


SANDY PETERSEN'S
CTHULHU MYTHOS





*We would like to dedicate this tome
to our spouses and families who
tirelessly supported us during its
writing and development.
And to he who must not be named.*



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CHAPTER 1: USING THIS BOOK

*Searchers after horror haunt strange,
far places.*

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

This book provides rules for both players and game masters (GMs) to incorporate elements of the venerable Cthulhu Mythos into the fifth edition of the world’s most famous classic fantasy roleplaying game. Inside, you will find tips on how to run fantasy horror games, rules for new playable races, options to customize player characters’ class features for cosmic horror games, new rules for dread and insanity in the cosmic horror tradition, new spells, including a new subtype of spells called formulas that even non-spellcasters can cast with some risk, new items and artifacts, and more.

Players will find the most use in the races, class options, dread and insanity rules, spells, and items (with the exception of some spells, rituals, and items linked directly to Great Old Ones and Outer Gods). Chapter 3 includes new feats and a new skill, Yog-Sothothery, which can be used for most matters covered in this book but strains the sanity of those who delve into matters beyond normal mortal comprehension. Chapter 4 contains rules for dread, insanity, and the extradimensional Dreamlands that work with the standard game rules and evoke the feel of cosmic horror.

In the second part of the book, GMs will find new tools for challenging player characters, including descriptions of many dangerous cults and their tactics, rules for facing the overwhelming power of Great Old Ones and Outer Gods directly, and dozens of horrific monsters. All these rules are generally useful for building antagonists in any campaign, but they are especially appropriate for a game that involves the Mythos to some degree. All the rules in this book can be used with just the core books.

Sandy’s Notes

Here and there, Sandy’s Notes present direct advice from Sandy Petersen to GMs regarding how to use these rules elements in a game or how to describe them to players.

WHAT IS THE CTHULHU MYTHOS?

In the 1920s and 1930s, an obscure American writer named H. P. Lovecraft penned some of the most inventive and evocative horror tales ever written. He broached topics never before conceived, devised a multitude of terrifying entities, and invented a whole new approach to horror, changing the face of fantastic fiction forever.

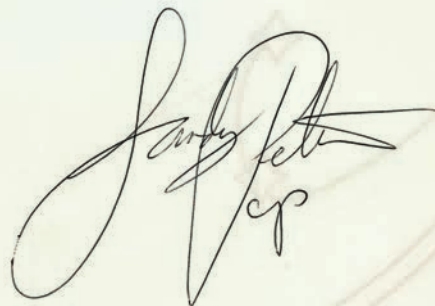
Yet he did even more. He was active in the Amateur Press Association of his time and corresponded heavily with other authors, giving them advice and mentoring them. One of his innovations was to create a sort of common mythology, which multiple authors would draw upon when writing horror tales. Most infamously, he created the fearful book the *Necronomicon*, which was mentioned by dozens of other writers, giving it an aura of realism that is rare in fiction. The same is true for many of his other creations.

The framework he invented is usually called the Cthulhu Mythos, named after one of his most famous frights. And here we are today, steeping ourselves again in its awesome and terrible secrets.

The Cthulhu Mythos is based on the principle that humanity is not the center of the universe. The cosmos is vast and filled with unthinkable forces, many not subject to our own natural laws. Some of these forces are unthinkably powerful—best considered to be like unto gods. These include Great Old Ones and Outer Gods such as Yog-Sothoth, Azathoth, Hastur, and Cthulhu. Others are lesser beings, though still fearsome and dangerously intelligent, such as the fungi from Yuggoth, the deep ones, or the elder things. These forces can manifest in the physical world as well, giving supernatural potency to inanimate objects or even concepts, such as geometry and mathematics.

The Mythos is nothing if not scientific, though humanity does not and indeed *cannot* know everything. The magic of the Mythos is all founded upon scientific principles, discovered or undiscovered.

Come, let us explore Lovecraft’s dire imagination together.



—Sandy Petersen

BRINGING HORROR TO HEROIC FANTASY

With Sandy Petersen

THREE BASIC RULES OF HORROR

M. R. James was a writer in the early 20th century who specialized in creepy ghost stories. One of Lovecraft's favorite authors, James wrote an essay in which he laid out three rules to construct an effective ghost story. His rules apply to any type of horror, however, and I consciously apply them to scenario-building and when running horror-themed games.

THE FIRST RULE: DON'T USE JARGON

Nothing spoils the sense of fear more than bringing the player out of the game and back into real life. Every time you refer specifically to game rules or introduce concepts by means of technical terminology, you lose a bit of potential creepiness. The game is filled with tactical options, all of which use precise terms, which means you, the game master, need to find ways to avoid saying things like, "Let's see... the shoggoth acts on initiative count 21. It rolls and hits with an... er... pseudopod attack, inflicting 3d10+9 bludgeoning damage, plus 2d6 acid. What's your Constitution save bonus?"

Don't articulate monsters' actions, but instead *do* the rolls, avoiding overmuch commentary. You still need to inform the players of damage inflicted and special restrictions, but you can accomplish this without parroting specific game rules. Use evocative descriptions, like "the creature moves with sickening speed, lashing out a tendril dripping with hissing acid." Experienced game masters may already be doing this—it is one of the basics of drawing players into an adventure.

THE SECOND RULE: MAKE THE ENEMY MALIGN

Friendly ghosts aren't scary—it's a fact of life. This applies to monstrous forces too. If the players find out that the fungi from Yuggoth are trying to establish a quiet mining base, all terror of them vanishes. The Mythos is full of entities that players can interact with, but all of them are malign and creepy, even the sometimes-peaceful ones. You can learn the language of ghouls, but even when they are friendly, they are always eyeing your physique with an eye to how tasty you look. Even the small and seemingly harmless zoogs gleefully trap and eat visitors to their forest.

Fortunately, the Mythos is filled with terrifying purpose. Sure, the fungi from Yuggoth might only say they want a quiet mining base, but there must be more to it than that. What are they mining? What is their underlying purpose? Are they using the ore to construct some sort of gigantic bio-techno-magical device? If so, what will it do?

At first glance, the great race of Yith appears respectably neutral—even benign. That is, until you realize that they periodically exterminate entire sentient species by mass

mind-swap to continue their existence! (Humanity has only escaped this fate because it is too puny for Yithian ambition. Thus far.)

THE THIRD RULE: USE A MUNDANE SETTING

James points out if you set a ghost story in an esoteric and inaccessible locale, readers can't easily imagine themselves in that situation. As a result, he set all of his stories in the places and locales he knew well: seaside hotels, old country churches, public libraries, and so forth.

You have a major advantage here, since you are running a roleplaying game. Your players normally throw themselves into the roles of their characters, empathizing with them and cross-exchanging personality traits. As a result, they know and feel their characters, and it's easy for them to buy into the setting you choose.

You can make the story even more dangerous by putting it right in the heart of the players' stomping grounds. You could set up an adventure with a shoggoth as a dangerous enemy under a distant glacier, but the players will be more invested if you have that same shoggoth patrolling the sewers under your campaign's capital city, sneaking up through openings and pulling victims down to feed. Knowing that shoggoths exist in some distant place in the world is one thing. Knowing that there is a shoggoth in *your* home city eating folks every night is another thing entirely.

ADDING HORROR TO ADVENTURES

Horror is a delicate topic. When horror is combined with another genre, the usual result is that the other genre wins out. For example, most horror-comedies are really just comedies with a horror element. Many attempts have been made to mix horror and superheroes, and, again, the end result is generally a superhero story with a horror element. Most players of fantasy roleplaying games understandably are focused on high adventure, derring-do, and sword and sorcery. And of course, when horror is added to the adventure theme, just as with other genres, the adventure is what remains, though now horror-tinged.

This is not necessarily a bad thing. Consider the difference between the films *Alien* and *Aliens*. The first is a horror movie. The second is an adventure movie with horror elements. Both are great films.

If you just want new enemies for your players to battle and investigate, this book has everything you need, with a variety of interesting creatures you can pull out of your back pocket to surprise and intrigue your players. Almost all of these entities have their own little tricks and traps to spring on the players. They range in power from the easily-defeated (zoogs, ghouls, etc.) to the almost unstoppable (flying polyps, starspawn, etc.) to truly awful impossibilities that will drive the hardest adventurer mad (Hastur, Azathoth, etc.).

