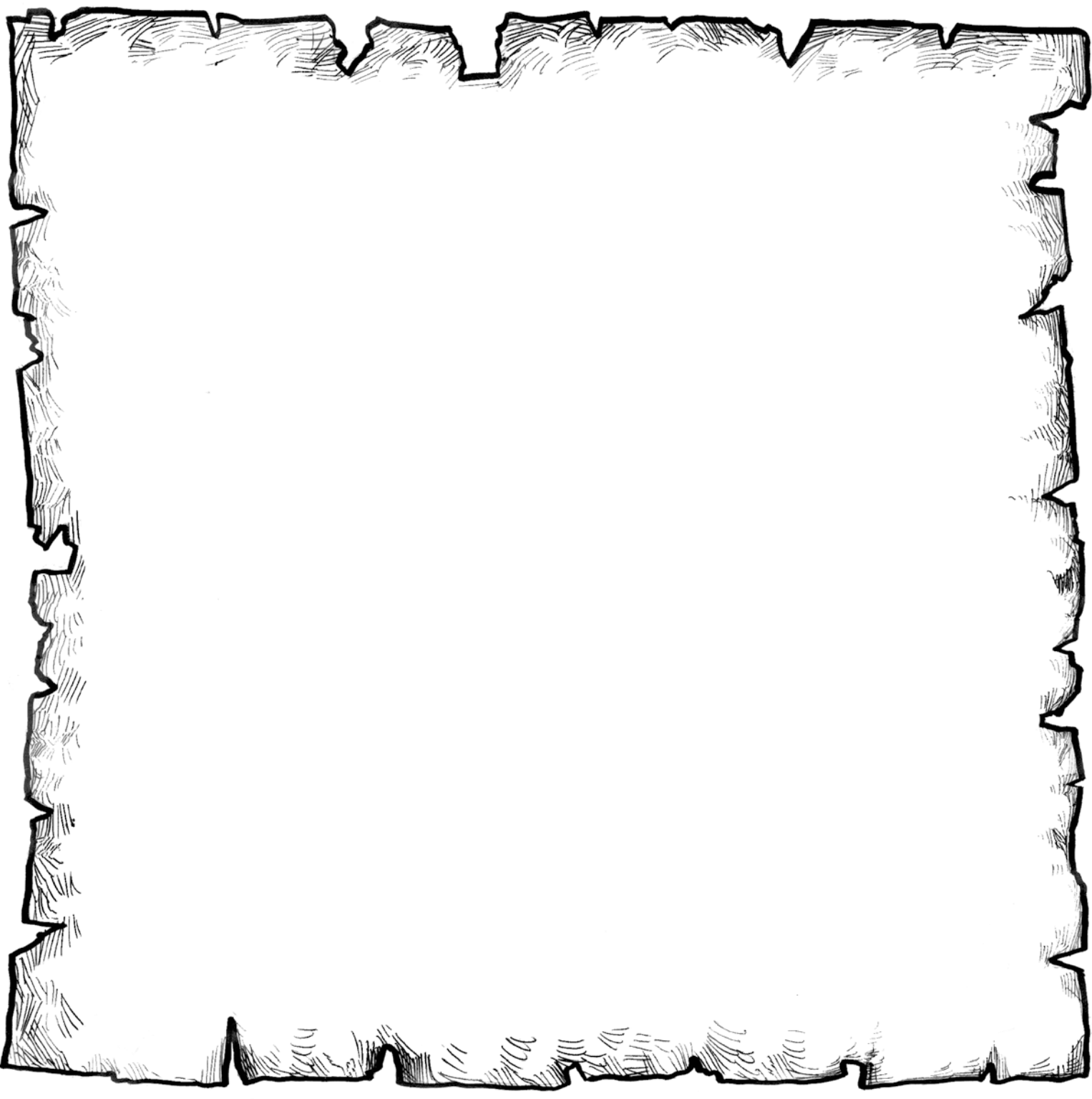
Why? Allow us to explain.

At the heart of any Lovecraftian creature is the simple fact that by confronting one, you are in fact, screwed. These creatures are beyond the scope of humankind that their very existence defies all logic. There is little chance of survival when confronting any of them. These eldritch powers might choose to toy with you for whatever whim or reason they might entertain, and might even let you think you have a chance of defeating or escaping them. But in the end, you will more likely than not end up dead...if you're lucky, that is. Unimaginable and unspeakable horrors await any mortal specifically kept alive by these terrible beings for whatever purpose they might intend.

As such, the stats found here are more a guide to give you a sense of the power these creatures have. If your players insist on attempting to "kill" Hastur, let them—the stats provided will be of great service in helping you determine how fast their characters will perish.

### **New Skill: Lore (Cthulhu Mythos)**

This skill reflects a character's knowledge of the Cthulhu Mythos. It can be used to identify Mythos creatures when they are encountered or mentioned in forbidden texts, and to remember specific details about them.



# *The Gods of the Cthulhu Mythos*

**T**he gods of the Cthulhu Mythos are beings of immense size and incalculable power. They inhabit the remotest places, such as the voids of interstellar space or the bottom of the Pacific Ocean. Their motives and agendas are unfathomable to the human mind, and merely to gaze upon them is to risk utter madness.

For all intents and purposes, these inconceivable monstrosities are invincible. No group of Heroes, however skilled, can hope to confront an Elder God with any chance of defeating them. Even the least of these beings could crush the 18th century's most potent weapon, a 100-gun first-rate ship-of-the-line, with no more effort than a man swatting a gnat.

Because of their remoteness and their great power, this book does not present game statistics for the gods of the Cthulhu Mythos. To reduce them to mere numbers—no matter how outrageously high—does a disservice to their true value in Colonial Gothic adventures, which is threefold.

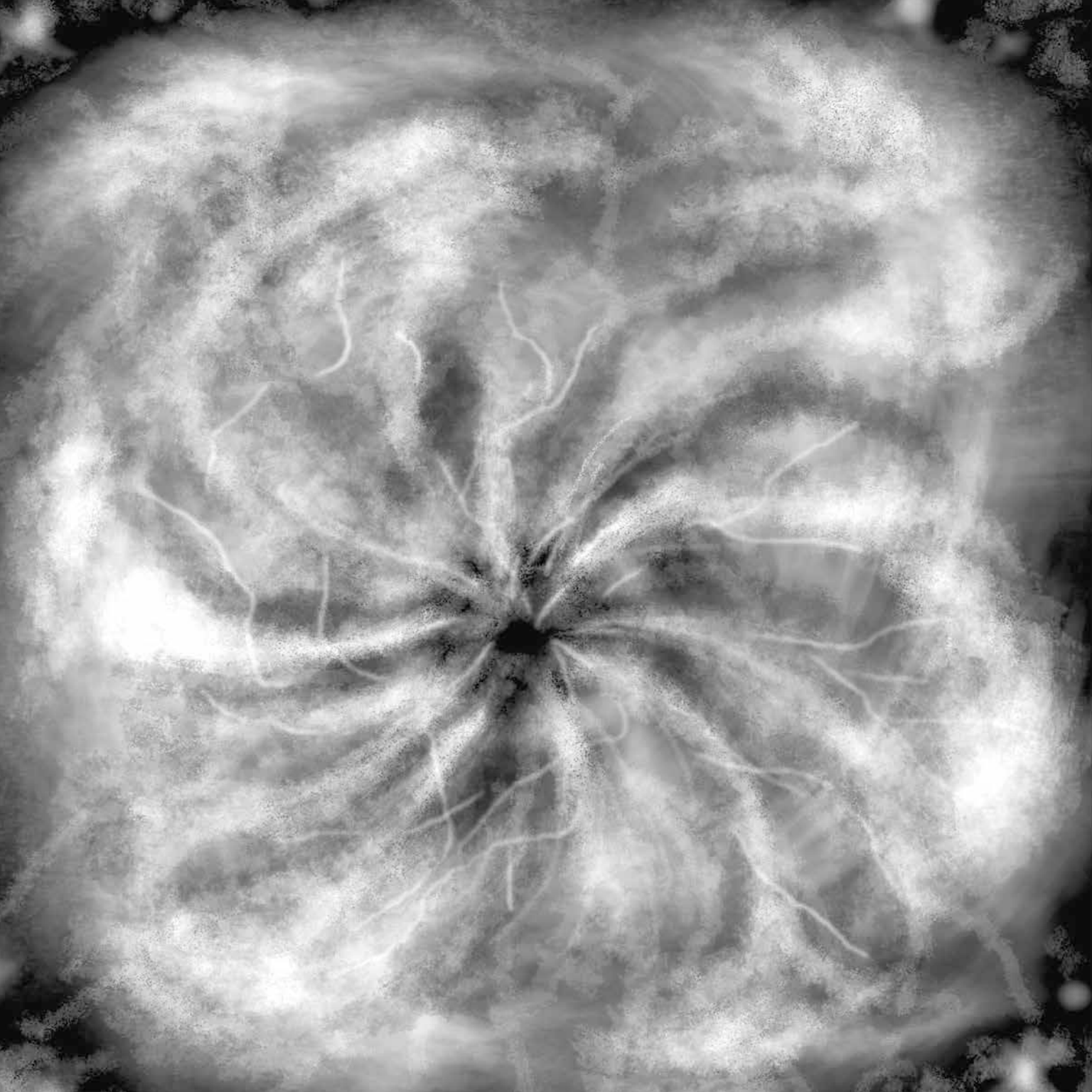
Firstly, the Elder Gods are seldom seen in Lovecraft's stories, but their influence is felt everywhere. They act as patrons for human cultists and lesser monstrous races, inspiring them to heights of evil, occasionally granting them power to achieve their unspeakable goals. The Heroes' sole hope in thwarting the machinations of the Elder Gods is by taking on their followers. There will, however, be no final battle, no lasting victory...only the relief of having held back the tide of madness for one more day.

Secondly, the Elder Gods are a source of plot devices. On the very rare occasions when an Elder God does take direct action in this world, the results are similar to those of a cataclysmic but somewhat localized natural disaster. Heroes who are skilled in the natural sciences may realize that the cause of the devastation is somehow unnatural, and be driven to discover its true cause.

Finally, the Elder Gods might be encountered indirectly through the tomes of forbidden lore that are a frequent motif in the works of Lovecraft and those he has inspired. These ancient, blasphemous volumes, inscribed by mystics (often in ink made of their own blood) whose knowledge has come at the cost of their souls and sanity, contain snippets of useful information, such as instructions for spells and rituals, buried amid crazed ramblings in both living and dead languages. Although the minds of the Elder Gods themselves will always remain forever unknowable, the ravings of these human writers might offer some insight, albeit crazed and chaotic, into the minds of their human and monstrous followers.







# Azathoth

*Outside the ordered universe [is] that amorphous blight of nethermost confusion which blasphemes and bubbles at the center of all infinity—the boundless daemon sultan Azathoth, whose name no lips dare speak aloud, and who gnaws hungrily in inconceivable, unlighted chambers beyond time and space amidst the muffled, maddening beating of vile drums and the thin monotonous whine of accursed flutes.*

—H. P. Lovecraft, “The Dream-Quest of Unknown Kadath”

Also known as “The Whisperer in Darkness,” Azathoth is a vast and formless being floating at the heart of a chaotic universe outside the normal bounds of space and time. It is surrounded by amorphous servitors whose ceaseless and monotonous piping and drumming somewhat keep the Elder God quiescent.

Nyarlatotep occasionally serves Azathoth, conducting worshipers to its dark throne where they sign their names in their own blood and take new, secret names in the service of the Elder God. According to Lovecraft’s notes, Azathoth is the father of Nyarlatotep and the direct ancestor of Yog-Sothoth, Shub-Niggurath, Cthulhu, Tsathoggua, and many others.

There are no organized cults dedicated to the service of Azathoth, its desires unknowable to mortals, offering nothing in return for their service. Nyarlatotep’s purpose in conducting mortals to the throne of his hideous parent is unknown, and it might be that by doing so he is following some agenda of his own. However, a lone individual, usually already driven insane from perusing books of forbidden lore, might occasionally invoke this being—by so doing, of course, will then bring doom upon himself and all around him.

## Adventure Seed

The Heroes are sent to investigate a massive explosion—perhaps a meteor strike or some similar disaster—that has destroyed a remote settlement and given rise to a number of strange local phenomena. As they sift through the wreckage and confront everything from half-blasted revenants to mutated rats, they piece together disturbing evidence that the sorcerous fumbings of one or more villagers caused a ripple of consciousness to pass across the unknowable mind of Azathoth. Much as a mortal might scratch an itch, the Elder God responded, destroying a wide expanse of country without even knowing or caring that it did so.

# Cthulhu

*A monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind. . . . A mountain walked or stumbled.*

— H. P. Lovecraft, “The Call of Cthulhu”

The name of Great Cthulhu is known throughout the world, although spellings vary. Cults of Cthulhu have survived for millennia in numerous remote locales, and small groups of worshipers might also be found nestled in the world’s great cities, among those who have dabbled in occultism and lost their reason.

Cthulhu’s physical body slumbers beneath the Pacific Ocean, within the great ruined, sunken city of R’lyeh. If he should ever awaken, the whole world will be in unimaginable peril. Meanwhile, Cthulhu’s dreaming mind wanders at will, infecting mortal dreamers with madness, spurring its followers to commit unspeakable acts.

The worship of Cthulhu is traditionally strongest among those dwelling in or near to great bodies of water. Among the better-documented worshipers of Cthulhu are the Deep Ones and their gigantic rulers, Father Dagon and Mother Hydra. Rumors also abound that Cthulhu worship can be found among a few of the tribes living along the shores of the Great Lakes.

Based on drawings in tomes of forbidden lore and blasphemous idols brought back from remote lands, Great Cthulhu is a gigantic bipedal being standing more than a hundred feet tall. Flabby skin covers a muscular but paunchy body equipped with gigantic claws on hands and feet. From the shoulders sprout vast wings like those of a medieval dragon, and his head is like the body of an octopus, with a mass of writhing tentacles instead of a face.

## Adventure Seed

A relative of one of the Heroes returns from the South Seas after a three-year voyage of exploration. He has brought back a treasure trove of relics and curios, including several objects from many remote island cultures. A local scientific society arranges for an exhibition, but a few nights before the opening, the explorer is found torn to pieces amid the ruins of his collection. A painstaking examination of the bloody scene and the explorer’s ledgers will reveal that only one item is missing: a small, grotesque stone idol shaped like a winged octopus-human hybrid.







# Hastur

*There is a whole secret cult of evil men (a man of your mystical erudition will understand me when I link them with Hastur and the Yellow Sign) devoted to the purpose of tracking them down and injuring them on behalf of the monstrous powers from other dimensions.*

—H. P. Lovecraft, “The Whisperer in Darkness”

Hastur is an enigmatic being, for almost everything that has been written about him (it?) contradicts almost everything else. The name of Hastur has been linked with the King in Yellow, and to the mythical city of Carcosa. It has been applied to a creature otherwise called “The Feaster from Afar,” a shriveled, flying monstrosity whose tentacles are tipped with razor-sharp talons capable of piercing a victim’s skull and siphoning out its brain.

It has been claimed that Hastur is the *Magnum Innominandum* (“the Great Not-to-be-Named”), a spawn of Yog-Sothoth, and a half-brother of Cthulhu. References to this name claim on the one hand that the entity is without form, while on the other that he has tentacles and other cephalopod attributes.

There is also a report of Hastur—or an entity thought to be Hastur—possessing a corpse. The skin appears bloated and scaly, and the body itself appears to be completely boneless.

Hastur is associated with the star Aldebaran, but it is also claimed that he maintains a dwelling in the lake of Hali near Carcosa, which is inhabited by strange octopoid beings. His cult is almost as widespread as that of Cthulhu, and his servants include byakhees (see below). Human followers include the primitive Tcho-Tcho people of Burma and a sinister cult calling itself the Brotherhood of the Yellow Sign.

## Adventure Seed

Like the nature of Hastur, the location of Carcosa is a mystery surrounded by a great many contradictory suggestions. While exploring westward beyond the Appalachians, the Heroes come across a great, semi-ruined city by a lake, surrounded by forests and mountains teeming with strange and dangerous creatures.

In a cave, sealed behind a rock fall, they discover a skeleton dressed in rusting Spanish armor, holding a leather-bound journal that tells of a 16th-century expedition to find Carcosa. The last few entries describe the deaths of many *Conquistadores* to strange beasts and other hazards, at least some of which the Heroes have already encountered.

Do the Heroes dare to press on and explore the city? Is it truly the fabled Carcosa, or is it simply a Cahokian ruin blighted by the effects of a Mandoag curse? Are the Heroes even in North America anymore...or did they unknowingly pass through a dimensional portal somewhere in the forest?

# Nyarlatotep

*What his fate would be, he did not know; but he felt that he was held for the coming of that frightful soul and messenger of infinity's Other Gods, the crawling chaos Nyarlatotep.*

—H. P. Lovecraft, “The Dream-Quest of Unknown Kadath”

Of all the Elder Gods, Nyarlatotep is the most active in the world of mortals. He frequently acts as an agent and messenger of other gods, especially Azathoth. He has been identified by some scholars as being the “Black Man” of the witch-cult, serving as both recruiter and intermediary between the Elder Gods and their mortal followers.