The fact is that Lovecraft's monsters aren't just monsters. They have *personalities*. And as such, you can use them for much more than just bags of hit points. Most obviously, they need not always be treated as enemies. Yes, these monsters can be malign, cannibalistic horrors, but

they are most often intelligent horrors who are able to understand and sometimes collaborate with humans. They have purposes. For example, on a lonely road, the player characters arrive at an inn run by zoogs. This simple premise is alight with possibilities. What would the zoogs want as payment? What do they offer in exchange, beyond sleeping quarters and a fine meal of moonberry wine and rat-on-a-stick? The zoogs could have a gift shop, consisting of goods taken from people foolish enough to sleep alone and unguarded in the zoogs' rooms. (After all, they are still zoogs.)

Even more horrendous monsters may be able to interact with an adventuring party outside of mere combat. The fungi from Yuggoth maintain a secret society of people who do the fungi's will in return for technological and biological wonders. The fungi actively evangelize for this society, and the most useful people for their purposes are, clearly, adventurers: itinerant and well-traveled, generally individually powerful, and highly experienced. For all these reasons, they make excellent agents. While your own group of adventurers are, no doubt, unwilling to serve the terrible goals of the fungi, a rival party might not be so high-minded, presenting an excellent threat for the players to encounter. That they serve the fungi would not be immediately obvious, but perceptive adventurers will invariably notice signs of Yuggoth's control...

As you look through the monsters and other elements of this book, consider many such possible uses, both obvious and subtle. You can certainly use any adventure or situation you like, merely plugging in the Lovecraftian entities as appropriate. But for a memorable and compelling game, spend some planning time considering how the involvement of the Mythos changes the situation.

Most players are familiar with the classic dungeon crawl, commonly constructed by an insanely powerful lich or a mad wizard, making it a good starting structure for a game. Perhaps the dungeon is instead being run by a Lovecraftian entity of enormous power. I'll randomly select a possibility (rolls dice); okay, I came up with Nyarlathotep. Arbitrarily I've named this dungeon "The Twisted Pyramid." (Seems Egyptian-ish.)



Now obviously the Crawling Chaos has the ability to create a vast maze full of treasure, traps, and monsters, but why would he? Let's think about Nyarlathotep's personality: he is the mind and voice of the Outer Gods, and what he primarily cares about is serving them. What if his goal in creating this dungeon is to keep up to date on how dangerous the most powerful adventurers in the world are? He doesn't necessarily want to kill them—he just wants to know how powerful a threat they represent and to figure out how to challenge them. And if these top adventurers are weak enough, he can bring back the Old Ones to destroy the world with the flick of a metaphorical wrist.

Of course, the best way to ensure that he gets a good analysis of these adventurers is to tell them the unvarnished truth. Let everyone know that there is wealth—as well as great danger—in the Twisted Pyramid to draw the finest adventurers available. Once the current crop of adventurers proves too craven and feckless to brave the pyramid, Nyarlathotep will know the world is ready for the end times. Thus, the players have two reasons to brave the pyramid: one obvious, one subtle. First, they can seek the wealth, which is genuinely there as a lure. And second, they might wish to save the world from the Old Ones' return. (They may not know about this aspect of the adventure until they get to the pyramid, or perhaps only in retrospect.)

But how else could Nyarlathotep affect the dungeon crawl? Well, since he has a thousand forms, perhaps each separate dungeon level features its own avatar of Nyarlathotep, starting out with comparatively weak forms, and working up to the most powerful. I would also suggest that each time the adventurers encounter Nyarlathotep, he speaks with them, mocking their efforts and making suggestions, foul offers, and promises.

This is a standard dungeon experience with a kick to it: the Mythos has added that little extra touch to bring it beyond the mundane. With this twist, you can turn Nyarlathotep into an ongoing foil for the players and for your campaign, using a mere dungeon crawl as their introduction to him.

USING HORROR IN AN RPG ENVIRONMENT

Many of the creatures in the Mythos are so horrendously powerful that even a high-level group cannot kill them. Some of the entities described in this book are literally impossible to defeat. Don't force such a confrontation upon your players without giving them warning. You don't need much of a premonition—perhaps a shadow suddenly darkens the moon, or the city's dogs suddenly cease their howling.

The entities of the Mythos almost always corrupt those who learn of them. Adventurers who investigate the ancient lore of Yog-Sothoth or other Great Old Ones should do so through a sea of terrors and ethical or religious quandaries. Learning more about these entities should never become humdrum.

An adventure centered on the Mythos should be put

together in a style I call “layers of the onion.” The idea is that as the players uncover one layer of dark secrets, they expose another. This goes on and on: just as when you peel an onion, successive strata appear.

For instance, say the players are investigating an evil cult-worshipping nobleman or a haunted castle. But as they probe more deeply, you, the game master, can gradually show them the significance of this particular nobleman or the dark history of the site of the castle. As the players gather more information and penetrate deeper into the mysteries, this leads to other adventures.

In Lovecraft's epic “At the Mountains of Madness,” the characters uncover some odd fossils, excellently preserved and reminiscent of the ancient tales of the Old Ones. The hero and his companion go scouting and find what seems to be a huge and complex rock formation inside a glacier. When they return to the camp, everyone has been killed, and the “fossils” are missing. The heroes are horrified and decide to follow the trail which leaves camp, headed toward the icebound rocks. This all occurs in the first layer of the onion.

They probe deep into the rocks and find tunnels under the ice which lead lower and lower. As they chase after the tracks of whoever (or whatever) killed their companions, they gradually come to realize that it is a true city, not just an unusual formation. Furthermore, non-humanoid entities, whose history is found in carvings on the walls, built the city millions of years ago. This is the second layer of the onion.

As the heroes penetrate deeper, and come upon more and more horrors, they realize that the “fossils” are actual living (albeit cryogenically-preserved) elder things. The heroes follow the path anyway, and the story culminates in an awful conclusion, where the heroes meet not the elder things preserved in the ice, but the dread things (shoggoths) that wiped out their species. This is the end of the story, but clearly it would be possible to extend it further.

For instance, a game master could have the heroes investigate the shoggoth “civilization” and find out that these amoeboid horrors are up to something (the fourth layer of the onion). Since shoggoths are not really movers and shakers, no doubt something even worse than shoggoths is directing their efforts. And for what purpose? The destruction of all surface life? The return of the star spawn? The formation of a gigantic device designed to break the continent free from the world's surface and form a new moon? Who knows? The wheels within wheels keep turning, and the players can continue following the tale forever.

Alternatively, they could progress a certain way down the stories, and then you, the game master, can switch to another storyline: a new civilization of nightmare creatures; an ancient tome with unspeakable secrets; something else altogether. String together Mythos concepts and bury the heroes deep in the darkness.

The reason for this system of episodic revelation is because horror, by its nature, is difficult to maintain for a prolonged period of time. This is why horror movies typically have only short moments of terror, interspersed with possibly ominous or tense sections in which non-horror-

based scenes take place. In a similar way, horror novels are rarely as consistently terrifying as horror short stories.

Thus, each time a new layer of the onion is revealed to your players, there is an opportunity for a new shock, a new understanding. The players may wish time to discuss the ramifications (you may or may not allow this time, depending on the adventure's needs), and certainly their understanding of what is going on will change.

You can also use this to up the ante. Let's use another example: the town suffers from an outbreak of ghouls. The ghouls are a potent, intelligent foe. There are scary moments, desperate ambushes in dark alleyways, and so forth.

During the course of this conflict, the players uncover the second part of the storyline and learn that the ghouls are up to something—some grandiose plot. So now the player's focus changes from physical danger to worrying about a larger threat—what are the ghouls up to? Instead of just defending the township, they now have to descend into the ghoul tunnels to find out the secret. Now the ghouls lay traps and call unholy allies to their aid. The ante has been raised for the players, not just in terms of danger, but in terms of what happens if they fail.

When the players finally discover what the ghouls are plotting, you the game master have the opportunity to transform the adventure once again in a third storyline, where you confront them with an existential threat! Perhaps the ghouls are replacing all the important humans in town with their evil changelings. Maybe the ghouls have accumulated enough sacrifices to summon and (they think) control a monstrous dhole to destroy the entire town. It's even possible they plot to magically teleport the entire township to the Vale of Pnath, where they can feast at their leisure.

In this way, you have three simple, separate plot-lines, each with a different type of frightening threat, and you can keep up the horror element far longer and more effectively than in a one-shot adventure!