The Black Man, also known as the Black Pharaoh, has an entirely human appearance: slim and dark-skinned with the bearing of a king. In this form, Nyarlatotep sometimes claims to have been a Pharaoh in ancient Egypt. However, Nyarlatotep is said to have a thousand other forms that are incredibly terrifying: the best-documented is described as “the Bloody Tongue,” taking the form of a monstrous, three-legged creature with long, clawed arms and a vast blood-red tentacle where a head should be. Other forms include “the Haunter of the Dark,” a black, winged creature with a single, three-lobed eye, and “the Beast,” a being resembling an ancient Egyptian sphinx with a blank face that is filled with stars.

Nyarlatotep’s interest in mankind is unusual for an Elder God. He seems particularly interested in those seeking knowledge at the fringes of art, science, and magic. He derives great satisfaction from revealing forbidden knowledge to those whose minds cannot withstand the shock of it, both enslaving them and driving them mad in the process.

Nyarlatotep has been known to command various servitors of the Elder Gods, but Shantaks and Hunting Horrors are his own special servants.

## Adventure Seed

The Heroes learn that a contact of theirs, a scholar who collects rare books, has been committed to an asylum after attempting to burn down his own home, a fire which also threatened several neighboring structures. If they can decipher their friend’s demented ravings about a “dark man” and a book signed in blood, they might be able to deduce that he was promised access to occult knowledge by a strange visitor who is somehow tied to his madness. Although Nyarlatotep is long gone, the Heroes can find a trail of other lunatics whose stories appear to be similar. They might even be able to lay their hands on a book of lore—but they will discover that studying the blasphemous tome carries its own terrible risks.







## Rhan Tegoth

*A monstrosity of unbelievable horror was shewn starting forward from a Cyclopean ivory throne covered with grotesque carvings. In the central pair of its six legs it bore a crushed, flattened, distorted, bloodless thing, riddled with a million punctures, and in places seared as with some pungent acid. Only the mangled head of the victim, lolling upside down at one side, revealed that it represented something once human.*

—H. P. Lovecraft, “The Horror in the Museum”

Little is known about the monstrous entity called Rhan-Tegoth. It is said by some to be in a deep hibernation that has lasted since the onset of the last Ice Age. There are rumors of blasphemous idols brought back by fur traders from the far northern reaches of Canada, through which it can be contacted by offering living sacrifices, either animal or human. While it is hard to discern any real truth within the paranoid ravings of those reporting on these statues, it does appear that they somehow become animated and attack living creatures coming near them, seizing them in their claws and tentacles while regurgitating some form of digestive acid onto them, consuming their victims as they writhe and scream in agony.

It is not known how many of these vile statues exist, or where in the world they are. From time to time, a statue falls into the hands of a cult, or even an all-too-curious individual whose learning unlocks its true nature. As knowledge of Rhan-Tegoth grows, the statues' keepers might believe themselves to be appointed priests whose purpose is to feed the statue with sacrifices, and this urge rapidly grows into a consuming obsession (pun intended). It is not reported that any servant of Rhan-Tegoth has ever received any personal benefit from these sacrifices, and indeed it seems that an idol will feed on a servant of Rhan-Tegoth just as eagerly as on any sacrificial victim.

Surviving cults of Rhan-Tegoth might be found in the far north of Canada and in Russian Alaska. It is thought by some scholars that the bestial gnoph-keh of the northern wastes are also associated with this sleeping god in some way.

### Adventure Seed

Asked to find the missing child of a friend, the Heroes uncover a pattern of disappearances that appears to be escalating. At first, only cats and dogs went missing; then a few days ago a pig disappeared, followed by the child. If they cannot locate the culprit quickly, more children disappear, soon to be followed by adults.

# Shub-Niggurath

*Tā! Tā! Shub-Niggurath! The 'Black Goat of the Woods with a Thousand Young!*

—H. P. Lovecraft, “The ‘Whisperer in Darkness”

Like most of the Elder Gods, Shub-Niggurath is not known to take any active role in the mortal world, although her name and epithet are encountered in a number of spells and incantations.

The few descriptions of this entity all seem to be the product of insanity. Writers speak of a roiling, cloudy mass from which temporary mouths, legs, and tentacles constantly form and emerge and disappear, all at random. Pieces of this body break off to form Dark Young.

The cult of Shub-Niggurath is widespread, and appears to be a perverted form of druidic tradition and or other kind of nature worship. Shub-Niggurath’s cultists are normally organized into covens or congregations, and have been known to conduct summoning rituals at which a creature like the one described above appears and accepts human and other sacrifices. Lesser rituals summon Dark Young instead of Shub-Niggurath herself. These rituals almost always take place in a woodland setting at the time of the new moon.

According to ancient manuscripts, Shub-Niggurath was worshiped by the ancient peoples of Hyperborea, Mu, and other lands lost to history. The modern-day cult seems to be a degenerate version of these ancient practices. Shub-Niggurath is also said to have followers from other worlds, including the Mi-Go from Yuggoth and possibly the Dholes; both these races are occasionally encountered on Earth.

## Adventure Seed

New England is home to a number of megalithic sites whose origins are shrouded in mystery. Arguably the most famous of these is Mystery Hill near North Salem, New Hampshire (marketed in the 21<sup>st</sup> century as “America’s Stonehenge”), which has been linked to the ancient Phoenicians, the Druids, early Irish monks, and others. It is not the only such site, though: the *Colonial Gothic Gazetteer* includes notes on megalithic sites in several colonies.

In a *Colonial Gothic* campaign, this kind of site makes an ideal focus for a local cult of Shub-Niggurath. The cult might exist in secret among the inhabitants of a nearby settlement, kidnapping travelers for sacrifice in order to avoid detection, or it might involve the whole population of a village founded by refugees hounded out of Europe by witch hunters. In either case, the disappearance of a friend who was exploring or studying the area could lead the Heroes into a deadly encounter with cultists, Dark Young, and likely even far worse things.





# Tsathoggua

*It's from N'kai that frightful Tsathoggua came Europe by witch hunters. In either case, the disappearance of a fPnakotic Manuscripts and the Necronomicon and the Commorion myth-cycle preserved by the Atlantean high-priest Klarkash-Ton.*

*—H. P. Lovecraft, "The Whisperer in Darkness"*

Tsathoggua is said to dwell in the realm of N'kai, deep beneath the earth. It is worshiped by several underground races including the serpent people and a furred humanoid race called the voormis. It has also been worshiped by human sorcerers down the ages, especially those seeking access to magical gates and the knowledge of spells. It is also said to have been among many gods worshiped by the ancient Hyperboreans.

Variouly described as either toad- or bat-like, Tsathoggua is a creature of great size and girth. It almost never takes action on its own behalf, preferring to remain in a semi-dormant state. It is served by the Formless Spawn: creatures that mostly live underground with their master, occasionally active on the surface.

Tsathoggua's worshipers in the Thirteen Colonies are usually solitary magicians who offer sacrifices to the Toad God through its Formless Spawn, hoping to receive knowledge of greater magicks, or even open portals to other worlds. In recent years a Vatican mission to Hungary uncovered a cult of a Toad God associated with a monstrous black monolith, where ritual dances on Midsummer's Night culminated in mass human sacrifice. So far, though, no similar cult has yet been reported in the New World.

## Adventure Seed

The Heroes learn that a contact of theirs, a scholar and sorcerer of dubious repute, died in a catastrophe that destroyed his house and several neighboring buildings. Details are unclear, but if they go and make inquiries in person they find that the incident has been written off as a house fire, despite the fact that they will be able to uncover no trace of actual burning amid the ruins. Seeking out survivors of the incident, they further learn that many have mysteriously disappeared, or are now completely insane and unable to give a coherent account of events. With careful research—which will likely be opposed by the local authorities and Church elders—they may learn that the sorcerer fell victim to his own ambition, opening a magical gate to the subterranean world of N'kai through which a number of Formless Spawn entered to wreak havoc on the unfortunate town.



# Yig

*Yig was a great god. He was bad medicine. He did not forget things. In the autumn his children were hungry and wild, and Yig was hungry and wild, too. All the tribes made medicine against Yig when the corn harvest came. They gave him some corn, and danced in proper regalia to the sound of whistle, rattle, and drum. They kept the drums pounding to drive Yig away, and called down the aid of Tiráwa, whose children men are, even as the snakes are Yig's children.*

—H. P. Lovecraft, “The Curse of Yig”

Also known as the Father of Serpents, Yig is worshipped by various native peoples, including the Mandoag; All snakes are his children, and he often sends them to punish mortals who have offended him. Some scholars identify Yig with the Central American deities Quetzalcoatl and Kukulcan; others link him to the ancient and feared cult of Set, the Eldest Serpent.

Like most Elder Gods, Yig rarely, if ever, manifests physically in this world. Instead, he commands snakes to do his bidding. Every snake for miles around converges on the victim, gathering into a writhing carpet through which the ground cannot be seen. Sometimes these plagues of snakes include huge individuals that are especially sacred to him, distinguished by a distinctive white crescent marking on their heads.

In addition, Yig can curse an individual, transforming them into a human-snake hybrid like the Serpent Folk, or striking them with a madness in which the victim is convinced they have become a great serpent, losing the ability to walk and speak while thrashing on the ground and hissing savagely.

Yig's worshippers can be granted temporary immunity to snake venom, a limited ability to command snakes, and various similar boons.

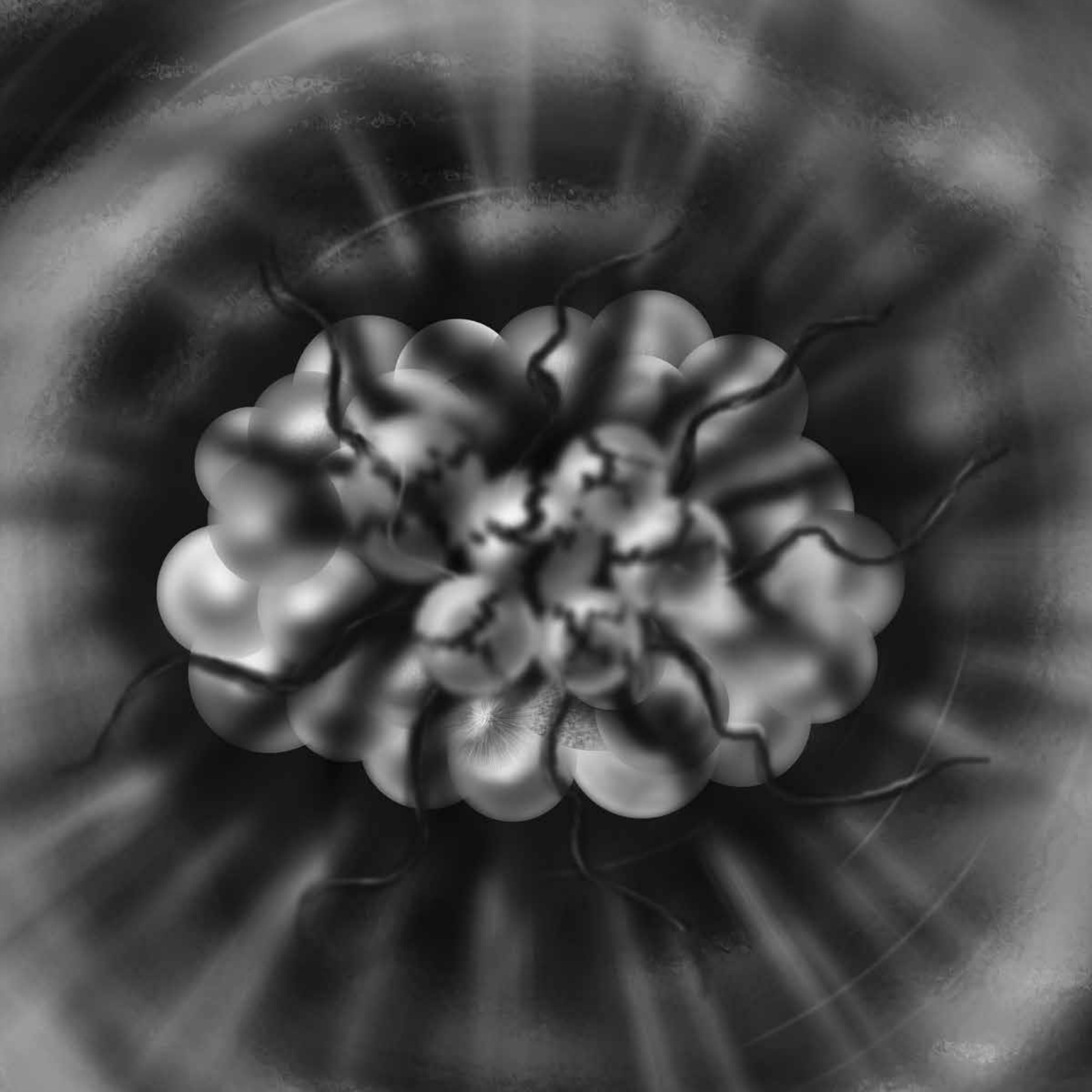
## Adventure Seed

The Heroes are sent by a scientific organization to investigate reports of an infestation of snakes at a remote village. When they arrive, they find the situation far worse than they could ever have imagined. The village is under siege by a writhing swarm of snakes of all shapes and sizes, converging on the buildings from all directions like a plague from the Old Testament.

If the Heroes can battle through the mass of snakes and reach the village, they find most of its inhabitants are sick or dying from snakebites. They can offer little information beyond that fact that the siege started a couple of weeks ago, and nothing seems to deter the snakes.

Exploring the surrounding area, the Heroes may discover a snake-shaped earthen mound abandoned long ago, which is now being used as a temple to Yig by a Mandoag shaman. Heroes who have contact among the local tribes can learn that this place always had an evil reputation, as did the native tribe who once lived there, wiped out in a war centuries before the White Man came.





# Yog-Sothoth

*Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate. Past, present, future, all are one in Yog-Sothoth. He knows where the Old Ones broke through of old, and where They shall break through again. He knows where They have trod earth's fields, and where They still tread them, and why no one can behold Them as They tread.*

—H. P. Lovecraft, “The Dunwich Horror”

Yog-Sothoth is said to found where the many different planes of existence intersect: a place where conflicting laws of science and nature from multiple planes collide and mix. It is said to take the form of a vast mass of iridescent bubbles which shift, divide, and coalesce unceasingly.

Sitting at the conjunction of these many planes, Yog-Sothoth is particularly sought out by sorcerers who wish to observe or access alternate planes of existence. A magic glass or other item allows viewing, although the sights revealed might be so strange and outlandish the viewer is driven insane by staring too long. Other gifts may include the ability to summon and command denizens of other planes.

Yog-Sothoth uses its position at the junction of all space and time to allow supplicants to travel anywhere in time and space instantly. It can do this as a boon, but it has also been known to be used as a defense mechanism, causing attackers to vanish simply by touching them. Nothing has been seen or heard of those who disappeared, but it is thought that they were transported to some distant place and time.

## Adventure Seed

In “The Case of Charles Dexter Ward,” the events of the story are set in motion by the actions of Joseph Curwen, a notorious (and suspiciously non-aging) alchemist and sorcerer. Beneath his farm in Pawtuxet Village, Rhode Island, Curwen has constructed an extensive catacomb where he conducts unspeakable experiments. Although the creature Curwen’s descendant finds there is not necessarily a manifestation of Yog-Sothoth, this name is found in Curwen’s notes, along with many others. A group of Heroes could stumble upon the farm during Curwen’s lifetime and face the sorcerer at the peak of his strength.

“The Dunwich Horror” tells of a cursed Massachusetts family who serve Yog-Sothoth, tending to a monstrous creature on their farm. Although the story does not specifically reference the Colonial period, a group of Heroes could encounter the ancestors of the Whateley family at the beginning of their dealings with Yog-Sothoth, and perhaps prevent the Dunwich Horror from taking place at all.





*Things Lurking in  
the Darkness*



# Byakhee

*They were not altogether crows, nor moles, nor buzzards, nor ants, nor vampire bats, nor decomposed human beings... They flopped limply along, half with their webbed feet and half with their membranous wings.*

—H. P. Lovecraft, “The Festival”

**Type:** Cthulhu Mythos

**MIGHT 11**

**NIMBLE 7**

**VIGOR 5**

**REASON 6**

**RESOLUTION 7**

**VITALITY 40**

**Skills:** Brawl [+11], Dodge [+7]

**Attacks:** 2 Claws d12+7 or Bite d12+9+blood drain

**Traits:**

*Blood Drain:* The byakhee’s bite attack drains 1d12 points of Vitality per round. To continue draining Vitality, it must make a Brawl Test each round. While draining blood, the byakhee cannot defend itself, and attacks against it (by anyone other than its victim) receive a +2 bonus.

*Fear -2:* The fear modifier is applied to a target’s Resolution when they make a Fear Test.

*Flight:* 60 feet per round.

*Horrid Visage:* This Trait is always “on,” affecting any character who sees the byakhee. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Natural Armor:* Byakhees have thick fur and hide that confer AV 3.

These winged creatures originate in outer space and can survive in almost any environment. They are large enough to carry a human rider. According to some ancient texts, they are servants of Hastur the Unspeakable. They are not known to maintain a permanent presence on Earth, but can be summoned by anyone who knows the correct spells.