TURNING AN ENCOUNTER INTO AN ADVENTURE

It is perfectly plausible to plop down a gug guarding a treasure chest. The gug in this case would just be another monster—a bag of hit points hindering the players from gaining loot. A gug has some unique powers that you can use to your advantage in planning your encounter. For example, gugs are completely silent, so players are likely unaware of the creature's presence until it chooses to show itself. Since gugs have religious tendencies, perhaps it keeps an altar to its foul

deity in its chamber. Perhaps killing the gug triggers a curse which follows the party around.

With a little effort, the gug can be used for more. For example, gugs are an intelligent species known for crafting organized plans. Perhaps the gug was in that room for a reason? It's not hard to extrapolate that after the party murders the gug for his loot, his fellow gugs might find the corpse, and—thirsting for vengeance—track down the party. All of a sudden, perhaps when hotly engaged in another fight, a group of gugs emerges silently from the darkness and joins in the fight against the players. You've kept the adventure element of your game strong, but the gugs have taken on personality and perhaps even become a permanent part of your game. After all, even if the players manage to drive away or kill the pursuing party of gugs, this doesn't mean they're done with them: they might have to deal with gug hunting bands for the foreseeable future.

In the end, you have turned an almost random encounter with a lone gug guarding some treasure into a recurring enemy that may plague the heroes' future endeavors, potentially for an entire campaign, and woven in a Mythos thread that you can turn into something truly terrifying.



Figure 1.

The Gnorrr can wriggle faster than I expected. Its extra arms make sense.

The extra eyes less so. The Gnorrr claimed the auxiliary eyes were for deep sea vision.

Figure 2.

It was just a cat.

More intelligent perhaps than my pet mog back home, but the same exasperating personality traits.

Figure 3.

I tried to get the ghoul to bathe, but soaped and scrubbed it smelled even worse.

Sharper and more pungent. Perhaps their natural state, though vile, is best left alone.



Figure 4.

I caught the zoog riffling through my pouch. It offered a trinket of flea destruction for its freedom. I gave the trinket to the cat, and thus made peace between the two.



CHAPTER 2: MYTHOS PLAYER CHARACTER RACES

The ghouls were in general respectful, even if one did attempt to pinch him while several others eyed his leanness speculatively. Through patient gibbering he made inquiries regarding his vanished friend, and found he had become a ghoul of some prominence in abysses nearer the waking world. A greenish elderly ghoul offered to conduct him to Pickman's present habitation, so despite a natural loathing he followed the creature into a capacious burrow and crawled after him for hours in the blackness of rank mould.

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

Particularly notable among Lovecraft's high fantasy stories is the novella *The Dream-Quest of Unknown Kadath*, from which stem the player races presented herein. Each has been chosen carefully for its interesting nature, usefulness, and utility when set alongside the standard races of a fantasy campaign.

First the Dreamlands cats pad softly into view. All household or alley cats could potentially be Dreamlands cats: all that is required is the cats' decision to return from their nightly trip to the Dreamlands while retaining human-level (though not human-centric) intelligence and purpose. Anonymity is their ally, for few humans expect stray cats to pose any threat.

Second in a Mythos game lurk the ghouls, which are emphatically not undead but rather undead-eaters. These entities might be degenerated humans, cursed by their grotesque behavior or other circumstances, or else "true" ghouls, born that way. Memories of their former lives—as well as the lives of others—play a prominent role in their savage society.

Next come the gnorri: amphibious entities with little understanding of the surface world who nevertheless wish to participate in it. The gnorri are "blessed" with unusual and incredible abilities based on their astounding anatomy.

Finally, you'll find the zoogs: well-known to readers of Lovecraft's *Dream-Quest*, the zoogs are feral but diminutive horrors with secretive and enigmatic ways. Dangerous and unpredictable, zoogs are closely tied to the cosmic entities beyond.

After the four primary new player races, this chapter ends with brief introductions and player character rules for two more traditionally villainous human subtypes: the Leng folk and the Tcho-Tcho. These sorts of humans get more detail as enemies in Chapter 7 and Chapter 9.

We have enjoyed creating these races, testing them, and seeing them interact with the standard races. I think you will enjoy playing them as well.

—Sandy Petersen



DREAMLANDS CAT

Everyone knows about cats. They're small, sometimes-obnoxious predators that people often keep as pets or exterminators. Cats are normally not a sapient species. *Normally*. Like humanoids, they have a dream life, but unlike most people, cats are aware of this dream life. Furthermore, while in their dreams, cats are as intelligent as humans, or even more so. They are still cats, of course, with the personalities and traits belonging thereto.

Even more remarkable, cats are able to freely pass physically from the waking world to the Dreamlands and back again. This means that a cat can either transfer between the dream and waking state in the normal humanoid way, by falling asleep and waking up, or it can physically move to the Dreamlands and back.

HISTORY

Cats traveling the Dreamlands run the full gamut from feral to domestic. However wild they might be, player character cats are assumed to have lived or currently live in and among humanoid communities, making them at least somewhat capable of getting along with other species and likely willing to adventure with them.

Unlike other companion animals, cats almost certainly took the first step toward domestication, so it is arguable that cats actually mastered humanoids, rather than the other way around. It has certainly been a successful partnership. In return for protection, shelter, and food, cats keep down the population of rodents and other pest animals in humanoid areas, which helps ward off both disease and famine. In addition, cats provide affection, companionship, elegance, and beauty to their humanoid families—at least on their own terms. And during their languorous periods of rest, watched over by a humanoid family that has learned not to interrupt them, cats can walk the Dreamlands with enhanced mental acuity and reason.

Occasionally, a cat decides that it wants to spend its waking hours as well as its sleeping hours as a fully sapient being. When this happens, it becomes what is known as a Dreamlands cat, and becomes a suitable choice for a player character. Any cat may make this decision, and it may spend just a few days as a Dreamlands cat, or remain that way for the rest of its life. Likewise, any Dreamlands cat may decide to return to its normal status of being a mundane cat. For those who know cats well, it will come as no surprise that such decisions seem to be made capriciously.

Humanoids cannot tell whether a particular cat is a Dreamlands cat based purely upon outward appearances. Typically, either the cat has to inform them by its own actions, or the humanoid has to figure it out by watching the cat take on tasks that would be impossible for a normal cat of animal intellect and awareness.

PLAYING A CAT

Cats are typically a “love ‘em or hate ‘em” type of creature.

While some people can't stand them, others can't live without them, and few are neutral on the subject. Some people are even ailurophobes, making them neurotically afraid of cats. But even those who dislike or fear felines will generally admit that cats are graceful, nimble, and often adorable.

IF YOU'RE A DREAMLANDS CAT, YOU LIKELY...

- are busy, active, and aloof.
- are energetic when interesting things are going on but sleep soundly for hours when no action is afoot.
- occasionally force other party members to carry you. They may or may not mind, and you may but probably don't care.
- are quiet, curious, and interested in new things.
- hate cats' natural enemies (dogs, mice, birds, whirring machines, etc).
- are easily distracted.
- are highly athletic and can move fast when you want to.

OTHERS PROBABLY...

- are not always sure if you are sapient or not. (“Is it a normal cat? Can I talk to it?”)
- think you are cute, but possibly useless.
- frequently pet or otherwise annoy you when you are busy, forcing you to teach them a lesson about personal boundaries.
- misconstrue your thought processes, such as they are.

PHYSIOLOGY

Unlike many other predators, cats are exclusively carnivorous. Their teeth are designed only for cutting and devouring flesh, so while they can clumsily chew up bread or vegetables, these are insufficient sources of nutrition. Their digestive tracts are not adapted to process such food either, and a cat deprived of meat will suffer significant health issues and perish fairly quickly.

Cats have extraordinarily keen senses. Their one defect in this regard is an inability to taste sweetness. When a cat eats cantaloupe or some other sweet flavor, the cat does not taste the sugar and instead reacts to whatever savory elements are present. Contrary to popular myth, cats can't see in complete darkness, but they can rely on their sense of touch, which is amplified by their whiskers, to feel their way around an area.

Cats do not have rigid collarbones, so they can squeeze through any space through which their heads will fit. A cat's whiskers tend to be about the same width as their shoulders, so they serve an additional purpose in indicating whether the cat can fit through a particular opening.

Cats can be highly vocal at need, possessing more than 100 different vocalizations for various purposes. Of course, Dreamlands cats have the same vocal apparatus, but with their greater intellect, they can string different sounds together to create other meanings. Cats can speak a language of their own, which other people can learn to interpret with practice.



NINE LIVES

The widely circulated myth of cats having nine lives harkens to their possession of a Dreamlands self. When a cat is killed, its dream self remains alive and can return to the waking world, restoring that cat to life. For a cat to die or be destroyed in a single event, both its dream and waking world self must die at the same moment.

When a Dreamlands cat is killed, its normal, non-sapient self will eventually return from the dream world, where it has been relaxing. This typically takes 4d6 hours, and the result is a normal cat. Of course, that cat may then decide (once more) to become a Dreamlands cat, resulting in the effective resurrection of the character. Cats can only perform this self-resurrection eight times (hence “nine lives”). Players should keep track of this on their character sheets.

Note that when a cat is resurrected by a spell or an item, this does not use up one of its lives. Only purposeful self-resurrection increases the count.

THE GATES OF SLUMBER

When encountered in the Dreamlands themselves, all cats are Dreamlands cats: intelligent and fully sapient beings with feline instincts, behavior, and skills.

Scholars of the Mythos believe that cats spend so much time asleep because that is when they enter the Dreamlands and become intelligent. Their waking lives are somewhat of an afterthought, intended as an opportunity to seek affection, to mate, to fuel their bodies, and for rest and relaxation. Most of a cat’s significant activities take place during sleep.

A cat can always choose whether to enter the Dreamlands or the waking world, either physically or mentally. Most of the time, a cat enters the Dreamlands mentally and leaves its body behind, asleep.

When a cat enters the Dreamlands physically, it travels through the Gates of Slumber, a dimensional portal imperceptible to most beings. When doing so, the cat is no longer present in the waking world. Cats can only do this when they are completely unobserved. The Gates of Slumber are actual physical locations, but they are typically open at many places at once and move around, so they are not always at the same spot. Sometimes, they may lurk behind a backyard fence, or a cat might find them in an abandoned badger burrow, or else up a spooky old tree. Only cats know for sure, for they seem drawn to these portals only they can see. Humanoids can only tell the cat has left physically when, for instance, the



cat runs into the attic and doesn’t return for a day or so. Most assume this means the cat is merely hiding somewhere they cannot find it.

It is important to note that a cat wishing to enter the Dreamlands must physically find the Gates of Slumber and can only pass through when entirely unobserved. A cat cannot simply escape to the Dreamlands when it is, for example, caught in a trap or imprisoned, unless the Gates happen to manifest at the same location.

Usually, cats can only perform this form of travel when they have free and unrestricted movement.

BACK TO THE WAKING WORLD

A cat in the Dreamlands can always choose whether it wishes to return to the waking world mentally or physically, regardless of how it got to the Dreamlands. When a cat returns from the Dreamlands, it always returns to its physical body in the waking world.

If a cat returns physically to the waking world, regardless of how it entered the Dreamlands, it returns through the Gates of Slumber, which always lead to a location within 1 mile of where the cat left.

If a cat went to the Dreamlands mentally and returns mentally, it wakes up in the waking world wherever it left.

If the cat entered the Dreamlands physically but returns mentally, its body reappears where it entered the Dreamlands or at an unobserved location within 1 mile.

A cat cannot otherwise use Dreamlands travel to move its physical body. The cat does not control where the Gates of Slumber manifest in the waking world, and so cannot direct its return like some form of teleportation magic.

BETWEEN THE DIMENSIONS

When a cat is in the dream state, it can travel much farther and faster than it could while waking. For example, it can leap to the moon and back from the earth’s surface in the Dreamlands. It can even travel to the stars beyond, but this is dangerous, for terrible things lurk out in that darkness.

When in the dream state, cats might meet unusual entities and objects in the Dreamlands, particularly if they travel far from the places they know well. A cat may well visit the Dreamlands, fill up on eating pixies, and then return sparkling with pixie dust. A Dreamlands cat may encounter an entity none was meant to see and might never return—or be profoundly changed by the experience.



FAMILY AND LIFE CYCLE

While cats often regard a particular other cat as a friend or recognize it as a relative, they rarely have a true family. Tomcats wrangle over desirable mates, then depart to live alone. A mother cat has a powerful love of her kittens and will die to protect them. But even for her, once a kitten grows up and moves on, that consuming love fades and is replaced by a lower level of affection.

Cats give birth to a litter of two to five kittens on average. The first time a cat gives birth, she will typically produce two kittens, and only after a year or two of bearing kittens will she produce four or five. The mother trains and teaches her kittens how to hunt, where to hide, and all about her habitat, so the kittens reach adulthood with a near-perfect understanding of the area around their home and the creatures and wildlife that populate it.

At 12 weeks, though they are not fully grown, kittens are fully socialized and able to leave their mother. Most cats are considered to have reached adolescence by the age of 5–6 months.

In the wild, cats may live upwards of sixteen years, though many die in the dangerous outdoors earlier than that. In a safer environment, such as a humanoid's home, they typically live thirteen to eighteen years. Dreamland cats, on the other hand, tend to live longer than those who spend less time sapient in the waking world, and may live up to 25 years.

SOCIETY

As normally solitary and often capricious hunters, cats don't really have a society in the humanoid sense of the word. Cats are able to live in large groups, but do not cooperatively hunt or organize. With their greater intelligence, Dreamlands cats can work together to go to war, gather for raids, and hold celebrations. Dreamlands cats have been known to form an effective militia of sorts, including having military ranks, to proactively defend themselves as a race from organized enemies such as zoogs and moon-beasts.

The cat vocal apparatus is not built very well to speak humanoid languages. However, cats are perfectly capable of understanding these languages, and they can learn any of the languages spoken in their home area. Other people must learn the Cat language to communicate effectively with their fickle feline companions. Fortunately, the Cat language is fairly easy to learn: in fact, most people who own a cat are probably halfway there already. A one-week association with a specific cat allows a character to understand that specific cat without needing to learn the Cat language. This does not allow them to understand other cats unless they spend a week with those cats as well. The character can spend one week with multiple cats and understand them all after that week.

Communicating with cats is a combination of learning what some of their meows and whines mean and also understanding patterns of behavior. A cat understands what party members are saying, and soon enough those party members usually learn how to talk with the cat.

OTHERWORLDLY CATS

Many other worlds have cat-like organisms of their own. This is so common that many researchers theorize that somewhere there exists a sort of ur-cat, the archetypal cat upon which all other cats are based.

Cats from different worlds are often unfriendly with one another. In fact, it is quite common for them to live in a state of low-level warfare.

FAITH

Cats have a spiritual nature, and often seem to commune with the beyond. They have gods, of course, but instead of worshiping them, they try to live in harmony with them. Usually, these gods are known to and sometimes worshiped by the local humanoids, particularly if they value cats for religious reasons. For example, Bastet is a well-known goddess of cats, but other worlds (and other cultures) have these as well.

Cats sometimes feel a pull toward spiritual life, and are known to serve alongside priests of compatible gods for their purposes. Many worship sites have a cat that keeps out vermin and accompanies the priests on their rounds. These cats, when they choose to be Dreamlands cats, often become clerics.

CULTURE

Cats in the material world don't have unified cultures in the sense that humanoids do. Instead, cats live for the now and participate in the culture of their humanoid neighbors. Even the intelligent Dreamlands cats use their greater brain power simply to adapt to their environment that they might better enjoy their lives as cats.

Cats are not typically materialistic: they do not keep much in the way of equipment or possessions. Part of this is practical, as cats lack prehensile hands or any real means of manipulating objects, rendering them unable to create material items. Without a specially constructed harness, they can only carry small objects for short distances in their mouths. And cats are also naturally passive creatures, taking what is offered to them, like food or affection, and assuming it will be offered again in the future.

Cats who do not live with people may have a den, but even this is not constructed by the cat itself: it is merely a hole or hollow tree in which the cat finds shelter from the elements.

RELATIONS

Fundamentally, cats are friendly to humanoids—or at least those who keep cats as companion animals. Of course, even within these societies, there are those who dislike cats, and cats are usually keenly aware of who likes them and who does not. Often, a cat will pay especial attention to someone they can tell does not like cats, as a way of keeping that person off balance. In the Dreamlands, cats often have tense relationships with zoogs.



ADVENTURERS

Cats sometimes adventure, most often with humanoid companions, to feed their curiosity and to contain threats to their chosen territory. Cat adventurers like to point out that they usually cost nothing when staying at an inn—far less than a horse, anyway, which requires stabling and grooming—and can often feed themselves by catching small rodents, bats, insects, or birds. They are clean and neat and take up little space. When traveling in areas where cats find it hard to go (such as up sheer cliffs), the cat can be easily carried in a pouch or on a shoulder. They are incredibly convenient as companions, and of course, a cat that can cast spells or scout and communicate has obvious value.