# Color Out of Space

*As the shapeless stream of unplaceable colour left the well it seemed to flow directly into the sky.*

—H. P. Lovecraft, "The Colour Out of Space"

**Type:** Cthulhu Mythos

**MIGHT 2**

**NIMBLE 2**

**VIGOR 12**

**REASON 1**

**RESOLUTION 13**

**VITALITY 35**

**Skills:** none

**Attacks:** Drain (see below)

**Traits:**

*Drain:* Colors initially drain all life from within a 100-foot radius surrounding them. The radius then expands, growing each week at a rate of 10 feet in all directions. Anything within this radius slowly loses its vitality. Initially, vegetation grows riotously, growing larger than normal with more vibrant colors. After a number of days equal to the Color's Vitality, all vegetation begins to rapidly wither and die. Unless the Color is destroyed or leaves the area, every living thing within the radius must make a successful Vigor each day test or lose 1 point each of Reason and Vigor and 5 points of Sanity (double on a Dramatic Failure). Once out of the Color's influence, a victim can recover 1 point of each per month.

*Horrid Visage:* This Trait is always "on," affecting any character who sees the Color. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Insubstantial:* Colors out of Space have no physical form. Physical attacks pass through them harmlessly, causing no damage.

*Spawn:* Colors spawn once their radius of influence reaches 500 feet, spitting out a globule of purplish mist which shoots into the sky. Once in space it incubates for at least 30 years before attaching itself to an interstellar object such as a meteor or a comet, which carries it to another world.

*Unfathomable Blight:* Even after a Color out of Space has left an area, the ground within its radius of effect remains dead, unable to support life for at least 50 years.

*Weakness (Electricity):* Electricity is the only thing known to injure or kill a Color out of Space.

Colors come from the depths of space, often brought to Earth by meteorites or passing comets. Seeping into the ground, they begin to emit their distinctive glow as they feed upon all life within an ever-expanding radius. They seem to have no desires other than the completion of their feeding and spawning cycle.

# Dagon & Hydra

...the thing slid into view above the dark waters. Vast, Polyphemus-like, and loathsome, it darted like a stupendous monster of nightmares to the monolith, about which it flung its gigantic scaly arms, the while it bowed its hideous head and gave vent to certain measured sounds.

—H. P. Lovecraft, “Dagon”

**Type:** Cthulhu Mythos

**MIGHT 30**

**NIMBLE 9**

**VIGOR 2**

**REASON 12**

**RESOLUTION 14**

**VITALITY 133**

**Skills:** Brawl [+30]

**Attacks:** Claws d12+9, Stomp 110

**Traits:**

*Fear -4:* The Fear modifier is applied to a target’s Resolution Test when they make a Fear Test.

*Gills:* Dagon and Hydra possess gills. They can breathe both in and out of water.

*Horrific Visage:* This Trait is always “on,” affecting every character who sees Dagon or Hydra. Failing a Resolution Test results in loss of 2 Sanity (8 Sanity on a Dramatic Failure).

*Natural Armor:* Dagon and Hydra have a thick skin that confers AV 6.

*Size +5:* Dagon and Hydra are large creatures measuring 20 feet in height.

*Summon Deep Ones:* While in or near water, Dagon and Hydra can spend one action to summon 1d12 Deep Ones. They appear on the following round, swimming to assist their ancestor gods.

Father Dagon and Mother Hydra are Deep Ones of enormous size and strength, standing some 20 feet tall. They are rumored to be centuries or even millennia old and the Deep Ones revere them as semi-divine ancestors. They also have a few land-dwelling worshippers, mainly humans who have come into contact with the Deep Ones in one way or another.







# Dark Young of Shub-Niggurath

*Tā! Shub-Niggurath! The Black Goat of the Woods with a Thousand Young!*

—H. P. Lovecraft, "The Whisperer in Darkness"

**Type:** Cthulhu Mythos

**MIGHT 8**

**NIMBLE 5**

**VIGOR 7**

**REASON 5**

**RESOLUTION 7**

**VITALITY 85**

**Skills:** Brawl [+10]

**Attacks:** Tentacle Whip, Bite, Poison

**Traits:**

*Bite:* The Dark Young's bite causes damage equal to its Might. The Dark Young has one bite attack per round.

*Fear -3:* The Fear modifier is applied to a target's Resolution when making a Fear Test.

*Poison:* A bitten Hero must make a Vigor roll or be Poisoned. If a Hero is Poisoned, they lose 1D12 points of Vitality for 3 rounds.

*Resilience:* The Dark Young is resilient and as a result their Vitality is calculated differently.

*Tentacle Whip:* The Dark Young's tentacle whip causes 1D12 + Might in damage and has three attacks per round.

Dark Young are creatures from another world. Taller than a man, a Dark Young stands on three cloven hooves, covered in a mass of writhing tentacles, with multiple slaving mouths that ceaselessly gnash the air.

They look wrong, smell wrong, and feel wrong. While not very nimble, their whip-like tentacles are blindingly fast and their bite is poisonous. Note: any Hero brandishing an Elder Sign will make the Dark Young flinch away and possibly flee. If a Dark Young is struck with an Elder Sign, the Dark Young and the Elder Sign will fold in on itself and disappear.

# Deep One

*I think their predominant color was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed.*

—H. P. Lovecraft, “The Shadow Over Innsmouth”

**Type:** Cthulhu Mythos

**MIGHT 9**

**NIMBLE 10**

**VIGOR 7**

**REASON 7**

**RESOLUTION 6**

**VITALITY 40**

**Skills:** Athletics [+11], Brawl [+10], Defend [+11], Melee [+11]

**Attacks:** Bite d12+9, Claws d12+10

**Traits:**

*Amphibious:* Deep Ones can move through water with no penalties.

*Fear -1:* The Fear modifier is applied to a target’s Resolution when making a Fear Test.

*Fierce:* Deep Ones are naturally aggressive. When a Deep One takes damage it must make a successful Resolution Test or become enraged, resulting in the following temporary alterations to its Abilities: Might +2, Vigor +2, Reason -2, Resolution -2, Vitality +15. While in this state the Deep One is immune to all Fear effects and ignores any modifiers associated with lost Vitality. Rage lasts for d12 rounds. When the rage passes, the Deep One’s Abilities return to normal and its current Vitality is reduced by 15 points. If this brings the Deep One to zero Vitality or below, it dies immediately.

*Gills:* Deep Ones possess gills. They can breathe both in and out of water.

*Horrific Visage:* This Trait is always “on,” affecting any character who sees a Deep One. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

Servants of Father Dagon and Mother Hydra, the Deep Ones are a vaguely humanoid race with the some characteristics of both fish and toads. They live in the deep ocean, and are immune to aging.

It is said that Deep Ones sometimes make bargains with land-dwellers, providing bountiful fishing and strangely wrought gold jewelry in exchange for human sacrifices and the promise of mating with humans. The offspring of these unnatural unions are Deep One Hybrids (see page 47).





# Deep One Hybrid

*Somehow these people seemed more disquieting than the dismal buildings, for almost every one had certain peculiarities of face and motions which I instinctively disliked without being able to define or comprehend them.*

—H. P. Lovecraft, “The Shadow Over Innsmouth”

**Type:** Cthulhu Mythos

**MIGHT 7**

**NIMBLE 11**

**VIGOR 7**

**REASON 7**

**RESOLUTION 8**

**VITALITY 35**

**Skills:** Brawl [+7]; Dodge [+11]; others at GM’s description

**Attacks:** By weapon

**Traits:** None

The Deep Ones have been known to interbreed with humans, typically within communities of cultists. The resulting births look human, although there is a disturbing cast to their features: a flat nose, slightly bulging eyes, and a wide, slightly downturned mouth.

Hybrid communities usually shun contact with outsiders, often developing a reputation locally for being insular and somehow strange. Their churches are unusual, with names that reference Dagon and Hydra instead of Christian saints. Their towns are ill-kempt, with a palpable aura of decay and neglect. They appear semi-deserted as the population tends to stay indoors most of the time; careful observers will notice that almost no one is past middle age.

As hybrids approach middle age, the features mentioned above become more pronounced: the ears shrink, the skin becomes patchy and partially replaced with scales, and the flesh of the neck develops folds that eventually become gills. Older hybrids are generally hidden away from outsiders; when their transformation is complete, they depart to join the other Deep Ones offshore.

**Historical Note:** The Deep Ones and Hybrids in Lovecraft’s classic story “The Shadow Over Innsmouth” were brought to Devil’s Reef on the Massachusetts coast by Captain Obed Marsh in the mid-19th century, some 50 years after the end of the Revolutionary War. However, other sources claim that there was a Deep One city just off the coast for at least 8,000 years before that time.



# Dhole

*Below him the ground was festering with gigantic Dholes, and even as he looked, one reared up several hundred feet and leveled a bleached, viscous end at him.*

—H. P. Lovecraft & E. Hoffmann Price, “Through the Gates of the Silver Key”

**Type:** Cthulhu Mythos

**MIGHT 303**

**NIMBLE 2**

**VIGOR 67**

**REASON 4**

**RESOLUTION 25**

**VITALITY 925**

**Skills:** Brawl [+303]

**Attacks:** Stomp 335, Spit Slime (special)

**Traits:**

*Burrow:* Dholes can move underground at 20 feet/round, even through the hardest rock.

*Fear -8:* The Fear modifier is applied to a target’s Resolution Test when they make a Fear Test.

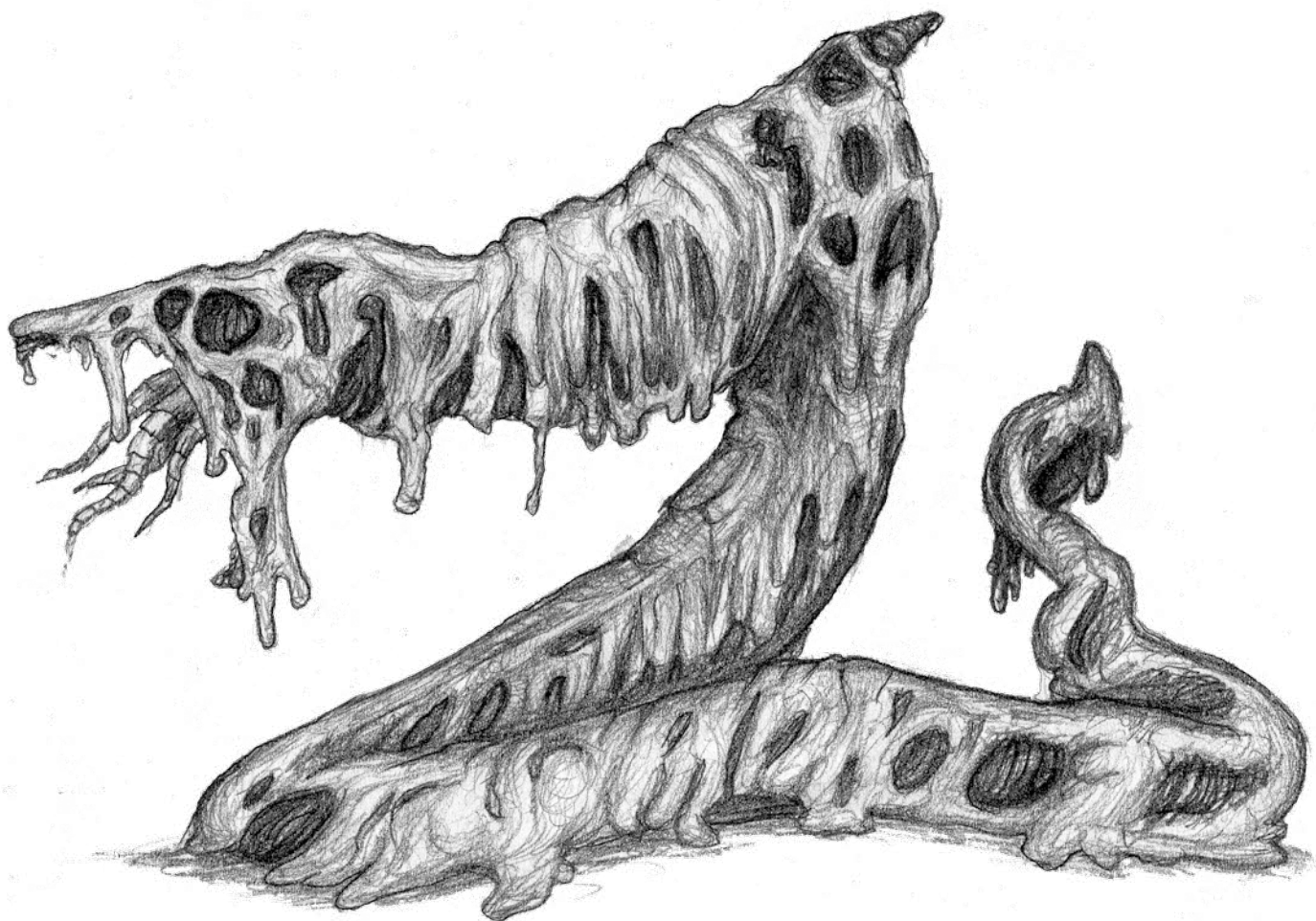
*Horrific Visage:* This Trait is always “on,” affecting any character who sees a Dhole. Failing a Resolution Test results in loss of 3 Sanity (12 Sanity on a Dramatic Failure).

*Size +100:* Dholes are immense creatures capable of rearing up to heights of several hundred feet.

*Spit Slime:* A Dhole can take a full action to spit a goblet of slime from its mouth. This attack has a range up to 2 miles and affects a 30-foot diameter. Anyone struck by one of these goblets is automatically knocked down and cannot breathe until they are clear: climbing out requires a successful Might Test at a -4 penalty. Failed tests may be repeated once per round. In addition, the slime is caustic, causing 1 point of damage per round of exposure.

Dholes are vast wormlike creatures, several hundred feet long, which burrow beneath the earth. Some ancient texts hint they are not originally of this world. They typically avoid daylight, but do not seem to be injured by it. They have only animal intelligence, but their actions can destroy entire cities.

**Note:** It should be obvious that this creature is tough, and can possibly destroy anything that gets in its way. Attacking this creature spells usually doom for anyone who attempts it. A dhole is a perfect beast for Gamemasters who wish to run a “colonial” version of *Godzilla* or *Cloverfield*.





# Dimensional Shambler

... a thing not wholly ape and not wholly insect. Its hide hung loosely upon its frame, and its rugose, dead-eyed rudiment of a head swayed drunkenly from side to side. Its forepaws were extended, with talons spread wide, and its whole body was taut with murderous malignity despite its utter lack of facial description.

—H. P. Lovecraft & Hazel Heald, "The Horror in the Museum"

**Type:** Cthulhu Mythos

**MIGHT 11**

**NIMBLE 5**

**VIGOR 8**

**REASON 4**

**RESOLUTION 8**

**VITALITY 40**

**Skills:** Brawl [+11]

**Attacks:** Claw d12+5

**Traits:**

*Dimension Shift:* As an action, a Dimensional Shambler can shift into another dimension, fading from sight as it does so. Anything the Shambler is holding goes with it. Living creatures may make an opposed Resolution Test to resist being shifted along with the Shambler.

*Fear -2:* The Fear modifier is applied to a target's Resolution Test when they make a Fear Test.

*Horrific Visage:* This Trait is always "on," affecting any character who sees a Dimensional Shambler. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Natural Armor:* Dimensional Shamblers have a thick skin that confers AV 3.

Dimensional Shamblers come from a plane of existence outside the human world. It is not known whether they have any agenda of their own, but they have been known to serve Elder Gods and similarly powerful entities. They are normally employed as thieves and assassins, using their dimension shifting ability to recover sacred or powerful objects, or to surprise their quarry and escape if threatened.

# Elder Thing

*Six feet end to end, three and five-tenths feet central diameter, tapering to one foot at each end. Like a barrel with five bulging ridges in place of staves. Lateral breakages, as of thinnish stalks, are at equator in middle of these ridges. In furrows between ridges are curious growths – combs or wings that fold up and spread out like fans...which gives almost seven-foot wing spread.*

—H. P. Lovecraft, «*At the Mountains of Madness*»

**Type:** Cthulhu Mythos

**MIGHT 23**

**NIMBLE 8**

**VIGOR 10**

**REASON 9**

**RESOLUTION 9**

**VITALITY 82**

**Skills:** Brawl [+23]

**Attacks:** Tentacle d12+8

**Traits:**

**Constriction:** The Elder Thing must make a successful Brawl Test to grab its opponent. The victim can try to escape by making a successful Might Test. For every round trapped in the grip of the creature, the opponent suffers a cumulative -2 to the Test. For example, a victim who has been constricted for 3 rounds would suffer a -3 penalty to the Test. The Elder Thing's constriction causes damage equal to the creature's Might + Vigor each round.

**Flight:** 60 feet per round.

**Horrific Visage:** This Trait is always "on," affecting any character who sees the Elder Thing. Failing a Resolution Test results in loss of 2 Sanity (8 Sanity on a Dramatic Failure).

**Natural Armor:** Elder Things have thick hide that confer AV 6. The first 6 points of damage from any attack are ignored.

Elder Things came to Earth in the unimaginably distant past. When Lovecraft was writing in the early 20th century, their only known city was long dead, trapped beneath the ice of Antarctica; it might be that a few outposts survived until the 18th century in similarly remote locations. It is also possible that the Elder Things survive among the stars, visiting Earth to search for their lost brethren, or to recover ancient artifacts discovered by human explorers.