PLAYING DREAMLANDS CATS

Of the races presented in this book, cats face perhaps the most physical challenges when it comes to integrating into a party of typical humanoid adventurers. However, they adjust very well to the temperament and mental nature of such a group, unlike ghouls, gnomes, or zoogs, whose mere presence can frighten or disturb the unprepared. Note that the cat's size and lack of hands make certain class choices challenging to play or even downright impossible, such as a class that depends on using large weapons or tactile dexterity, but other choices can result in characters of great efficacy.

DREAMLANDS CAT TRAITS

Your Dreamlands cat character has animal traits that present you with challenges but also grant you many benefits. You are a beast, not a humanoid, so spells that specifically target humanoids (such as *charm person*) fail to target you.

Age. Dreamlands cats reach adulthood at 1 year of age and live less than 25 years. For more information, see **Life Cycle** on page 10.

Alignment. Dreamlands cats are disinterested in societal expectations and view each relationship as a unique arrangement distinct from all others. They are most often chaotic.

Size. Dreamlands cats are typically between 15 and 21 inches long from nose to base of tail and 8 to 13 inches tall at the shoulder. Your size is Tiny. Despite your size, you have a reach of 5 feet.

Ability Score Increase. Your Dexterity score increases by 2.

Speed. Your base walking speed is 40 feet. In addition, your long claws give you a climbing speed of 30 feet. You don't need to spend extra movement to climb.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. You can bite with your unarmed strike. You are proficient with your unarmed strikes. When you bite, your unarmed strike has the light and finesse properties. You can make an unarmed strike with your bite as part of two-weapon fighting. If you are Tiny, it deals 1 piercing damage. If you are Small or Medium, it deals 1d4 piercing damage.

Claws. You can use your claws to make a single unarmed strike. You are proficient with your unarmed strike. When you make your unarmed strike with your claws, it has the light property and you can attack with it as part of two-weapon fighting even though it uses multiple limbs. If you are Tiny, an unarmed strike with your claws deals 2 slashing damage and has the finesse property. If you are Small or Medium, it deals 2d4 slashing damage but it doesn't have the finesse property.

Dreamlands Travel. You can physically travel to the Dreamlands via one of the many hidden Gates of Slumber. These gates shift and change their locations over time and may only exist in one space for a few seconds. You can attempt to sense a nearby Gate of Slumber at will; whether or not a Gate of Slumber is present is subject to the GM's discretion (typically, there's a 20% chance of a Gate of Slumber being somewhere within a 1-mile radius). If a Gate of Slumber exists, you know instinctively where it is. Only a Dreamlands cat can traverse a Gate of Slumber. Gates of Slumber always manifest in hidden, obscure areas, and are rarely in a convenient place when you need to travel to the Dreamlands, such as when trapped or in sudden danger. Except in unusual cases, you cannot generally return to the physical world farther than 1 mile from where you left. Whenever you return to your body from the Dreamlands, you can choose to return with Intelligence 2 (such as if you need to protect your mind from disturbing discoveries or to thwart *detect thoughts*) or with your full Dreamlands intellect intact. You can take any Tiny worn or carried objects with you to or from the Dreamlands.

Magic Item Melding. You can meld a Tiny magic item permanently into your body when you carry it into the Dreamlands. If it requires attunement, you must be attuned to it to meld with it. When you do, it permanently vanishes and becomes a part of your body, perhaps manifesting as a tattoo or a differently colored patch of fur.

A melded magic item can't be damaged separately from you but removing the matching body part ends the item's benefit until that body part is reattached (such as by a *regenerate* spell). A melded item's magic aura can still be detected normally. A single body part can't have multiple items melded into it. When leaving the Dreamlands, you can choose to separate the item from your body en route. If you end attunement with a melded item, it remains melded but you lose all its effects until you attune to it again.

Any observer can notice your body part is supernatural by succeeding on a DC 10 Wisdom (Perception) check. The item can be identified with a successful Intelligence (Arcana) check, but the DC is 5 higher than it would normally be.

See below for rules on specific types of magic items; you can't meld with a magic item that doesn't fit into one of the listed categories.

- **Weapon.** When you merge a weapon, it melds into either both sets of front claws or your jaws. All magic properties of the weapon (but not the weapon's base physical statistics) apply to your unarmed strike using the applicable part(s).





- **Armor.** When you merge armor, it melds into a pattern of fur on your back and underside. You must be proficient with a suit of armor to meld with it. You are treated as wearing the armor in all respects. You can suppress or resume the armor's effects by concentrating (as if concentrating on a spell) for the length of time normally required to don or doff it.
- **Wand, Rod, or Staff.** When you merge a wand, rod, or staff, it melds with one of your eyes. That eye glimmers with some magical feature (such as flames) that is symbolically appropriate for the item. You can use the melded item as if it were held in hand.
- **Worn Wondrous Item.** When you merge a worn wondrous item, it melds with the fur on a matching area of your body. You are constantly treated as wearing the item. As an action, you can treat the item as if you were no longer wearing it until you use another action to again effectively wear it.

Moon Jump. When in the Dreamlands, you can leap into the night sky and travel to one of your current planet's moons (or, if on a moon, leap and travel to the planet below) as an action. This movement provokes an opportunity attack normally. This trip takes you 2d6 minutes to complete, and while jumping, you are in a demiplane. A group of four Dreamlands cats can bring a single creature up to one size category larger with them when they Moon Jump, while a group of eight Dreamlands cats can bring a single creature up to two size categories larger with them. When you use Moon Jump to return to a planet or moon you left via Moon Jump, you return to within 1 mile of where you departed that planet or moon. You can use this trait twice. You regain all expended uses when you finish a long rest.

Nine Lives. When killed, your mind and consciousness shifts reflexively back into a dream form, creating a new dream body if necessary. You must then rest for 1d3 days in the Dreamlands, after which point you can return to the waking world. You can revive yourself in this manner up to eight times, giving you nine lives in all. Resurrections from other methods (such as via a *raise dead* spell or other powerful magic) do not count against this limit.

Cat Equipment. You are limited in the type of magic items and equipment you can use. As you have no hands, you cannot use items that require hands (such as wielding a manufactured weapon or shield). You can hold items in your mouth well enough to aim a wand or carry a Tiny object. You can wear armor if it is tailored to fit your feline form. You can wear and benefit from magic rings, belts, goggles, gloves, boots, bracers, amulets, cloaks, and similar items, which magically adjust themselves to your size and shape when you attune to them (or when you don them, if they don't require attunement). Cat spellcasters often create variants on magic items designed to be worn as earrings. You can speak a magic item's command word in Cat to activate it even if it normally requires another language, and you can speak Cat even while carrying something in your mouth.

Cat Spellcasting. You can provide somatic components for spells by moving your tail and whiskers. You can provide verbal components for spells with normal cat sounds.

If a spell requires a material component, you can hold it in your mouth, which does not interfere with providing verbal components, or use any component (or spellcasting focus, if appropriate) within 5 feet so long as the component isn't carried by a creature unwilling to let you use the component.

Languages. You can speak Cat. You can also understand and read the language of a nearby predominant community (generally Common), but you can't speak or write non-Cat languages without magical assistance. You can be understood by anyone who speaks Cat. As previously noted, anyone who has spent a week with you can understand you specifically, but not necessarily other cats.

The Cat language has no written form. Its words sound like meows, hisses, and yowls. Since non-cats have such difficulty with the sounds, cats generally prefer others to use equivalent words and names in their own language rather than trying and failing to use Cat correctly. When a cat speaks, it meows or caterwauls, but when humanoids speak to cats, they speak in their normal tongues. It is quite a different situation from most communication, in which both parties must speak the same tongue to get anything done.

Subrace. Different planetary environments across the Dreamlands have shaped cats in many different ways. Choose one of the following subraces. Cats from Earth-like planets are Terran cats.

MARTIAN CAT

As a Martian cat, you have exceptional agility even for a cat. Martian cats are hairless and of bright, unusual colors, such as purple, violet, or fluorescent orange. They have long legs and an extremely long tail, but their body mass is about the same as that of a Terran cat. Unlike Uranian and Saturnian cats, they are not hostile to Terran cats at all, and indeed have made a treaty that Terran cats can visit the two moons of Mars in exchange for letting Martian cats visit Earth's moon.

Ability Score Increase. Your Wisdom score increases by 1.

Ability Score Decrease. Your Strength score decreases by 2.

Keen Senses. You have proficiency in the Perception skill.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Acrobatic. You have proficiency in the Acrobatics skill.

Leaper. Triple your jumping distance. You always land on your feet after jumping intentionally, even if you take falling damage.

Nimble. Athletics is always a Dexterity skill for you.

SATURNIAN CAT

As a Saturnian cat, you were taught to explore and experiment wherever you go. The large and unusual cats from Saturn love to frolic on Earth's Dreamlands moon alongside more mundane Terran cats. The bodies of Saturnian cats are bright and sparkling, almost jewel-like, with delicate swirls and arabesques. Their heads are identifiable



by their huge, glowing eyes. They can produce legs from their complex bodies, somewhat like a gnorri's arms, and may attack with two or three claws in a single attack. A retractable and prehensile tail is at the opposite end from the head. These cats are about the size of a puma.

Size. Your size is Medium.

Limb Allocation. You can absorb or extrude your legs, although the process is somewhat painful and slow. You must concentrate for 10 minutes to adjust the number of legs you have, as if concentrating on a spell. Once you change the number of limbs you have, you can't do so again until you finish a long rest. If your concentration is disrupted, you must begin the process of limb allocation from the beginning, but you don't lose your daily usage of this trait. When you have an odd number of claws, you can effectively strike with three claws but can't use the unpaired leg to walk faster. When you have an even number of limbs, only the front two can reach well enough to claw.

- **Four Legs.** If you elect to have four legs, you can pounce with great force. When you hit a creature with an unarmed strike with your claws after moving at least 20 feet straight toward it, it must succeed on a Strength saving throw or be knocked prone. The save DC is equal to 8 + your proficiency bonus + your Strength modifier.
- **Five Legs.** If you elect to have five legs, a hit with an unarmed strike using your claws deals 3d4 slashing damage.
- **Six Legs.** If you elect to have six legs, you must spread muscle mass, flesh, bone, nerves, and circulatory system reserves thinly. Your walking speed increases to 50 feet, your climbing speed increases to 40 feet, you take a -2 penalty to Constitution saving throws, and a hit with an unarmed strike using your claws deals 2d4 slashing damage.
- **Seven Legs.** If you elect to have seven legs, you tax your muscle mass, flesh, bone, nerves, and circulatory system reserves to their limit. Your walking speed increases to 50 feet, your climbing speed increases to 50 feet, you take a -2 penalty to Constitution and Dexterity saving throws, and a hit with an unarmed strike using your claws deals 3d4 slashing damage.

Prehensile Tail. You can use your tail to manipulate objects as easily as an arm. However, it lacks the fine motor control to use tools, weapons, or shields. You can retract it or extend it as a bonus action.

TERRAN CAT

As a Terran cat, you take advantage of your small size to move unnoticed by those who do not deserve your attention.

Ability Score Increase. Your Charisma score increases by 1.

Ability Score Decrease. Your Strength score decreases by 2.

Keen Senses. You have proficiency in the Perception skill.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Land on Your Feet. When you fall, you can use your reaction to right yourself before you land. If you fell less than 60 feet, you treat the fall as 10 feet shorter for purposes of damage (reducing damage by 1d6). If you fell at least 60 feet, you have time to better maneuver and relax, instead negating all fall damage beyond the first 10 feet (for a total of 1d6 bludgeoning damage). If you take damage from a fall, you nevertheless land on your feet if you succeed on a DC 10 Dexterity saving throw.

Nimble. Athletics is always a Dexterity skill for you.

Risky Explorer. You have proficiency in the Stealth skill.

URANIAN CAT

As a Uranian cat, you are secretive and often interested in things others cannot even perceive. Cats from Uranus are even larger than the cats from Saturn and have star-shaped heads with multiple senses. Their body is covered with armored scutes, and their claws are long and thick. They lack the speed of Terran cats, who can easily avoid them, but Uranian cats are still powerful, dangerous creatures. They are rarely glimpsed and do not seem attracted to Earth's moon.

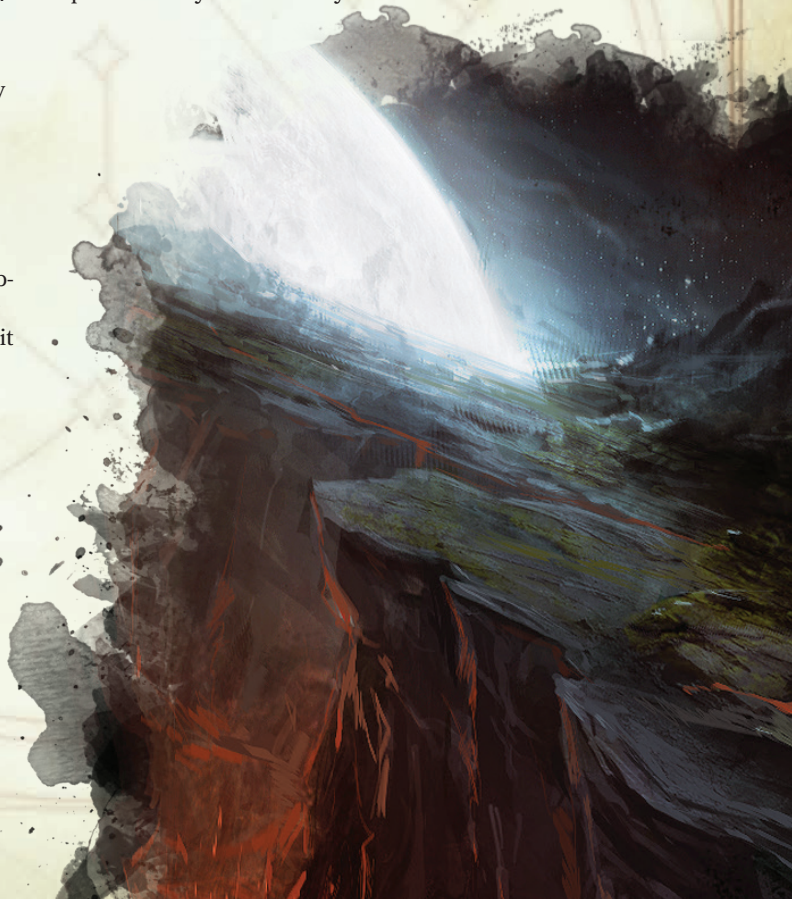
Size. Your size is Medium.

Ability Score Increase. Your Strength score increases by 1.

Broad-Spectrum Vision. You can see in darkness up to 60 feet as if it were dim light and can see ethereal creatures and objects in that radius. As a bonus action, you can tell whether an object you see within 60 feet is magical.

Speed Decrease. Your base walking speed is 30 feet. Your climbing speed is 20 feet.

Natural Armor. When not wearing armor, your AC is equal to 13 + your Dexterity modifier.





GHOUL

For many, the word “ghoul” conjures grotesque images that shock and nauseate. Dwellers in graveyards and connoisseurs of flesh and bone, these hooved eaters of the dead move with hungering poise, slaver for the living, and exude the stench of a charnel house. A Mythos ghoul shares a taste for flesh with these monstrosities, but it is not savage or feral. Rather, these folk possess a keen intellect and a complex culture steeped in lore and custom. Indeed, a Mythos ghoul is just as likely to aid visitors as attack, if not more so.

Unlike the more well-known grave-gorging undead that share the same name, these ghouls are living creatures. While their demeanor and nature would seem to make them natural allies to their monstrous brethren, competition for food and the mundane ghoul’s hatred of the living makes living ghouls and their undead counterparts bitter enemies. Mythos ghoul necromancers are fond of using undead as minions, as undead ghouls often appeal to the sardonic sense of irony so many ghouls possess.

Unless otherwise noted, the word “ghoul” is used in the text below to refer to the living ghouls of Lovecraft’s traditions, rather than monstrous undead ghouls.

HISTORY

As long as humanity has lived, hungered, and died, there have been ghouls dwelling in the shadows, eager to feed on flesh and memories. The history of the ghoul race can be read in every boneyard, every necropolis, and every anonymous grave. They preserve that which was lost, both in their habit of aping old customs and in regaining memories forgotten by feeding upon the dead.

Many suspect these ghouls to have first come to this world by tunneling into graveyards from below, after digging deep into areas of the Dreamlands. Some believe ghouls are a fragment of an ancient past or the manifestation of a new future. Whatever the case, ghouls have lived alongside us since we first began burying our dead, and will likely remain among us until long after the last of our graves have been filled.