The Elder Things created the shoggoths as a race of slaves, but the shoggoths rebelled. This, along with wars against the Mi-Go, the Star Spawn, and other interstellar races, led to the almost total collapse of the Elder Things' civilization.







# Flying Polyp

... half polypous, utterly alien entities . . . They were only partly material and had the power of aerial motion, despite the absence of wings . . . singular whistling noises and colossal footprints made up of five circular toe marks seemed also to be associated with them.

—H. P. Lovecraft, “The Shadow Out of Time.”

**Type:** Cthulhu Mythos

**MIGHT 30    NIMBLE 6    VIGOR 22    REASON 8    RESOLUTION 7    VITALITY 103    PLASM 35**

**Skills:** Brawl [+30]

**Attacks:** Tentacle (d12 per round) d12+6

**Traits:**

*Flight:* 60 feet per round.

*Horrid Visage:* This Trait is always “on,” affecting any character who sees the Flying Polyp. Failing a Resolution Test results in loss of 2 Sanity (8 Sanity on a Dramatic Failure).

*Invisibility:* By spending 1 Plasm per round, a Flying Polyp can become invisible.

*Partly Visible:* Ranged attacks against a Flying Polyp suffer a -3 TN penalty.

*Slow:* A Flying Polyp can use its control of the winds to slow a target down. This attack has a range of up to 1000 yards (6000 feet). If the target fails a Might Test (opposed by the Polyp’s Resolution), it is unable to move away from the Polyp this round. A Flying Polyp can move normally while using this ability.

*Tentacle:* The tentacle attack ignores all body armor.

*Wind Blast:* A Flying Polyp can create a devastating blast of wind, strong enough to strip flesh from bone. Range is 60 feet, width 30 feet. Base damage is d12+16.

*Wind Storm:* A group of three or more Flying Polyps can create a localized windstorm up to 60 feet away with a radius of 20 feet per Polyp. Summoning the storm costs each contributing Polyp 3 Plasm, and maintaining it costs an additional 1 Plasm per Polyp per round. Anyone caught within the area of effect, or enters it while the storm is raging, suffers 12 damage and is knocked to the ground, unable to take any action other than trying to crawl out of the storm.

The Flying Polyps came to Earth from beyond the stars countless millions of years ago. They are only partially material, but can be stopped by physical obstacles; however, they seem to fade in and out of existence and can become completely invisible. They ruled the Earth for a while, but were driven underground by the invading Great Race of Yith, where they remained trapped for eons until they were able to repel their enemies. They remained in their underground cities, which are often found beneath ruins of incalculable antiquity, with great stone slabs sealing well-like entrances.

# Formless Spawn

...living things that oozed along stone channels and worshipped onyx and basalt images of Tsathoggua. But they were not toads like Tsathoggua himself. Far worse — they were amorphous lumps of viscous black slime that took temporary shapes for various purposes.

—H. P. Lovecraft & Zealia Bishop, “The Mound”

**Type:** Cthulhu Mythos

**MIGHT 11**

**NIMBLE 6**

**VIGOR 5**

**REASON 7**

**RESOLUTION 6**

**VITALITY 40**

**Skills:** Brawl [+11]

**Attacks:** Tentacle (1d3) d12+9 or Grapple; Swallow

**Traits:**

*Amorphous:* This creature’s body is essentially formless, making it almost impossible for an attack to strike a vital point. Degrees of success are not counted in reckoning damage.

*Elasticity:* The Formless Spawn is able to bend and twist its body in unnatural ways, allowing it to squeeze into and through very tight spaces. Consequently, the Formless Spawn can squeeze through an opening or passage one-fifth as wide and tall as its height, in inches, although it does so at one-quarter its normal movement rate.

*Fear -2:* The fear modifier is applied to a target’s Resolution when they make a Fear Test.

*Grapple:* At the Formless Spawn’s option, a creature successfully struck by a tentacle may be grappled unless they make a successful Nimble Test. The Formless Spawn automatically does Might damage each round and gains a TN bonus of +4 to strike the grappled victim with another tentacle. A successful Might Test is required to escape, with a cumulative -2 penalty per round of grappling (-1 on the first round, -2 on the second round, and so on).

*Horrific Visage:* This Trait is always “on,” affecting any character who sees the Formless Spawn. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Swallow:* A Formless Spawn must make a successful Brawl Test to swallow an opponent. A successful Might Test is required to escape, with a cumulative -2 penalty per round (-1 on the first round, -2 on the second round, and so on). Damage from digestive acids is equal to the creature's Might + Vigor per round. A Formless Spawn may not move while it is digesting a victim. Its body can hold a number of victims whose combined Vigor does not exceed its current Vitality: if its Vitality drops to a point where it can no longer hold all the swallowed victims, it disgorges the most recent first.

The Formless Spawn of Tsathoggua are well-named, for they continually change their shape to suit the circumstances. In combat, they extrude flail-like appendages and tentacles or simply flow around their opponents and engulf them within their shifting, protoplasmic bodies.

They can be summoned by devotees of Tsathoggua to accept sacrifices or destroy enemies, and they might also be found guarding Tsathoggua's temples and other cult sites. While guarding a temple, a Formless Spawn commonly rests in a large stone basin until disturbed. In poor light its resting body might be mistaken for a pool of dark liquid.









# Ghast

*After a moment something about the size of a small horse hopped out into the grey twilight, and Carter turned sick at the aspect of that scabrous and unwholesome beast, whose face is so curiously human despite the absence of a nose, a forehead, and other important particulars.*

—H. P. Lovecraft, “The Dream-Quest of Unknown Kadath”

**Type:** Cthulhu Mythos

**MIGHT 12**

**NIMBLE 6**

**VIGOR 11**

**REASON 4**

**RESOLUTION 7**

**VITALITY 87**

**Skills:** Observe [+11]

**Attacks:** Bite d12+12 or by weapon.

## Traits:

*Fierce:* The Ghast is naturally aggressive, and becomes angry when threatened. They must make a Will Test once they take damage, and if failed, the creature becomes enraged. As a result, its Might and Vigor are temporarily raised by 2 points each, and its Vitality is temporarily increased by 15 Points. In addition, both its Reason and Resolution are temporarily reduced by 2 points each. The Fierce state lasts for 1d12 Rounds, and while in this state the creature is immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, the creature’s Abilities return to normal, and the boosted Vitality disappears.

*Horrific Visage:* This is always “on,” affecting any character who sees a Ghast. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Hypersensitivity:* The Ghast is particularly sensitive to its surroundings, and gains a +2 bonus on Investigation and Observe Tests.

*Leaper:* The Ghast has the ability to leap incredible distances. Ghasts gains a +5 bonus on all Athletics Tests involving jumping. The distance a Ghast can leap is equal to  $Might \times 2$  feet.

*Light Sensitivity:* The Ghast’s eyes are unable to adjust to bright light. Abrupt exposure to bright light (such as sunlight) blinds the Ghast for 10 Rounds, and it suffers a -1 TN on attacks, Investigation Tests, and Observe Tests as long as it remains in the brightly lit area.

*Night Vision:* The Ghost is able to see in the dark as easily as it sees in full daylight, and ignores all penalties while fighting in the dark.

*Scent:* Ghosts are able to smell an opponent within 60 feet, 120 feet downwind, and 30 feet upwind.

*Stench:* The Ghost has a terrible odor, and this smell is so powerful that it makes contact with the creature troublesome; any within hand-to-hand range of the creature suffer a -1 to all Tests. The stench is so powerful that a successful Observe Test (+1 TN) has it detected within 20-feet of the Ghost.

*Weakness:* No tolerance for natural light, and light causes them to suffer a -1 to all Tests. Sunlight kills them instantly.

Though their faces resemble those of humans, albeit missing the nose, Ghosts are deathly pale in skin tone and their legs resemble those of a kangaroo, ending in large hooves. Ghosts live underground, away from the light, and are a warlike race that hunt in packs and prey on all. Old tales hold that they were once a race of men, cursed for unspeakable deeds wrought long ago.





# Ghoul

*These figures were seldom completely human, but often approached humanity in varying degree. Most of the bodies, while roughly bipedal, had a forward slumping, and a vaguely canine cast. The texture of the majority was a kind of unpleasant rubberiness.*

—H. P. Lovecraft, “Pickman’s Model”

**Type:** Cthulhu Mythos

**MIGHT 10**

**NIMBLE 6**

**VIGOR 6**

**REASON 7**

**RESOLUTION 7**

**VITALITY 40**

**Skills:** Brawl [+10], Stealth [+8]

**Attacks:** Bite d12+10, Claws (2) d12+6

**Traits:**

*Fear -2:* The Ghoul is able to cause Fear in its targets. The Fear modifier is applied to a target’s Will Test when they make a Fear Test.

*Horrific Visage:* This Trait is always “on,” affecting any character who sees a Ghoul. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Night Vision:* The Ghoul is able to see in the dark as easily as it sees in full daylight, and ignores all penalties while fighting in the dark.

Ghouls are roughly humanoid creatures with doglike faces and hooved feet. They live underground in vast tunnel complexes and often tunnel beneath graveyards to feed on the dead. Their language consists of “gibberings and meepings,” unlike any human tongue. They have occasional dealings with witches and will sometimes attack humans, though they generally prefer to avoid them. It has been rumored that long association with a Ghoul causes a human to transform into one.

# Great Race of Yith

*Enormous, iridescent cones, about ten feet high and ten feet wide at the base. . . . From their apexes projected four flexible, cylindrical members, each a foot thick. . . . Terminating two of them were enormous claws or nippers. At the end of a third were four red trumpet-like appendages. The fourth terminated in an irregular yellowish globe some two feet in diameter and having three great dark eyes ranged along its central circumference. . . . Surmounting this head were four slender grey stalks bearing flowerlike appendages, whilst from its nether side dangled eight greenish antennae or tentacles. The great base of the central cone was ringed with a rubbery grey substance which moved the whole entity through expansion and contraction.*

—H. P. Lovecraft, “The Shadow Out of Time”

**Type:** Cthulhu Mythos

**MIGHT 25**

**NIMBLE 5**

**VIGOR 11**

**REASON 11**

**RESOLUTION 7**

**VITALITY 90**

**Skills:** Brawl [+25], Investigation [+11], Shoot [+12], Study – Astronomy [+22], Study – Natural Philosophy [+22]

**Attacks:** Claw d12+12, Lightning Gun 2d12/charge

**Traits:**

*Fear -2:* A Yithian is able to cause Fear in its targets. The Fear modifier is applied to a target’s Will Test when they make a Fear Test.

*Horrific Visage:* This Trait is always “on,” affecting any character who sees a member of the Great Race. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Lightning Gun:* Range 150/300/450, RoF 1. Each gun has 32 charges when fully loaded, and reloading takes one action. Multiple charges may be expended in a single shot: each charge causes 2d12 damage, but using multiple charges risks burning out the weapon. Whenever more than one charge is used to fire a single shot, roll a d12 before determining whether it hits. If the number rolled is less than the number of charges used, the weapon is burned out and useless.

*Mind Swap:* Members of the Great Race are able to exchange consciousness with any sentient beings. An opposed Resolution Test is required in the case of an unwilling participant.

*Natural Armor:* Members of the Great Race have tough rubbery skin that confers AV 4.



The Great Race of Yith comes from beyond the stars, although their physical form belongs to a race of creatures from Earth's early history into whom they projected their consciousness. They are scholars by nature and possess science and technology far in advance of anything humanity can imagine. Some adventurous scholars have made arrangements with the Great Race to allow their bodies to be used in exchange for time within a Yithian's body, in order to study the secrets of the universe.





# Gug

It was a paw, fully two feet and a half across, and equipped with formidable talons. After it came another paw, and after that a great black-furred arm to which both of the paws were attached by short forearms. Then two pink eyes shone and the head of the awakened Gug sentry, large as a barrel, wobbled into view. The eyes jutted two inches from each side, shaded by bony protuberances overgrown by coarse hairs. But the head was chiefly terrible because of the mouth. That mouth had great yellow fangs and ran from the top to the bottom of the head, opening vertically instead of horizontally.

—H. P. Lovecraft, “The Dream-Quest of Unknown Kadath”

**Type:** Cthulhu Mythos

**MIGHT 16**

**NIMBLE 8**

**VIGOR 14**

**REASON 7**

**RESOLUTION 12**

**VITALITY 75**

**Skills:** Brawl [+16]

**Attacks:** Bite d12+16, Claws (4) d12+8

**Traits:**

*Combat Fear (Ghouls):* Gugs suffer a -1 to all Tests when fighting Ghouls.

*Fear -2:* The Gug is able to cause Fear in its targets. The Fear modifier is applied to a target's Will Test when they make a Fear Test.

*Horrific Visage:* This Trait is always “on,” affecting any character who sees a Gug. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Size (3):* Gugs average 14 feet in height.

*Stomp:* Able to stomp creatures smaller than themselves, and cause damage equal to their Vigor × 5 due to their immense size. Stomp attacks can only be used against creatures that are at least 2 Ranks smaller (humans are considered Size 0).

*Weakness:* Mute, no voice.

These giants live underground and prey on Ghosts (see page 61), though they will attack any potential victim, except for Ghouls, which they fear. Their most notable characteristics are their paired forearms and their vertically opening mouth. Gugs are speechless and can only communicate through facial expressions.

# Hound of Tindalos

*Madness rides the star-wind... claws and teeth sharpened on centuries of corpses... dripping death astride a bacchanale of bats from nigh-black ruins of buried temples of Belial...*

—H. P. Lovecraft, "The Hound"

**Type:** Cthulhu Mythos

**MIGHT 11**

**NIMBLE 11**

**VIGOR 11**

**REASON 8**

**RESOLUTION 8**

**VITALITY 55**

**Skills:** Athletics [+11], Brawl [+11], Dodge [+10], Observe [+10], Sense [+8], Stealth [+12], Track [+10]

**Attacks:** Bite d12+11, Claws (2) d12+11

**Traits:**

*Fear -8:* The Fear modifier is applied to a target's Resolution Test when they make a Fear Test.

*Horrific Visage:* This Trait is always "on," affecting any character who sees a Hound of Tindalos. Failing a Resolution Test results in loss of 3 Sanity (12 Sanity on a Dramatic Failure).

*Natural Armor:* The leathery hide of a Hound grants AV 10.

*Scent:* Hounds possess an acute sense of smell, allowing them to track prey with ease. They are able to smell opponents within an 80-foot range. If the prey is upwind, the distance is 160 feet, and if downwind, the distance is 40 feet.

*Size (1)*

*Thermal Vision:* Hounds are able to see heat sources, permitting them to hunt in the dark.

*Time Travel:* Hounds of Tindalos can travel through time at will, but they can only enter and exit a time-space through an angle (for example, the angle between two adjoining walls) of 120 degrees or sharper. They can travel up to a million years in a single day.

Hounds in name only, these lean, hairless creatures, are pack hunters that belong to a time in the incredibly distant past, before life as we know it evolved on Earth. They can be summoned by magic, and will attack their target with great ferocity, as well as anyone who comes to their target's aid.





# Hunting Horror

...that leering, tittering sbantak coursed on impetuous and relentless, flapping its great slippery wings in malignant joy, and headed for those unhallowed pits whither no dreams reach...

—H. P. Lovecraft, “The Dream-Quest of Unknown Kadath”

**Type:** Cthulhu Mythos

**MIGHT 18**

**NIMBLE 6**

**VIGOR 5**

**REASON 3**

**RESOLUTION 9**

**VITALITY 57**

**Skills:**

**Attacks:** Bite d12+18, Tail Grapple

**Traits:**

*Fear -2:* The Fear modifier is applied to a target’s Resolution Test when they make a Fear Test.

*Grapple:* A creature successfully struck by a Hunting Horror’s tail is grappled unless they make a successful Nimble Test. The Hunting Horror gains a TN bonus of +4 to bite the grappled victim. A successful Might Test is required to escape, with a cumulative -2 penalty per round of grappling (-1 on the first round, -2 on the second round, and so on).

*Horrid Visage:* This is always “on,” affecting any character who sees a Hunting Horror. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Natural Armor:* The leathery hide of a Hunting Horror grants AV 8.

*Weakness:* No tolerance for natural light, and light causes them to suffer a -1 to all Tests. Sunlight kills them instantly.

Servants of Nyarlathotep, the Hunting Horrors resemble enormous, misshapen, black snakes with leathery, bat-like wings. Their forms continually distort, twitch, and writhe, making them very disturbing to look at directly. As well as hunting down victims of Nyarlathotep’s displeasure, Hunting Horrors can be summoned and controlled by a mortal who knows the correct rituals, although they will normally perform only a single task, and there is a chance (typically on a Dramatic Failure when casting the summoning) that they will attack their summoner instead of the intended victim.



# Leng Spider

*There were scenes of old wars, wherein Leng's almost-humans fought with the bloated purple spiders of the neighbouring vales.*

—H. P. Lovecraft, “The Dream-Quest of Unknown Kadath”

**Type:** Cthulhu Mythos

**MIGHT 17**

**NIMBLE 8**

**VIGOR 8**

**REASON 6**

**RESOLUTION 8**

**VITALITY 62**

**Skills:** Brawl [+17]

**Attacks:** Bite d12+17 plus poison (see below)

**Traits:**

*Fear -4:* The Fear modifier is applied to a target's Resolution when they make a Fear Test.

*Horrific Visage:* This Trait is always “on,” affecting any character who sees a Leng Spider. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Poison:* Damage 2d20 to Vigor, halved on a successful Vigor Test.