PLAYING A GHOUL

Ghouls are sardonic and dark-humored. They enjoy eating carrion for the flavor and the fragments of memory they can absorb and take delight in knowing others are discomforted by this fact. While not ashamed of their nature as ghouls, they find other humanoid cultures intriguing and often envy them to some extent. They have a passion for history and obscure knowledge.

IF YOU’RE A GHOUL, YOU LIKELY...

- have a dark sense of humor and are amused by death rather than frightened by it.
- enjoy making others uncomfortable, often via odious eating habits.
- are immensely eager to learn more about the world’s

history.

- find graveyards to be pleasant places, and neither death nor undeath particularly frightens you.
- have chosen a specific type of humanoid as the focus of your curiosity: you may consider yourself to have once been one of these humanoids, prefer the flavor of their flesh, or simply wish to adopt elements of their culture and belief as your own.
- underestimate others’ repugnance at your feeding, even as you wallow in your depravity.

OTHERS PROBABLY...

- think you’re an undead creature.
- worry you want to eat them.
- are frightened, based on your appearance, that you are a mindlessly ravenous monster.
- assume you live in a graveyard or sleep in a coffin.
- mistake you for a lycanthrope.

PHYSIOLOGY

Though Mythos ghouls blur the line between life and death, they are indeed living organisms. While many of their habits, appetites, and preferences are identical to those possessed by undead ghouls, no one who gets to know a Mythos ghoul will again make the mistake of assuming they’re a flesh-eating undead creature. From their distinctive appearances to their behavior, the contrast grows increasingly stark.

A ghoul is humanoid in shape yet monstrous in appearance. The ghoul’s visage is almost canine, with a pronounced snout filled with sharp teeth akin to the fangs of a hyena. This snout isn’t large enough to significantly distort or hamper the ghoul’s ability to speak or express itself, although ghouls do tend to have a guttural, raspy tone to their voices. A ghoul’s ears are large and pointed, and its hair is generally short and mangy with thick bristly patches on the back, shoulders, and forearms. A ghoul’s mouth slavers and its long tongue frequently lolls when not in active use.

A ghoul’s bestial features extend to the rest of its body. Its stance is somewhat hunched, with broad shoulders, hands that appear human but fingers that end in talon-like nails, and legs and hooves reminiscent of those of a hairless goat.

Ghouls are immune to non-magical disease, and thus, contrary to expectations, they rarely carry infections or spread maladies. Despite this, they tend to have slovenly personal hygiene and bear a musty stink on the best of days. More often, the cloying stench of decay accompanies them, an odious perfume carried on their breath and under their nails. Almost never falling ill encourages such filthy habits, but this nonchalance toward propriety and presentation stems in part from the amusement many ghouls derive from making humanoids feel uncomfortable and nauseated.

One of the most notable aspects of ghoul physiology is that when ghouls feed, they experience and absorb the memories held within the flesh of their repast. Scholars



have yet to discern a scientific explanation for this ability, relegating such powers to the realm of the supernatural. While they delight in this ability to digest memories, ghouls themselves have neither an explanation nor a desire to learn more about how or why it functions, and many adhere to the strange superstition that knowing the reason for this would disrupt the mechanism itself. That it works at all is enough for ghouls, who ironically enjoy indulging in the procedure to divine all manner of secrets and forgotten tidbits of lore.

FAMILY

Mythos ghouls are born as ghouls, but they do not display ghoulish characteristics at first: instead, they undergo a transition later in life to resemble their unsettling folk. As such, family is a complex subject for ghouls: many of them have been forced to abandon their own when their transformation into a ghoulish ghoul resulted in a shameful, often violent flight from home. Many nascent ghouls live the first several years of their lives after becoming a ghoulish ghoul in self-imposed solitude and may in fact have no idea others of their kind even exist. Ghoul societies are quick to embrace new brothers or sisters, because almost every ghoulish ghoul vividly remembers the loneliness, anxiety, and fear of this transitional period.

While most ghouls eventually learn to appreciate these foster siblings as true kin, many never recover from the shock of losing the families that raised them. Such ghouls, who live much longer than most mortal races, often return to their homes decades later to watch or stalk previous relations. Such returns only occasionally result in violence: more commonly, ghouls demonstrate a dark kind of patience in achieving their goals while avoiding confrontation. For instance, if a ghoulish ghoul learns that a family member has passed away, grave robbery is often quick to follow. Feeding on the decayed flesh of a parent, sibling, or child can bring a ghoulish ghoul a grisly form of closure, as they experience shadows and fragments of their previous life by digesting the memories of their prior relations. Ghouls who seek this closure often keep a memento of the event as a keepsake, such as a skull or less frequently some sort of heirloom, such as a weapon, piece of jewelry, or other item.

Ghouls can have children of their own, but when a new ghoulish ghoul is birthed, the baby appears as a normal child of a humanoid race linked to the ghoulish ghoul's own bloodline. Ghoul parents often can't resist the urge to seek out a family to raise their child in the hope of giving their baby a chance at something approaching a normal life. Ghouls leave children as orphans or foundlings on temple stoops or in areas where they suspect and hope that an unexpected baby will be cared for. In other cases, desperate or callous ghouls will take

more sinister measures. Stealing into a village or township under cover of deep night, the ghoulish parents seek out a child in the village who looks similar to their own, then swap the children in the hope that the changeling will be raised in comfort and luxury. The kidnapped child is then raised as a ghoulish ghoul.

In an ironic twist of fate, both children in these sorts of "switched-at-birth" situations develop into nascent ghouls: the changeling itself as a result of her ghoulish bloodline, and the abductee as a result of growing up knowing nothing more than using tombstones as platters and graveyards under moonlight as playgrounds. In this way, ghouls can be created as surely as they can be born.



LIFE CYCLE

For most living creatures, the long road to death begins with birth, but not so for the ghoulish ghoul.

Ghouls born to ghoulish parents can appear to belong to another race connected to a parent's bloodline, in which case they resemble that race until a few years after reaching maturity or until the transformation is triggered by proximity to death and decay. Some ghouls born to ghoulish parents display their bestial features (hooves, fangs, and claws) from the first day; such ghouls mature quickly, growing to adulthood in about 10 years. Ghouls are protective of their children—particularly those who look more ghoulish—and shelter them in the deepest corners of their graveyard warrens. As a result, they are only rarely encountered by non-ghouls, giving rise to the false suppositions that ghoulish children do not exist, and that ghouls



only come to be when they magically transform victims into their own kind.

Becoming a Mythos ghoul through magic is rare. Certainly, curses and magical infections can cause ghouls to manifest as well, but ghouls cannot “infect” their victims like a disease or lycanthrope. Most who become cursed or otherwise transformed into ghouls meet their fate not through interaction with ghouls, but through powerful magic or curses in old tombs, from reading forbidden texts, or by taking part in blasphemous rituals. In fact, those who pursue it often find themselves accidentally turning into undead ghouls. Regardless, Mythos ghouls do not make a habit of creating more of their own kind through magical means.

Graveyards remember when they have played host to ghouls, and becoming a ghoul is as much a matter of behavior and atmosphere as it is one of magic or genetics. People who engage in ghoulish activity, be it feeding on decayed flesh or living in graveyards, put themselves at risk of becoming ghouls. This risk increases if such behaviors are undertaken in the company of other ghouls or if they're pursued in regions where ghouls once cavorted and dined, even if no ghouls have been active in an area for decades or even centuries. A child, abducted by ghouls and raised among their kind, can transform into a ghoul, despite potentially having no predilection toward a ghoulish nature or heritage from a ghoul. Curiously, those who deliberately seek the transformation into a ghoul and engage in such activities to foster such a change often find their goal elusive. The change seems to seek those who don't expect it but avoids those who pursue it.

Typically, a humanoid that undergoes the transformation into a ghoul does not make the change swiftly. Instead, the victim spends a significant amount of time, often many years, as something known as a “nascent ghoul.” Once a creature makes the transition to full ghoul, either after enduring the change via nascent ghouldom or simply by growing to adulthood as a ghoul child, the ghoul can live for centuries. A ghoul reaches middle age at 100 years, old age at 300 years, and venerable age at 500 years. Curiously, ghouls do not actually die of old age, but they do grow increasingly feeble 1d100 years after reaching venerable age. After this time passes, a ghoul loses the ability to fend for itself or even move, and will eventually die of starvation if not fed. Many ghouls, rather than endure an endless existence helplessly dependent on family, offer themselves to the banquet table. This funeral feast is not a matter of shame or despair in ghoul society, but one of triumph, for in feeding upon the elder, their memories, knowledge, and personality can live on in those who partake.