*Size (2):* Leng Spiders are 10 feet in length.

*Web:* Leng Spiders can shoot strands of web up to 50 feet. Victims caught in the web can break free on a successful Opposed Test between the victim's Might and the web's elasticity (14). Failing the Test results in the victim becoming more entangled: Might is reduced by one point for further attempts to break free. Once Might is reduced to 1, the victim is completely entangled and helpless.

Native to the far plateau of Leng, these giant spiders are strong and aggressive. They regard any living thing as a potential meal. They possess rudimentary intelligence, but are not social creatures; indeed, they have been known to prey on their own kind.

Leng Spiders are exceedingly rare in the Thirteen Colonies, but rare examples have been smuggled out of the Dreamlands by mad scholars, using magic and other means. Their intelligence, independence, and ferocity usually mean a sorry end for anyone foolish enough to try to keep them as pets or zoological specimens.







# Mi-Go

*They were pinkish things about five feet long; with crustaceous bodies bearing vast pairs of dorsal fins or membranous wings and several sets of articulate limbs, and with a sort of convoluted ellipsoid, covered with multitudes of very short antenna, where a head would ordinarily be. . . . Sometimes [they] walked on all their legs and sometimes on the hindmost pair only.*

—H. P. Lovecraft, “The Whisperer in Darkness”

**Type:** Cthulhu Mythos

**MIGHT 7**

**NIMBLE 6**

**VIGOR 5**

**REASON 9**

**RESOLUTION 7**

**VITALITY 29**

**Skills:** Brawl [+7], Lore [+9], Magic [+7], Profession – Surgeon [+9]

**Attacks:** Claws (2) d12+5

**Traits:**

**Drop:** A Mi-Go can fly upward carrying a grappled victim (see below) and drop them from a great height (see “Falling,” *Colonial Gothic Second Edition Rulebook*, p. 44).

**Fear -4:** The Fear modifier is applied to a target’s Resolution when they make a Fear Test.

**Flight:** 60 feet per round.

**Grapple:** A creature successfully struck by a Mi-Go’s claws may be grappled unless they make a successful Nimble Test. A successful Might Test is required to escape, with a cumulative -2 penalty per round of grappling (-1 on the first round, -2 on the second round, and so on).

**Horrific Visage:** This Trait is always “on,” affecting any character who sees a Mi-Go. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

**Resistance (Puncturing):** The extraterrestrial skin of the Mi-Go resists puncturing attacks, including bullets, arrows, and thrusting weapons; such attacks only cause one point of damage each, with any degrees of success ignored.

The Mi-Go, or Fungi from Yuggoth, come from a distant planet. Their membranous wings allow them to fly through the interstellar ether as well as within the Earth's atmosphere. They can speak human tongues in buzzing, insect-like voices, but communicate among themselves through color shifts of their heads.

They are a highly intelligent race whose science is far in advance of human knowledge, and individuals may have additional Reason-based skills beyond those listed above. They are able to perform feats of surgery that seem miraculous in human terms, including the ability to remove a living brain from a human body and keep it alive and conscious for thousands of years. They can also create biological automata that are almost identical to living humans, their non-human nature detectable only on a successful Challenging (-3) Reason Test.

The Mi-Go have been known to worship Nyarlathotep and Shub-Niggurath among other deities. They commonly employ human agents to carry out their plans on Earth, and some have founded cults of human followers to do their bidding.







# Moon Beast

... great greyish-white slippery things which could expand and contract at will, and whose principal shape — though it often changed — was that of a sort of toad without any eyes, but with a curious vibrating mass of short pink tentacles on the end of its blunt, vague snout.

—H. P. Lovecraft, “The Dream-Quest of Unknown Kadath”

**Type:** Cthulhu Mythos

**MIGHT 10**

**NIMBLE 5**

**VIGOR 6**

**REASON 9**

**RESOLUTION 7**

**VITALITY 40**

**Skills:** Brawl [+10], Magic [+7]

**Attacks:** by weapon

**Traits:**

*Fear -4:* The Fear modifier is applied to a target’s Resolution when they make a Fear Test.

*Horrid Visage:* This Trait is always “on,” affecting any character who sees a Moon Beast. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Resistance (Firearms):* The inhuman physiology of the Moon Beasts protects them from bullets. All successful firearms attacks cause only the base damage without regard to the Degrees of Success.

Moon Beasts are native to the moon of the Dreamlands, a parallel dimension that humans can only reach in their dreams. They are occasionally encountered on Earth, and it is believed that they have also colonized the Earth’s moon.

They serve Nyarlathotep in exchange for his favor, and their alien psychology apparently delights in or is fascinated by the infliction of suffering and torture. They have various slave races, including the humanlike Men of Leng in the Dreamlands, and might be accompanied by human and other slaves when encountered on Earth.



# Nightgaunt

*Shocking and uncouth black things with smooth, oily, whale-like surfaces, unpleasant horns that curved inward toward each other, bat wings whose beating made no sound, ugly prehensile paws, and barbed tails that lashed needlessly and disquietingly. And worst of all, they never spoke or laughed, and never smiled because they had no faces at all to smile with, but only a suggestive blankness where a face ought to be. All they ever did was clutch and fly and tickle; that was the way of nightgaunts.*

—H. P. Lovecraft, “The Dream-Quest of Unknown Kadath”

**Type:** Cthulhu Mythos

**MIGHT 7**

**NIMBLE 6**

**VIGOR 5**

**REASON 3**

**RESOLUTION 7**

**VITALITY 29**

**Skills:** Brawl [+7], Stealth [+6]

**Attacks:** Tickle (see below)

**Traits:**

*Fear -4:* The Fear modifier is applied to a target’s Resolution when they make a Fear Test.

*Flight:* 60 feet per round.

*Grapple:* A creature successfully struck by a Nightgaunt may be grappled unless they make a successful Nimble Test. The Hunting Horror may then tickle the grappled victim (see below). A successful Might Test is required to escape, with a cumulative -2 penalty per round of grappling (-1 on the first round, -2 on the second round, and so on). Two or more Nightgaunts can combine their Might to grapple a single victim.

*Horrific Visage:* This Trait is always “on,” affecting any character who sees a Nightgaunt. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Natural Armor:* The hide of a Nightgaunt grants AV 2.

*Tickle:* On a successful Brawl Test, a Nightgaunt may tickle a grappled victim with its tail. Each round, the victim must make a successful Resolution Test or be unable to take any action, including the Might Test required to escape the grapple. Armor and thick clothing offer no protection from this attack, as the slender tail can worm its way through any gap.

Nightgaunts are creatures from the Dreamlands, serving an obscure deity named Nodens, among others. They can understand the languages of many races, including the gibberings of Ghouls, and are on good terms with a number of Mythos creatures.

Nightgaunts prefer to take a victim by surprise, and cause no damage in combat; instead they grapple their victims and keep them immobilized by tickling them, finally abandoning them to die in the most remote and dismal places they can find.





UNSPRECHLICHEN  
KULTEN

Cryptomann's  
Vasefatta

# Rat Thing

*The bones of the tiny paws, it is rumoured, imply prehensile characteristics more typical of a diminutive monkey than of a rat; while the small skull with its savage yellow fangs is of the utmost anomalousness, appearing from certain angles like a miniature, monstrosously degraded parody of a human skull.*

—H. P. Lovecraft, “The Dreams in the Witch House”

**Type:** Cthulhu Mythos

**MIGHT 1**

**NIMBLE 10**

**VIGOR 3**

**REASON 6**

**RESOLUTION 7**

**VITALITY 11**

**Skills:** Brawl [+1], Magic [+7], Stealth [+4]

**Attacks:** Bite d12+1

## Traits:

**Horrid Visage:** This Trait is always “on,” affecting any character who sees a Rat Thing. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure). Sanity loss is doubled if the observer recognizes the face of the Rat Thing as someone they knew in life.

**Size -4:** Rat Things are around 6 inches long plus tail, about the size of a normal rat.

Rat Things are created by evil magic, and might serve as familiars for sorcerers and witches. Originally human cultists, they died but continue to serve the dark powers in their new form.

In combat, they prefer to use magic from hiding, and they will only attack physically if they have no other option or if they can take a lone victim by surprise. They will climb up a victim’s legs or drop from above, sinking their teeth into flesh, refusing to let go until they are killed or pried loose. Prying a Rat Thing off a victim causes 1d12/4 damage.

# Servitor

**Type:** Cthulhu Mythos

**MIGHT 8**

**NIMBLE 8**

**VIGOR 8**

**REASON 10**

**RESOLUTION 8**

**VITALITY 40**

**Skills:** Brawl [+8]

**Attacks:** Tentacle (d12 per round) d12+8, Music

## Traits:

*Amorphous:* This creature's body is essentially formless, making it almost impossible for an attack to strike a vital point. Degrees of success are not counted in reckoning damage.

*Fear -4:* The Fear modifier is applied to a target's Resolution when they make a Fear Test.

*Horrific Visage:* This Trait is always "on," affecting any character who sees a Servitor. Failing a Resolution Test results in loss of 2 Sanity (8 Sanity on a Dramatic Failure).

*Music:* Servitors play endless, monotonous music on pipes and drums. While the sound is apparently pleasing to Azathoth and the other Outer Gods, it has the ability to drive humans mad. A Servitor will play continuously unless it is engaged in combat. Each round, everyone who hears its music must make a Resolution Test or lose 1 Sanity (4 Sanity of a Dramatic Failure).

*Summon God:* Servitors sometimes appear in the world as heralds of the Outer Gods, most commonly of Azathoth. If this is the case in a particular adventure, the god will appear after the Servitor has played its terrible music for 5 rounds without interruption; see "The Gods of the Cthulhu Mythos," starting on page 13, for the possible effects of an Outer God manifesting in the world.

The Servitors of the Outer Gods are mentioned in a few obscure tomes. They dance endlessly around the blind idiot god Azathoth, droning and piping formless music for its pleasure. There are hints that they might also serve various other Outer Gods.

On rare occasions they have been summoned by cultists who worship these mindless beings, playing their music and contributing to the madness of the rituals. It is not certain whether Azathoth knows or cares about its mortal worshippers, but it is whispered that more than once a cataclysm explained by scientists as a natural disaster was, in fact, a ritual in which a Servitor's piping caused its terrible master to manifest in this world.







# Shantak

They were not any birds or bats known elsewhere on earth or in dreamland, for they were larger than elephants and had heads like a horse's. Carter knew that they must be the shantak-birds of ill rumour, and wondered no more what evil guardians and nameless sentinels made men avoid the boreal rock desert.

—H. P. Lovecraft, “The Dreams in the Witch House”

**Type:** Cthulhu Mythos

**MIGHT** 20

**NIMBLE** 5

**VIGOR** 6

**REASON** 3

**RESOLUTION** 6

**VITALITY** 65

**Skills:** Brawl [+20]

**Attacks:** Bite d12+20, Claw (2) d12+5

**Traits:**

*Combat Fear (Nightgaunts):* Shantaks suffer a -1 to all Tests when fighting Nightgaunts.

*Fear -4:* The Fear modifier is applied to a target's Resolution when they make a Fear Test.

*Flight:* 60 feet per round.

*Horrid Visage:* This Trait is always “on,” affecting any character who sees a Shantak. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Natural Armor:* Shantaks have thick hide that confers AV 6.

Shantaks are used as steeds by various races of the Cthulhu Mythos. They are capable of flying through space as well as within the Earth's atmosphere, but if not properly controlled, they have been known to take unwary riders all the way to the throne of Azathoth.

# Shoggoth

*It was a terrible, indescribable thing vaster than any subway train—a shapeless congerie of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind had swept so evilly free of all litter. Still came that eldritch mocking cry, ‘Tekeli-li! Tekeli-li!’*

—H. P. Lovecraft, “At The Mountains of Madness”

**Type:** Cthulhu Mythos

**MIGHT 11**

**NIMBLE 12**

**VIGOR 11**

**REASON 7**

**RESOLUTION 12**

**VITALITY 55**

**Skills:** Brawl [+11], Observe [+10], Resist [+9], Sense [+9]

**Attacks:** Squeeze (22 points/round)

**Traits:**

*Amorphous:* This creature’s body is essentially formless, making it almost impossible for an attack to strike a vital point. Degrees of success are not counted in reckoning damage.

*Amphibious:* Shoggoths can move through water with no penalties.

*Elasticity:* The Shoggoth is able to bend and twist its body in unnatural ways, allowing it to squeeze into and through very tight spaces. Consequently, the Shoggoth can squeeze through an opening or passage one-fifth as wide and tall as its height, in inches, although it does so at one-quarter its normal movement rate.

*Fear -4:* Able to cause Fear in its targets. The Fear modifier is applied to a target’s Will Test when they make a Fear Test.

*Horrific Visage:* This Trait is always “on,” affecting any character who sees a Shoggoth. Failing a Resolution Test results in loss of 3 Sanity (12 Sanity on a Dramatic Failure).

*Immunity (Physical Attacks):* The Shoggoth suffers no damage from any physical attack.

*Size (3):* Shoggoths are close to 12 feet in length.

*Speed:* Shoggoths gain +1 to their Initiative Tests, as well as doubling their movement.





**Squeeze:** On a successful Brawl test, a Shoggoth can engulf an opponent and crush them with internal force, causing 22 points of damage ( Might + Vigor ) per round. Those trapped can break free by making a successful Might test. For every round trapped inside the creature, the victim suffers a cumulative -1 penalty to the Test.

Originally created as servants by the Elder Things, the Shoggoths rebelled and can now be found serving Deep Ones and several other races. They are uncooperative and undependable servants at best, always preferring a resort to violence in the conduct of any task.





# Star Spawn

*They all lay in stone houses in their great city of R'lyeh, preserved by the spells of mighty Cthulhu for a glorious resurrection when the stars and the earth might once more be ready.*

—H. P. Lovecraft, “The Call of Cthulhu”

**Type:** Cthulhu Mythos

**MIGHT 42**

**NIMBLE 5**

**VIGOR 23**

**REASON 12**

**RESOLUTION 9**

**VITALITY 163**

**Skills:** Brawl [+42], Magic [+12]

**Attacks:** Tentacles (3) d12+42, Claws (2) d12+5, Stomp 115

**Traits:**

*Fear -4:* The Fear modifier is applied to a target's Resolution when they make a Fear Test.

*Flight:* 60 feet per round.

*Horrid Visage:* This Trait is always “on,” affecting any character who sees a Star Spawn. Failing a Resolution Test results in loss of 3 Sanity (12 Sanity on a Dramatic Failure).

*Natural Armor:* Star Spawn have thick hide that confers AV 10.

*Rejuvenation:* Star Spawn can regain 1d12 Vitality as an action.

*Size (15):* Star Spawn stand approximately 60 feet tall.

The Star Spawn of Cthulhu are miniature versions of their dread parent, standing about 60 feet high. It is said that many sleep among the stars as Cthulhu himself sleeps beneath the ocean, and a few blasphemous works hint that a few might even lay dreaming on Earth, hidden in the remotest depths like Cthulhu himself. They may be awakened by one who knows the correct rituals and incantations, but the consequences of disturbing them are always dire.



# Unnameable

*It was everywhere — a gelatin — a slime — yet it had shapes, a thousand shapes of horror beyond all memory. There were eyes — and a blemish. It was the pit — the maelstrom — the ultimate abomination. Carter, it was the unnameable!*

—H. P. Lovecraft, “The Unnameable”

**Type:** Cthulhu Mythos

**MIGHT 11**

**NIMBLE 17**

**VIGOR 1**

**REASON 6**

**RESOLUTION 10**

**VITALITY 55**

**Skills:** Brawl [+12], Track [+11]

**Attacks:** Kick 13, Horns 12

**Traits:**

*Fear -4:* The Fear modifier is applied to a target’s Resolution when they make a Fear Test.

*Fierce:* The Unnameable is naturally aggressive. When it takes damage it must make a successful Resolution Test or become enraged, resulting in the following temporary alterations to its Abilities: Might +2, Vigor +2, Reason -2, Resolution -2, Vitality +15. While in this state the Unnameable is immune to all Fear effects and ignores any modifiers associated with lost Vitality. Rage lasts for d12 rounds. When the rage passes, the Unnameable’s Abilities return to normal and its current Vitality is reduced by 15 points. If this brings the Unnameable to zero Vitality or below, it dies immediately.

*Horrific Visage:* This Trait is always “on,” affecting any character who sees the Unnameable. Failing a Resolution Test results in loss of 1 Sanity (4 Sanity on a Dramatic Failure).

*Invisibility:* The Unnameable can become invisible at will, gaining +2 to Initiative and -4 to be hit. It can remain invisible for a number of rounds equal to its Resolution.

*Partly Visible:* Ranged attacks against the Unnameable suffer a -3 TN penalty.

*Size (2):* The Unnameable is about 8 feet tall.

The Unnameable has haunted the town of Arkham and its surroundings since at least the early years of the century. There are claims that since 1710 it has been locked in the attic of an old house in the town; in 1793 a young boy who had entered the now-abandoned house ran out screaming, driven hopelessly insane by whatever he saw.

The Unnameable is not easily perceived by the five senses. Those who do see the thing remain strangely unable to describe it. More readily perceptible is the blast of foul and frigid air that sometimes heralds its arrival, as well as the marks it leaves on its victims—including those of horns, claws, and cloven hoofs.





# Appendix 1: New Traits

The Cthulhu Mythos has grown considerably since Lovecraft's day, and includes many creatures that cannot be covered in this volume for copyright reasons. To help GMs who wish to use these horrors in their *Colonial Gothic* games, this chapter includes a collection of new Traits from elsewhere in this book, which are especially common among the creatures created by Lovecraft and his followers. For more information on Traits, refer to Chapter 7 of the *Colonial Gothic Second Edition Rulebook*.

## Amorphous

Many creatures are essentially formless, making it almost impossible for an attack to strike a vital point. Degrees of success are not counted in reckoning damage.

**Cost:** 5

## Dimension Shift

Some creatures can inhabit multiple dimensions, and can take an Action to shift into another dimension, fading from mortal sight as they do so. Anything the creature is holding travels with it, although living creatures may make an opposed Resolution Test to resist being shifted.

**Cost:** 10

## Partly Visible

Some creatures are only partly visible to mortal sight. Ranged attacks against them suffer a -3 TN penalty.

**Cost:** 12

## Resilience

Some creatures are so tough that they are harder to kill than they look. This trait allows the creature's Vitality to be calculated differently (see the **Vitality Modifier Table**). Depending on the ranks taken in this trait, the Vitality is calculated using a different multiplier, e.g., if you create a creature with Rank 3 in this trait, you would then calculate the Vitality as:

$$((\text{Brawn} + \text{Vigor}) \div 2) \times 7$$

**Cost:** 3 per Rank

## Resistance

Creatures from other worlds or dimensions are often resistant to specific types of attack, typically firearms and piercing weapons. Such attacks cause only 1 point of damage when successful, and any degrees of success are ignored.

**Cost:** 12

**Vitality Modifier**

Rank	Multiplier
1	×5
2	×6
3	×7
4	×8
5	×9
6	×10
7	×11
8	×12

# *Appendix 2: Magic*

**T**he more intelligent and powerful Mythos creatures may know certain spells. Most commonly, these are spells to summon servitor races or contact their masters, but certain individuals may specialize as sorcerers, with access to a wider range of spells.

The following pages list a few spells that are particularly characteristic of the Cthulhu Mythos. These need not be the only spells known by mortal sorcerers or by the more powerful creatures of the Cthulhu Mythos: the GM should feel free to use the spells in the *Colonial Gothic Second Edition Rulebook* and the *Colonial Gothic Grimoire* alongside these spells as needed.

## New Spells

Characters who study the works of the Cthulhu Mythos (see *Appendix 4, Forbidden Tomes*, starting on page 111) can learn the following Arcane spells.

### Contact Elder God

**Range:** Within circle

**Duration:** minutes equal to half the Caster's Resolution

**Performed On:** Others

**Vitality Cost:** 12

**Sanity Cost:** 24

This is a powerful spell that allows the caster to commune with and seek advice from an Elder God. This spell can be taken multiple times, allowing the caster to contact other Elder Gods; the caster must know the spell separately for each Elder God.

To cast this spell requires much from the caster. First, she must fast for a period of 24 hours, and during that time meditate and prepare herself mentally and physically for the casting. During this time, the caster must inscribe the appropriate circle for the God she wishes to contact, and this circle must be made from the appropriate com-

#### The Elder Gods

Elder God	Summoning Circle Component
Azathoth	Blood of a lizard
Cthulhu	Ink from a squid
Dagon	Heart of a eel, blood of a whale
Hastur	Blood of a rooster
Hydra	Blood of a shark, and heart of a turtle
Nyarlathept	Bile of an owl, blood of a hawk, and the eye of a cat
Rhan-Tegoth	Blood of a sacrificial victim
Shub-Niggurath	Bile of a goat
Tsathoggua	The Caster's blood
Yig	Blood of a snake
Yog-Sothoth	Blood of a squid and a rabbit



ponents, or the spell will not work. In addition, the caster must know the summoning circle for the God she wishes to contact; if she does not, she cannot contact the God. Once the circle is inscribed, the caster must chant for 10 minutes without distraction, performing no other action; if the chanting is stopped for any reason, either by the caster or someone else, the spell automatically fails. Once the chanting is completed, the spell test is made: if successful, the image of the God appears in front of the caster. The caster is then able to ask the God for advice, seek their aid, or ask for some boon. The God remains for a number of minutes equal to half the caster's Resolution (a Dramatic Success makes the duration a number of minutes equal to the caster's Resolution). Failure to cast the spell results in the God not appearing, and a Dramatic Failure has dire consequences: first, the caster has their Sanity permanently reduced by a number of points equal to their Resolution. In addition, the God, as per the Curse spell, curses the caster, the effects of which last until the God deems the caster has learned their lesson.

### *Control (Creature)*

**Range:** 20 feet

**Duration:** See below

**Performed On:** One creature of a type matching the spell

**Vitality:** 10

**Sanity:** Creature's Resolution

This spell exists in several versions, each specific to a particular creature. Each version of the spell must be found and learned separately.

Most of the creatures of the Cthulhu Mythos do not take kindly to being summoned, and must be controlled before they will follow commands. This spell can also be used to take control of creatures summoned by others and turn them against their masters, and to banish creatures summoned by the caster or by another wizard.

If this spell is successfully cast, the affected creature must obey the caster's commands. If the caster's Resolution is less than the creature's, the caster must make an opposed Resolution test each round after casting to keep the creature under control: this test is modified in the caster's favor by a number equal to the degrees of success on the initial casting roll. If the test is failed, the creature breaks the caster's control; it might then seek to escape, attack its former controller, or take whatever other action it pleases.

## Elder Sign

*Its decoration. . . was, rather, in the rough shape of a star, in the center of which there appeared to be a caricature of a single giant eye; but it was not an eye; rather a broken lozenge in shape with certain lines suggestive of flames or perhaps a solitary pillar of flame.*

—August Derleth & H. P. Lovecraft, “The Lurker at the Threshold”

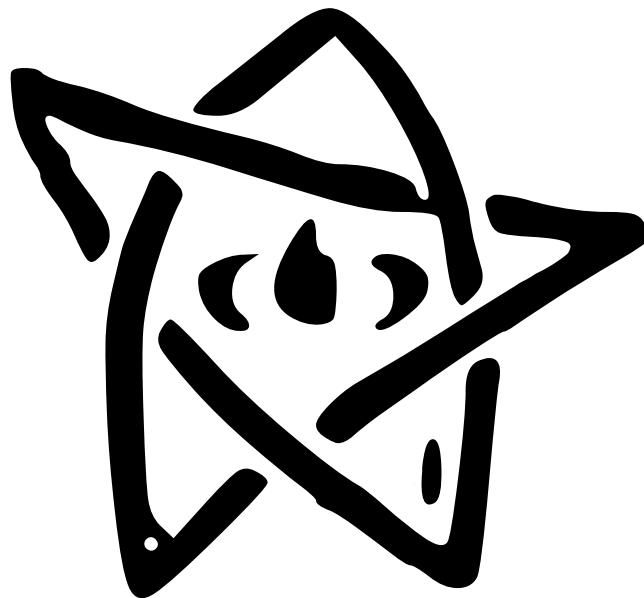
**Range:** Touch

**Duration:** Permanent until erased

**Practiced On:** Locations

**Sanity:** 5

The Elder Sign is an ancient and powerful warding device placed on or beside any opening or gate to make it impassable to creatures of the Cthulhu Mythos. When initially created, the Elder Sign is dormant and ineffective—this spell is required to make it active.



## Summon (Creature)

**Range:** Touch

**Duration:** Hours equal to twice the caster's Resolution

**Practiced On:** Spirits

**Vitality:** 10

**Sanity:** 10

This spell exists in several versions, each specific to a particular creature. Each version of the spell must be found and learned separately.

Successfully casting this spell calls an individual of the indicated race, with which the caster can communicate. A Dramatic Success places the creature under the caster's control: see "Control (Creature)" above. Failure indicates that no creature appears, and a Dramatic Failure might result in additional loss of Sanity, the accidental summoning of an enraged member of the indicated race (or a different race), or some other mishap in proportion to the extent of the failure.

## Voorish Sign

**Range:** Touch

**Duration:** 1 casting

**Practiced On:** Locations

**Vitality:** 1

**Sanity:** 3

The Voorish Sign is a hand gesture that can be made while casting any **Contact**, **Summon**, or **Control** spell from this chapter. The two spells are cast simultaneously: if the Voorish Sign is cast successfully, the other spell gains one degree of success if also successfully cast. If the casting of the other spell is unsuccessful, a successful Voorish Sign converts any Dramatic Failure into a normal failure.

### Summonable Creature

Creature	Creature
Byakhee	Hound of Tindalos
Color Out of Space	Hunting Horror
Dark Young of Shub-Niggurath	Leng Spider
Deep One	Mi-Go
Dhole	Moon Beast
Dimensional Shambler	Nightgaunt
Elder Thing	Rat Thing
Flying Polyp	Servitor
Formless Spawn	Shantak
Ghast	Shoggoth
Ghoul	Star Spawn
Great Race of Yith	Unnameable
Gug	



# *Appendix 3: Alien Technology*

**M**uch of Lovecraft's later writings straddled the line between horror and science fiction. His extra-terrestrial races such as the Elder Things, the Mi-Go, and the Great Race of Yith used a variety of devices that seem to be technological rather than magical in nature, although they were just as far beyond human comprehension as their creators.

## *Elder Things*

### *Energy Crystal*

The Elder Things use crystals to store the energy they use to power spells. They use these crystals to power Arcane spells without drawing upon their own Sanity. A crystal's capacity is determined by its size: they range from small objects the size of a man's thumb (equivalent to 5 Sanity points) to up larger crystals as big as an ale-keg (equivalent to 100 Sanity).

As far as is known, no human has ever mastered the art of using these crystals, but it is just possible that a human sorcerer might have bargained with the Elder Things for this knowledge without going completely insane in the process.

## *Great Race of Yith*

### *Lightning Gun*

This weapon is designed for the Yithians' non-human anatomy, and any human attempting to fire one, even if they know how, suffers a -4 TN penalty. It fires a bolt of lightning that causes 2d12 damage on a successful hit; the range is 100/300/500 and RoF is 1.

### *Stasis Cube*

These containers are made in various sizes, and are used to store perishable items, such as books, for very long periods of time. They have been engineered so that time inside the cube passes far more slowly than time outside of it: a cube's contents age no more than a second for every thousand years that passes outside the cube. Larger cubes have sometimes been used for one-way time travel, allowing Yithians or favored servants to move thousands or even millions of years into the future, experiencing only minutes or hours of actual elapsed time.

The materials and construction of a stasis cube are beyond human understanding, but their controls are often very simple, consisting of no more than a latch to open or close the cube and a single button to start its time-delaying effect.

### *Tabula Rasa Device*

This small, slim, rectangular copper box has five slender needles projecting from one side. By inserting the needles into the head of a human or other sentient being, a Yithian scientist manipulates the subject's brain, removing a year of memories each round or 1 point of Reason, as the operator chooses.

The device stores the captured Reason and/or memories indefinitely, and can be used to place them into the mind of another subject whose brain has previously been wiped clean.

Inserting the needles correctly requires the subject to be immobilized, and once they are inserted the subject may attempt a Resolution test to resist the device's effects for one round.

## *Temporal Communication Device*

At first glance, this device looks like a strange, abstract bronze sculpture, covered in intricate carved designs and topped by a large red gem. The jewel glows when the device is active, and can be used to communicate instantly with the particular Yithian to which it is attuned, across unlimited distances of space and time. An image of the Yithian is projected from the gem, and through its own device the Yithian can see and hear everything happening around the device.

The device is specifically designed to be easy to use, and any human can operate one, once its controls have been explained to them.

## *Mi-Go*

### *Slime Armor*

In battle, the Mi-Go often wear strange webs of faintly luminous green slime. The webs provide protection (AV 6) against all kinds of damage except stabbing weapons and firearms. The armor is usable by humans, but the human body does not produce the proper nutrients to sustain this weird armor and it degrades over time, losing 1 AV per day. The armor adheres to the body making it difficult to take off: any outer clothing is ruined, and at the GM's option, a human wearer might suffer 1-2 points of damage if there is significant skin contact.

### *Brain Jar*

Metal cylinders about a foot high, these jars are used to preserve extracted brains, which rest in a nutrient solution. Cerebral electrical activity is sustained by means of a series of fine metal filaments connected to the inside surface of the jar, and the faculties of sight, hearing, and speech are approximated by connecting subsidiary devices to the jar. Because the Mi-Go have only an imperfect understanding of human senses and how they work, these devices do not function very well. Sight is fuzzy and blurry, hearing is hampered as if the ears were covered by a thick woolen hat, and speech comes out as a dull and emotionless monotone.

The experience of being in a brain jar is an unsettling one, and every month within one the subject must make a successful Resolution test or lose 1 point of Sanity.



## *Electric Gun*

Small, round devices that fit in the palm of a human hand, Mi-Go electric guns fire vivid blue sparks that cause 1d12 damage on a successful hit; the range is 10/15/20 and RoF is 1. In addition to the damage, the target must make a successful Vigor test or be immobilized for (1d12 – Vigor) rounds.

Mi-Go electric guns are not designed for human anatomy, and cannot be fired by a human unless they have been specially adapted. This is an impossible (TN -6) Nimble task, modified by Study (Natural Philosophy) as though that were a Nimble-based skill.

## *Mist Projector*

This seemingly random tangle of metal tubes produces a chill mist over a radius of 10 feet. The mist is brutally cold, and anyone caught within it must make a successful Vigor test or suffer 1d12-Vigor damage each round. Winter clothing offers 1 point of protection, and heavier clothes (as worn by the Inuit, for example) provide 3 points of protection. A building, carriage, or other structure also offers 3 points of protection. The projector is able to run for a maximum of 12 rounds before it needs recharging.



# *Appendix 4: Forbidden Tomes*

**T**omes of forbidden lore are a key part of the Cthulhu Mythos, and several of them are referred to by name in the writings of Lovecraft and his followers. The following pages describe a few of the more notorious books: specifically, those that Lovecraft mentions in his stories and whose publication dates are earlier than 1800. The GM is always free to add more from other sources, or to make up entirely new ones.

The *Colonial Gothic Grimoire* includes descriptions of many forbidden tomes as well as rules for dealing with them. The descriptions below follow a similar format, with the following additions:

**Sanity Cost:** The contents of these books are so perverse and blasphemous that they can destroy the sanity of a weak-minded reader. When reading one of these books for the first time, the reader must make a successful Resolution test or suffer the effects listed for the book.

**Cthulhu Mythos:** Reading the book increases the reader's Cthulhu Mythos skill rating by the indicated amount.

**Spells:** Forbidden tomes are the main source of Mythos spells. Each book contains the listed spells, but it must be read completely (with the attendant risk of Sanity loss) in order to learn the spells.

## *The Book of Eibon*

Allegedly written in the distant past by a priest of the lost Hyperborean people, this book exists in three translations, all of them extremely rare.

## *Liber Ivonis*

*(Caius Phillipus Faber, 9th Century)*

This is the earliest known (and most complete) translation known to exist. Six hand-bound manuscript copies have been listed in the collections of various libraries. There was a copy rumored to have been at Harvard University's library, but since the fire of 1752, its existence or whereabouts is unknown.

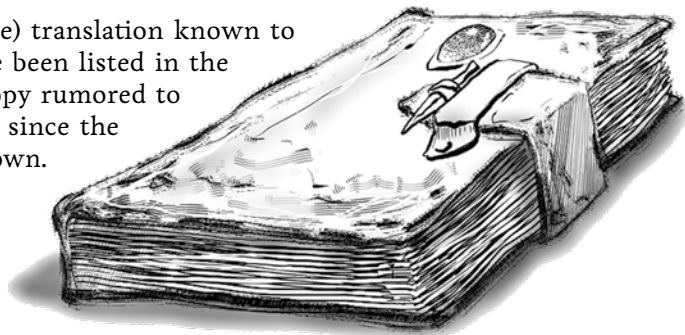
**Language:** Latin

**Time to Read:** 24

**Sanity Cost:** 1 (4 on a Dramatic Failure)

**Cthulhu Mythos:** +4

**Spells:** Contact Azathoth, Contact Cthulhu, Contact Tsathoggua, Contact Yog-Sothoth, Summon/Control Formless Spawn of Tsathoggua



## *Livre d'Ivon*

*(Gaspard du Nord, 13th century)*

As many as 13 copies of du Nord's French manuscript are known to exist, but not all of them are complete. However, du Nord's careful translation has preserved most of the original work's power.

The GM should decide how incomplete a particular copy is, and reduce the TR, Sanity cost, Cthulhu Mythos value, and available spells accordingly.

**Language:** French

**Time to Read:** 12

**Sanity Cost:** 1 (4 on a Dramatic Failure)

**Cthulhu Mythos:** +4

**Spells:** Contact Azathoth, Contact Cthulhu, Contact Tsathoggua, Contact Yog-Sothoth, Summon/Control Formless Spawn of Tsathoggua

## *Book of Eibon*

*(unknown, 15th century)*

While in English, this translation is flawed and incomplete. Also never printed, up to 18 copies are known to exist. The origin of this manuscript is debated, but the most prevailing theory is that Dr. John Dee is responsible for this work, and his translation ended as soon as Queen Elizabeth died.

**Language:** English

**Time to Read:** 9

**Sanity Cost:** 1 (4 on a Dramatic Failure)

**Cthulhu Mythos:** +3

**Spells:** Contact Azathoth, Contact Cthulhu, Contact Tsathoggua, Contact Yog-Sothoth, Summon/Control Formless Spawn of Tsathoggua

## *The Necronomicon*

The dread Necronomicon is the most notorious work in the Cthulhu Mythos. Four versions are known to exist, each a little different from the others.

## *Kitab Al-Azif*

*(Abd Al-Hazred, 8th century)*

Possibly the original, this manuscript seems to have been drawn from various older sources, thought to have been lost around the 12th century. If a copy were found today, it would be of inestimable value. Transcribed fragments dating from the Middle Ages turn up occasionally on the rare book market, but are most often found to be worthless fakes.

**Language:** Arabic

**Time to Read:** 36

**Sanity Cost:** 3 (12 on a Dramatic Failure)

**Cthulhu Mythos:** +10

**Spells:** All the spells listed earlier in this chapter.

## *Necronomicon*

*(Theodoras Philetas, 10th century)*

There are many references to an early manuscript version, but all known surviving copies come from a folio edition printed in Italy. The book was suppressed by the Catholic Church, and the last known copy is said to have been burned in Salem, Massachusetts in 1692.

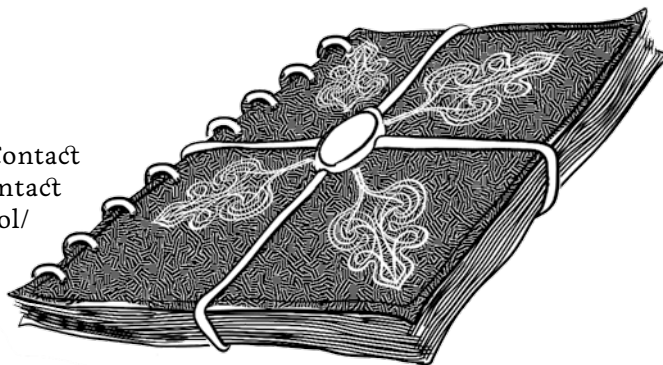
**Language:** Classical Greek

**Time to Read:** 24

**Sanity Cost:** 3 (12 on a Dramatic Failure)

**Cthulhu Mythos:** +9

**Spells:** Contact Azathoth, Contact Hastur, Contact Nyarlathotep, Contact Shub-Niggurath, Contact Yog-Sothoth, Control/Summon Ghoul, Control/Summon Byakhee, Control/Summon Servitor, Elder Sign, Voorish Sign



## *Necronomicon*

*(Olaus Wormius, 13th century)*

A folio edition of Wormius's manuscript was printed in Germany in the late 15th century, and an almost identical edition was printed in Spain in the early 17th century. One copy of the German edition is known to exist, and four copies of the Spanish edition.

**Language:** Latin

**Time to Read:** 24

**Sanity Cost:** 3 (12 on a Dramatic Failure)

**Cthulhu Mythos:** +9

**Spells:** Contact Azathoth, Contact Hastur, Contact Nyarlathotep, Contact Shub-Niggurath, Contact Yog-Sothoth, Control/Summon Ghoul, Control/Summon Byakhee, Control/Summon Servitor, Elder Sign, Voorish Sign

## *Necronomicon*

*(John Dee, 16th century)*

Dee's edition exists only as a single bound volume, and is an accurate but partial translation of the Greek version. Three nearly complete copies are known to exist. Rumor has it that Thomas Jefferson has a copy of this book in his great library at Monticello; as to how and when he obtained a copy is unknown, but some speculate it was some time before he remodeled the estate.

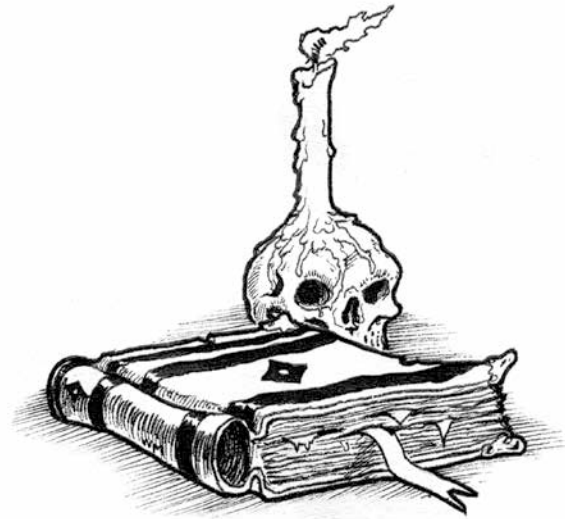
**Language:** English

**Time to Read:** 12

**Sanity Cost:** 2 (8 on a Dramatic Failure)

**Cthulhu Mythos:** +5

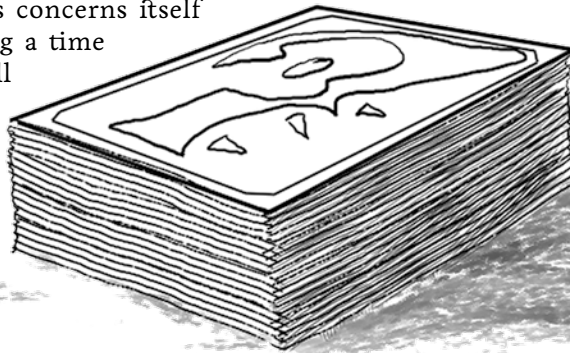
**Spells:** Contact Nyarlathotep, Contact Yog-Sothoth, Control/Summon Ghoul, Control/Summon Servitor, Elder Sign, Voorish Sign



## *The Liber Damnatus*

*(Janus Aquaticus, 17th century)*

First published in 1647, the *Liber Damnatus* concerns itself with the worship of Yog-Sothoth, foretelling a time when the boundaries between dimensions will become thin and break, allowing the Great Old Ones to enter this reality and join their followers there. In “The Case of Charles Dexter Ward,” Lovecraft mentions that Ward’s ancestor Joseph Curwen kept a copy at his house in Providence, Rhode Island in the late 17th century.



**Language:** Latin

**Time to Read:** 24

**Sanity Cost:** 2 (8 on a Dramatic Failure)

**Cthulhu Mythos:** +4

**Spells:** Contact Yog-Sothoth, Summon/Control Servitor, Voorish Sign

## *Marvell's of Science*

*(Morriyster, 16th century)*

First mentioned by Ambrose Bierce in his story “The Man and the Snake” (1890), Morriyster’s book was mentioned by Lovecraft in “The Festival,” in which a copy was said to be in Kingsport in the 1920s. It deals mainly (and often inaccurately) with normal occult matters such as the snake’s alleged ability to hypnotize its prey, but still contain a few valuable glimpses into the Cthulhu Mythos.

**Language:** English

**Time to Read:** 6

**Sanity Cost:** 0 (1 on a Dramatic Failure)

**Cthulhu Mythos:** +1

**Spells:** None



## *Observations on the Several Parts of Africa*

*(Sir Wade Jermyn, 18th century)*

Sir Wade Jermyn is an English explorer who was confined to an asylum in 1765 after returning from an expedition into the uncharted center of Africa; he died two years after his commitment. His claims that he encountered a mysterious white civilization there were ridiculed, but his memoir of the journey received a limited publication.

**Language:** English

**Time to Read:** 6

**Sanity Cost:** 0 (2 on a Dramatic Failure)

**Cthulhu Mythos:** +0

**Spells:** None

## *Of Evill Sorceries Done in New-England of Daemons in No Humane Shape*

*(Unknown, 17th century)*

This pamphlet tells of strange goings-on in the early years of the Plymouth Colony, during the governorship of William Bradford set up “a great Ring of Stones” where he said “Prayers to ye Devil” and “sung certain Rites of Magick abominable by Scripture.” After a series of mysterious deaths were linked to him, he disappeared, and was said by the Wampanaug Indians to have been “eat up by what he had call’d out of ye Sky.”

**Language:** English

**Time to Read:** 6

**Sanity Cost:** 2 (8 on a Dramatic Failure)

**Cthulhu Mythos:** +3

**Spells:** Contact Nyarlathotep, Contact Tsathoggua, Summon/Control Formless Spawn of Tsathoggua, Summon/Control Nightgaunt



## *The Pnatokic Manuscripts*

*(Unknown, 15th century)*

Five bound manuscript versions are known to exist. This appears to be a translation of a lost Greek work called Pnakotika, which itself draws upon sources predating the appearance of humans on Earth. The book is concerned mainly with the Great Race of Yith and the Elder Things.

**Language:** English

**Time to Read:** 12

**Sanity Cost:** 2 (8 on a Dramatic Failure)

**Cthulhu Mythos:** +4

**Spells:** Contact Rhan-Tegoth, Summon/Control Elder Thing, Summon/Control Great Race of Yith

## *The Seven Cryptical Books of Hsan*

*(Hsan, 2nd century)*

This book claims to contain extracts from the library of the temple of the Elder Ones in the city of Ulthar, in the Dreamlands. Hsan is an ancient Chinese philosopher who made the journey to Ulthar in a series of dreams, and wrote down the insights he received there.

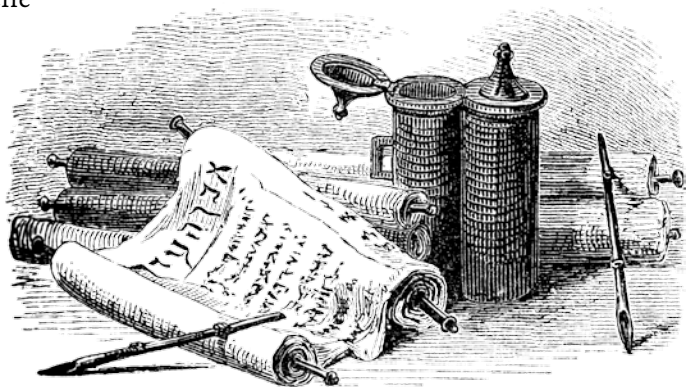
**Language:** Chinese

**Time to Read:** 24

**Sanity Cost:** 1 (4 on a Dramatic Failure)

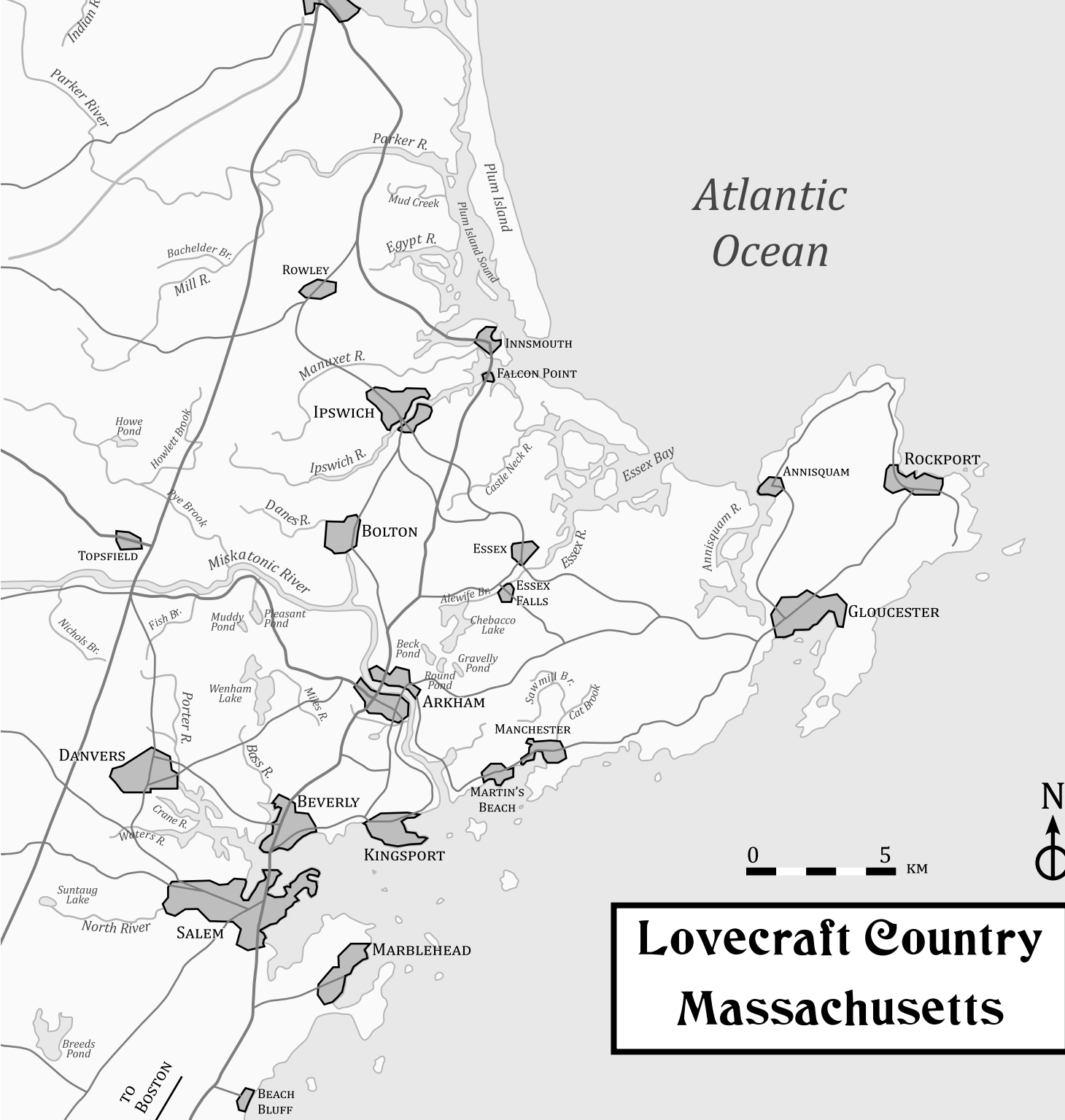
**Cthulhu Mythos:** +4

**Spells:** Contact Nyarlathotep, Summon/Control Byakhee, Summon/Control Ghoul, Summon/Control Hound of Tindalos



# *Appendix 5: Lovecraft Country*

**M**any of Lovecraft's stories are set in New England, around the fictional towns of Arkham, Kingsport, and Innsmouth in Massachusetts. The Miskatonic River ties "Lovecraft Country" together and gives its name to Miskatonic University, a fictional college whose library contains some of the darkest and most dangerous of forbidden tomes.



*Atlantic  
Ocean*

**Lovecraft Country  
Massachusetts**

0 5 KM



TO  
BOSTON

BEACH  
BLUFF

DANVERS

SALEM

BEVERLY

KINGSPORT

MARBLEHEAD

ARKHAM

MANCHESTER

MARTIN'S  
BEACH

ESSEX  
FALLS

ESSEX

BOLTON

IPSWICH

FALCON POINT

INNSMOUTH

ROWLEY

ANNISQUAM

ROCKPORT

GLOUCESTER

Parker River

Parker R.

Mud Creek

Egypt R.

Bachelor Br.

Mill R.

Manuxet R.

Ipswich R.

Danes R.

Miskatonic River

Castle Neck R.

Essex Bay

Essex R.

Annisquam R.

Fish Br.

Wenham Lake

Porter R.

Crane R.

Waters R.

North River

Suntaug Lake

Breeds Pond

Howlett Brook

Eye Brook

Nichols Br.

Muddy Pond

Pleasant Pond

Beck Pond

Round Pond

Mills R.

Bass R.

Gravelly Pond

Sawmill Br.

Car Brook

Chebacco Lake

Alwite Br.

Pum Island Sound

Pum Island

Indian R.

Howlett Brook

Eye Brook

Nichols Br.

Beaches

The shadows of the past lie heavily on Lovecraft Country, whether they were cast by the witches of the Salem era, or brought about by the incautious experimentation of 18th-century natural philosophers and students of the occult sciences.

## *The Miskatonic River*

The Miskatonic River flows out of Wenham Lake in Massachusetts and reaches the ocean between Beverly and Manchester, flowing roughly northwest to southeast. The only major settlement on the river is Arkham, the home of Miskatonic Liberal College.

## *Arkham*

Arkham was founded in the late 17th century by "liberal thinkers" who wished to escape the Congregationalist strongholds of Boston and Salem. In 1776, the old town is concentrated on the hilly south bank of the river, laid out around a grassy area known as the Common, which is used primarily for militia training and weekly markets. The courthouse, with its attached jail and militia barracks, anchors the south side of the Common. The road from Kingsport enters the town from the South and ends at a small ferry, continuing toward Ipswich.

The new town, on the north bank, boasts a series of docks and warehouses built in 1761 by Francis Derby and Jeremiah Orne, Arkham natives who had made their fortunes as sea captains working out of Salem. They also built the first bridge across the Miskatonic, and constructed large family mansions east of the docks. Between them, Derby and Orne owned five ships, and they planned to turn Arkham into a thriving West Indies trade port. When Orne died in 1765, he left a bequest which founded Miskatonic Liberal College.

Arkham is primarily a farming town but also maintains a few fishing boats. Economically, though, it was overshadowed by nearby Kingsport. With the outbreak of war against Britain, the Derbys and Ornes have turned privateer, taking a heavy toll upon British shipping off the Massachusetts coast, their prize money flowing into the coffers of the town.

Like many Massachusetts towns, Arkham has had some dark episodes in its past. The suspected witches Keziah Mason and Goody Fowler came here from Salem and, according to local rumor, they established a diabolical cult in Arkham. Mason was arrested in 1692 but mysteriously escaped and was never seen

### **Lovecraft & Colonial Gothic**

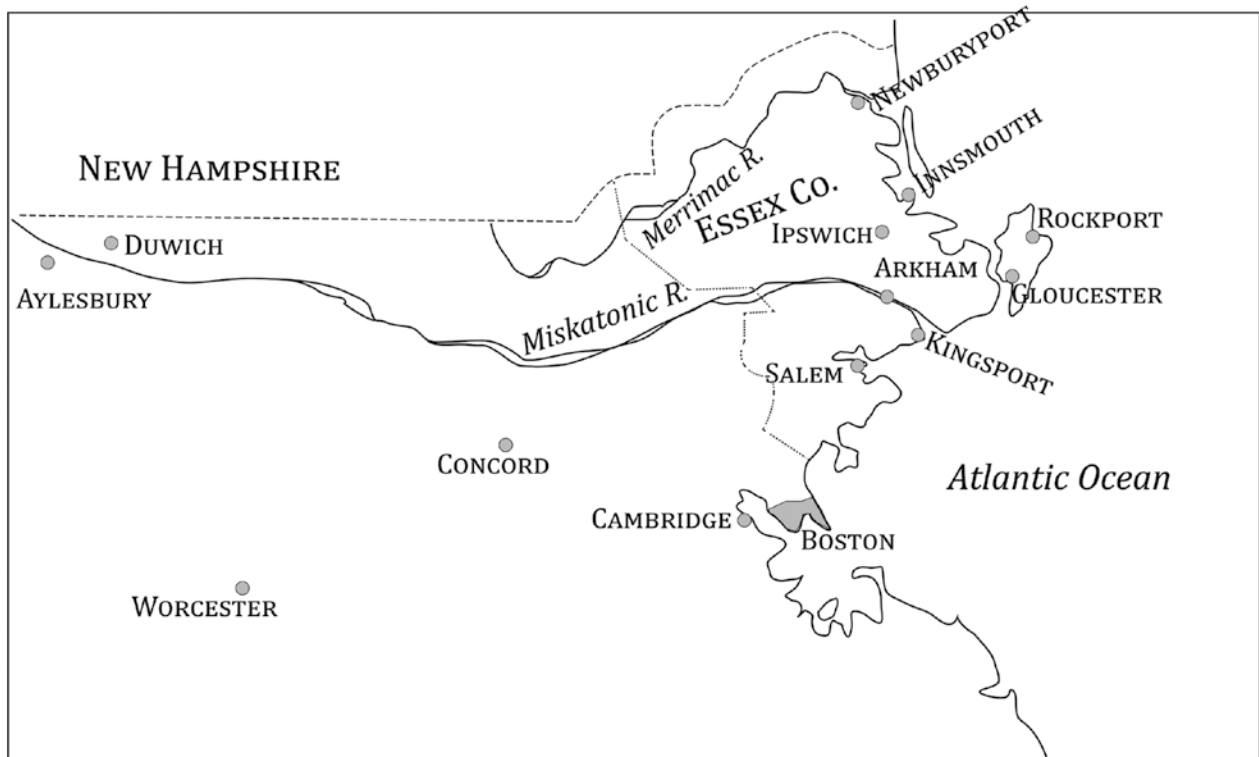
The work of H. P. Lovecraft was an early influence on the game that would become **Colonial Gothic**. Originally conceived as a "Cthulhu 1776" supplement for Chaosium's seminal **Call of Cthulhu** roleplaying game, **Colonial Gothic** grew and changed as the original authors' research uncovered more and more possibilities for tales of supernatural horror and high adventure in the Thirteen Colonies. The publication of this book is a closing of the circle in many ways, and a tribute to the writer who put New England firmly on the horror map—and in doing so, changed American horror literature forever.

again; Fowler fled, only to return to her cottage to the southwest of the town when the New England witch hysteria subsided. In 1704, however, she was dragged from her house by a mob and hanged on a hill to the west. It is rumored that the cult founded by the two witches still exists.

Evil rumors also cling to an old house on North Boundary Street, which is said to be haunted by some unnamable thing that has been its only tenant since the death of the house's last owner in 1710. It is said that the thing broke loose a few years later, attacking a nearby parsonage where 15 people died horrific deaths.

### *Miskatonic Liberal College*

While most Colonial colleges were founded to train young men for the clergy, Miskatonic Liberal College devotes itself to pushing at the boundaries of human knowledge. It is housed in a large two-story building on the south side of College Street, and the core of its library consists of 900 volumes bequeathed to it by Jeremiah Orne. The library occupies the college's upper story, along with Orne's collection of relics and curiosities garnered on his various voyages.



The students and staff of Miskatonic College study Natural Philosophy, Mathematics, and all manner of other Sciences, including some that are highly esoteric in nature. Among the volumes donated by Orne are several that were proscribed by the Church, but here they are available to all who care to consult them. They include a copy of the dread Necronomicon and an incomplete text of The Book of Eibon.

## *Kingsport*

Kingsport was founded in 1639 by colonists from southern England and the Channel Islands. Thanks to its position near the mouth of the Danvers River, the town quickly grew into a center of trade and shipbuilding. In 1776, it is larger and wealthier than Arkham, a haven for privateers, smugglers, and blockade-runners. Aside from the hanging of four suspected witches during the New England hysteria of 1692, its past is relatively unremarkable, though there are whispers of strange flying creatures visiting the town in midwinter, and everyone shuns a strange house perched high upon the nearby cliffs.

## *Dunwich*

Dunwich is situated in north-central Massachusetts, to the north of the Miskatonic River from Aylesbury. It is a small and impoverished town, shunned by outsiders even in 1776. The surrounding countryside is bleak and lonely, made up of deep ravines and dreary marshes, and farming is poor. The entire area has a strangely oppressive air.

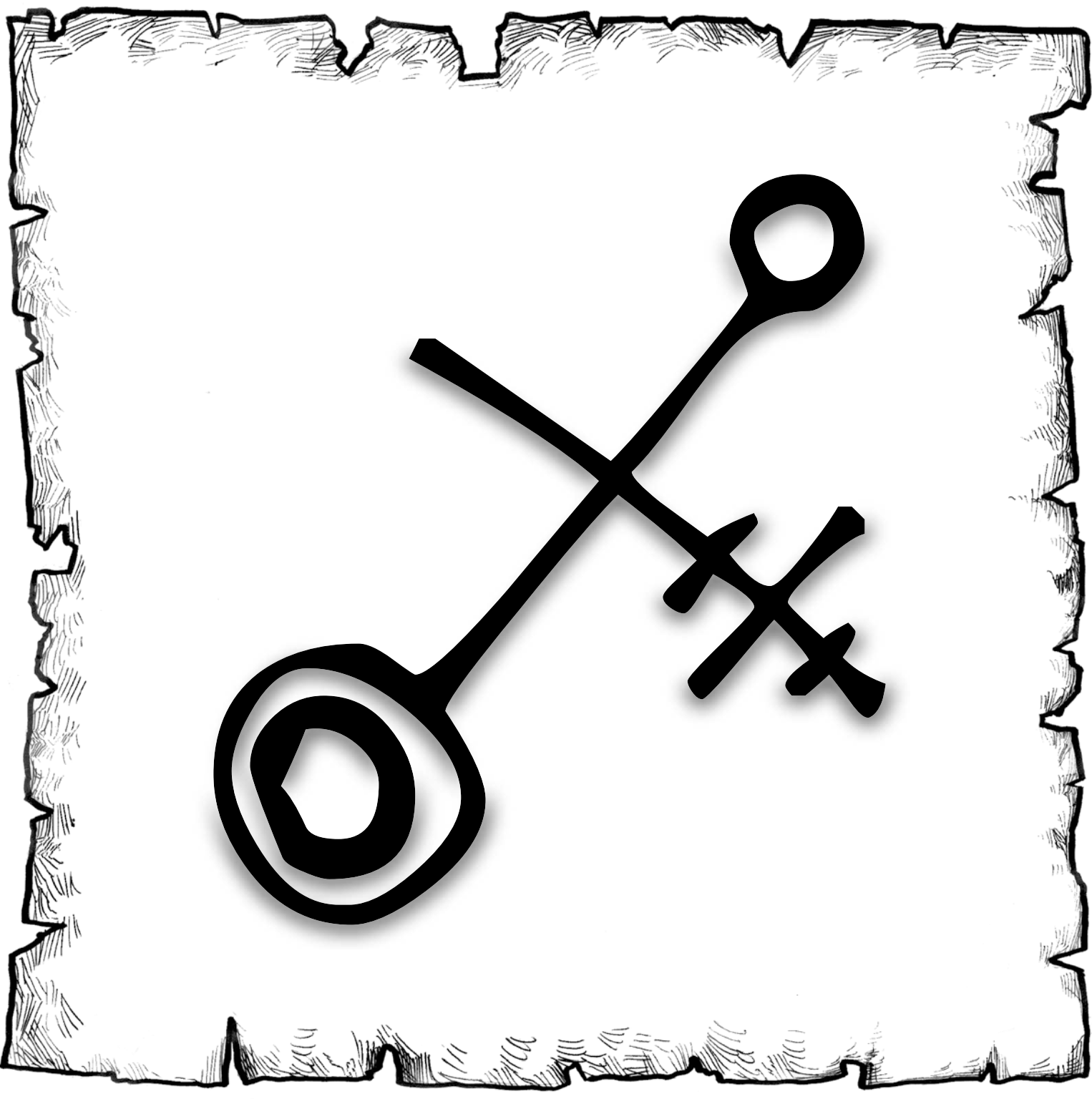
The Whateley family, descendants of Jebel Whateley, one of Arkham's original founders, scratch a living on a small farm a little way outside the village. Like Jeremiah Orme, Whateley amassed a large and esoteric library, which his descendants jealously guard. Neighbors whisper of strange chanting and other, less easily described sounds heard coming from their farm on certain nights of the year, and they shun the place as zealously as the Whateleys avoid contact with outsiders.

## *Innsmouth*

Founded in 1643, Innsmouth stands at the mouth of the Ipswich River, northeast of Ipswich itself. In 1776, it shows little of the decay that Lovecraft observed: it is a thriving center of shipbuilding and, like many towns along the Massachusetts coast, a busy privateering port. The whole waterfront is bustling with activity, and several large, square Georgian houses set well back from the water speak to the town's prosperity. Among the town's leading families are the Marshes, leaders in the profitable South Seas trade.

Innsmouth will become notorious in 1936 with the exposure of the Deep One cult established by Captain Obed Marsh in 1840. However, in 1776 it is a prosperous but unremarkable port town.





# *Appendix 6: Timeline*

**B**y no means is this a fully complete timeline for the events depicted by H. P. Lovecraft taking place in Lovecraft County. This timeline is simply the important events which have a role in the author's work. The dates found here are a close approximation, as well as only cover Lovecraft's writings. Other writers, who have walked among the Mythos, have not been forgotten, just ignored for the purpose of this book.

- 1532 At the age of twenty, Zamacona arrives in New Spain.
- 1540 Zamacona joins up with Coronado's party. Interestingly he does not return in 1542 from their northern expedition.
- 1541 (7 October) At midnight, Zamacona sneaks out of the Spanish camp and meets Charging Buffalo for the long southward journey.
- 1541 (13 October) Zamacona records his arrival at the great ravine.
- 1545 Zamacona begins his final attempts to leave K'n-yan. In addition he writes *The Narrative of Panfilo de Zamacona y Nunez, gentleman, of Luarca in Asturias, Concerning the Subterranean World of Xinaian, A.D. 1545*.
- 1632 The mill on Copp's Hill located in Boston's North End is constructed.
- 1643 Innsmouth is founded
- 1662 or 1663 The birth of Joseph Curwen in Salem.
- 1670 Gerrit Martense builds his mansion. A wealthy merchant he is very unhappy with the influence England is now exerting in what was known as New Amsterdam.
- 1692 (March) Joseph Curwen settles in Providence.
- 1692 (10 July) A ancestor of Richard Upton Pickman is hung at Gallow's Hill for the crime of witchcraft.
- 1692 (8 August) Edmund Carter barely escapes the hangman's noose after being declared a witch.
- 1696 Arriving from East Greenwich, the Roulettes arrive in Providence with the intent to settle.
- 1697 A parcel of land is leased by Etienne Roulet from the Caude Huguenots.
- 1700 Construction on the Bishop House is complete.
- 1713 Joseph Curwen aids in the reconstruction of the Great Bridge.
- 1719 The death of Col. Nehemiah Derby passes away. His body is buried in Salem's Charter Street Burying Ground.
- 1720 Last known sighting of Simon Orne in Salem. Orne was the center of many rumors and gossip due to the fact he never appeared to age.
- 1723 Joseph Curwen helps found the Congregational Church.

- 1738 Dr. Checkly, arrives from Boston to become the Rector of King's Church. Checkly is loquacious with his praise for Curwen in his first sermon.
- 1740 Birth of Ezra Weeden.
- 1743 Those who were in agreement with Whitefield leave Dr. Cotton's hill church, and found Deacon Snow's new church. Though Curwen leaves with them his attendance becomes less.
- 1746 Mr. John Merritt arrives from Newport and pays a visit to Curwen in order to see his library.
- 1747 Newly installed at Dunwich Congregational Church, Reverend Abijah Hoadley preaches a sermon in which he claims that Satan and his agents are always near.
- 1750 (1 May) Joseph Curwen begins his correspondence with Simon Orne in Salem.
- 1754 (16 October) Joseph Curwen in his diary writes the following: "Say'd ye SABAOTH thrice last Nighte but None appear'd."
- 1758 (March & April) Two Royal regiments on their way to New France quarter in Providence. Their numbers are greatly reduced while quartering and no one can account for why the disappearances happened.
- 1760 By now Joseph Curwen is an outcast. Many suspect him shadowy horrors and alliances with demons.
- 1761 Curwen aids in the rebuilding of the Great Bridge.
- 1761 With the death of Obadiah Brown, Nicholas Brown & Co. delivers the news that William Harris is the new master of the brig *Prudence*. This massive ship finally enabled him to build a new home.
- 1763 Curwen aids Daniel Jenckes in the opening of his bookshop.
- 1763 (7 March) Eliza Tillinghast marries Joseph Curwen
- 1770 (January) His Majesty's schooner *Cygnat* captures the *Fortaleza*. Bound for Providence after leaving Cairo. Searched it is discovered that the bulk of the cargo are mummies.
- 1770 (December) A group of townsmen meet to debate eliminating Joseph Curwen.
- 1771 (January) At night a series of cries is heard coming from across the river and hill. Reports of people at Weybosset Point seeing a great white "thing" plowing into the cleared area in front of Turk's Head.
- 1771 (12 April) About one hundred men meets at ten p.m. in the great room of *Thurston's Tavern at the Sign of the Golden Lion on Weybosset Point* across the bridge.

1771 (13 April)

Shortly before 10:00 p.m. the men leave Fenner's farmhouse and they split up into three groups. One group is assigned to guard the landing, another search the river valley and the hillside door, and the third to breakup into smaller groups and search the out buildings on Curwen farm.

1771

Jedediah Orne continues to live in Salem. Letters from the residents of Providence are received by Reverend Thomas Barnard. Strangely, upon receiving these letters, Orne quietly disappears to parts unknown.

1772

Mrs. Eliza Curwen, Joseph Curwen's widow, begins using her maiden name of Tillinghast. She does so because, as she puts it, "...that her Husband's name was become a publick Reproach by Reason of what was knowne after his Decease."

1772 (10 June)

Capt. Whipple burns His Majesty's armed schooner *Gaspee*.

1773

Rhoby Harris dies, and is buried in the North Burial Ground next to her husband.

1775

With the outbreak of war with Great Britain, William Harris, despite being only sixteen years old and in poor health, enlists in the Army of Observation under General Greene.

1776 (4 May)

Dr. Elihu Whipple's grandfather votes in the legislature for the independence of the Rhode Island Colony.

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There are horrors beyond horrors,  
and this was one of those nuclei  
of all dreamable hideousness  
which the cosmos saves to blast  
an accursed and unhappy few.

H.P. Lovecraft

"The Shunned House"





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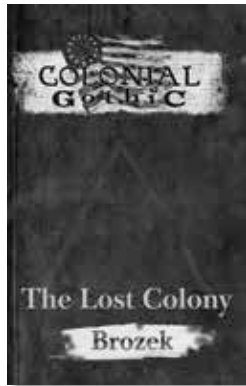
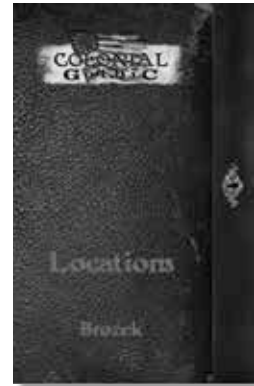
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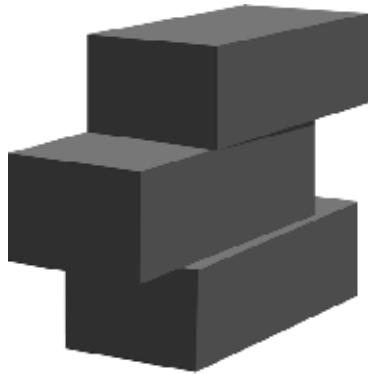


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