NASCENT GHOULS

When the conditions are right, a humanoid creature can become a nascent ghoul. The nascent ghoul template in the sidebar should be applied to such a creature until it manages to reverse the situation or makes the transition into a full-fledged ghoul. The change from humanoid to ghoul is a painful transition full of uncertainty, confusion, and shame.

NASCENT GHOUL TEMPLATE

Any humanoid can become a nascent ghoul. A humanoid can remove the nascent ghoul template by undergoing a special quest of the GM's design or by methods employed to remove curses.

Ability Scores. Your Constitution score increases by 1. Your Charisma score decreases by 2 and your Dexterity score decreases by 1. While the physical transformations that wrack a nascent ghoul wreak havoc on coordination, the toll it takes on the mind is greater.

Bite. You can bite as an unarmed strike if you could not already. When you make an unarmed strike with your bite, it has the light and finesse properties and deals 1d4 piercing damage. You can use your bite in two-weapon fighting.

Grave Nose. You have advantage on Wisdom (Perception) checks that rely on smell to notice or recognize corpses, decaying things, meat, and undead creatures.

Hunger. If you go more than 24 hours without feeding on the flesh of a humanoid that has been dead at least 24 hours, you gain one level of exhaustion and your level of exhaustion can't be reduced until you feed on such a corpse.

Final Change. The final trigger that enables you to make the full transformation into a ghoul varies. Sometimes, it's merely a matter of time one year or several years might pass before the transformation completes suddenly. At other times, it requires the consumption of a specific number of bodies, either of a specific age or epoch, or perhaps of a specific race. The actual trigger is left to the GM to determine, but once it takes place, your transformation into a full ghoul is swift, painful, and permanent. The features and effects of this template are removed and your original race's traits are replaced by the Mythos ghoul race traits. Once the change is complete, only a wish, divine intervention, or similar effect can restore the newly minted ghoul's original race.

SOCIETY

It's certainly easy for someone to look upon a ghoul and make assumptions. The sight of a ghoul devouring dead flesh might lead an observer to view the entire race as nothing but feral, unsophisticated monsters. In truth, ghouls are, on average, more intelligent than typical humans, and even when they are at their most debased, they are never far from a keen insight into the nature of their meal. Often, a clan of ghouls will spend entire nights gathered in boneyards, perched atop gravestones or lounging in opened and emptied coffins, engaged in spirited debates about diverse and esoteric topics.

Yet for all their intellect, ghouls have always lacked something significant in their lives: a society they can truly call their own. They reap, rather than sow, relying upon humanoid society for many of their needs, including food from their graves and shelter in their tombs, without creating their own edifices or nations. Distracted by the



memories they consume, it may well be that a ghoul's mind is incapable of the inspirational spark found in most humanoid cultures that leads them to build civilizations. They are voracious readers of texts of all types, yet few ghouls can bring themselves to create texts of their own. They model themselves after those they feed upon, seeing themselves, perhaps, as the inheritors of another civilization's past. Yet, they are never truly a part of human society, regardless of how much human flesh they eat or how many human minds they experience.

Scavengers to the core, ghouls are the ultimate outsiders, truly comfortable only alone or in small groups. Due to a lack of self-awareness and introspection, ghouls never really grasp the enormity and tragic truth of existence. Despite this or perhaps because of it, they carry in their hearts at least a subconscious understanding of the sadness of their situation. Ghouls may titter and caper atop a grave in delight at finding a delicious new meal, yet in the aftermath of gorging on time-seasoned meat, their dreams are often haunted by lonely thoughts. Ghouls often grow solitary over time, left abandoned and forgotten to haunt distant sepulchers.

Ghouls rarely integrate well into greater societies, either. Despite centuries of education via texts and tomes, inevitably when ghouls finally make contact with the society they have for so long admired from afar, their appearance and hungers end only in tragedy.

FAITH

Matters of faith and worship are not unknown to ghouls, but they have no true gods of their own. Many ghouls worship gods from their life prior to becoming a nascent ghoul, but many good deities discourage the death-adjacent lifestyle of a ghoul, which for them is not a choice. Some particularly devout ghouls may shift their worship to a darker god in their original life's pantheon—one more willing to hear the prayers of the ghoul. Typically, these gods are neutral or evil in nature and have fewer concerns regarding laws and taboos against feasting on the dead. Other ghouls worship entities of the Mythos, particularly those who might offer the opportunity to learn secrets of a powerful nature, such as Nyarlathotep or Tsathoggua.

In some lands, ghouls worship the gods of old that most modern societies consider dead or have forgotten entirely. In fact, this is merely the result of ghouls picking up fragments and memories left behind in ancient graveyards. When a humanoid culture passes on, they leave behind only crumbling statues and temples, and when the

ghouls move in, they pick up those pieces and make them their own. In this way, many otherwise-dead faiths live on in ghoul warrens, yet these gods are no more the preferred patrons of ghouls than any other.

Not all ghoul clans worship gods. Some prefer to consider themselves intellectual atheists, perhaps acknowledging gods if there is evidence of their power but denying that they have any special claim to authority or worship. Other ghouls instead look to their predecessors for wisdom. This form of ancestor worship typically manifests in one or two ways: a ghoul may look back upon their parents and their parents' parents for advice, mining their accomplishments

for inspiration, or a ghoul might look back upon their own life, particularly in the case of a changeling ghoul who has finally undergone full transformation. To these ghouls, lost family members, whether living or dead, become as ancestors to venerate: their existence is like something out of a past life. Worship of these childhood memories is all some ghouls have to keep their minds from fully toppling into madness and they may even continue to wear familiar clothing (often robbed from graves) and carry gear and weapons in an attempt to cling to their previous lives. Ghouls stuck in the past in this way often become objects of pity among their brethren, who typically leave them to wallow in their own memories as long as they do no harm. Such ghouls may try to reestablish contact with lost family, and even if this does not result in tragedy, such an event can reveal the presence of a ghoul colony to humanity, which can cause problems (see **Relations** on page 18).

CULTURE

Without a true culture to call their own, ghouls seem perfectly content to immerse themselves in the cultures of those they dine upon. As a result, most ghoul societies trail somewhat behind the times, with their aesthetics often seeming very old-fashioned compared to the modern-day cultures under whose graveyards they hide. By scavenging what these societies throw away, ghouls create a parasitic form of culture that suits them well and keeps them sated and happy. They treat ancient tools and discarded objects with reverence and respect and can typically eke out several more uses of objects other cultures have discarded as ruined.

Regardless of the society whose culture they've appropriated, ghouls usually form into relatively small groups





known as clans for a very practical purpose. A ghoulish clan is limited in size by the pool of available dead, and if the clan depletes a graveyard or feed so quickly that their host society notices the depredations visited upon their deceased, the ghouls may find themselves forced out of their homes or pushed into violent confrontations.

The typical ghoulish clan prefers to lair in extensive warrens dug by tool and claw into the earth below a graveyard, but clans have been known to settle in abandoned necropolises or ruined cities. Anywhere there's a large or steady source of meat to feed upon can serve a ghoulish as a home—specifically dead meat, as they do not hunt living creatures for food save for in times of famine. They prefer flesh that is properly aged, at least by a few days and, if possible, for much longer. Mummified flesh is considered a delicacy to a ghoulish. When a ghoulish encounters a particularly delicious corpse (often the remains of a philosopher, wizard, alchemist, poet, or other great thinker who died years ago), they keep the remains handy in storage.

Ghouls maintain entire “cellars” of corpses to feed upon, with walls lined with open coffins displaying their grisly contents in a macabre parody of human wine cellars. Here, they keep their favorite bodies in storage, nibbling only now and then on these finely aged bones and preserved bits of flesh when the urge to celebrate strikes.

Undead often dwell in and around locales that ghouls favor, and for their part, ghouls do not abhor undead themselves. Indeed, most ghouls find the taste of undead flesh to be delicious, and they have difficulty explaining how necromancy flavors flesh to those who lack their interests. At times, lingering death magic has an almost narcotic impact on those who overindulge, which some ghouls particularly enjoy—a bit like drinking to excess but to far more potent effect. It's not unusual to encounter ghoulish societies that keep zombies as guardians and livestock simultaneously.

RELATIONS

Ghouls have a complex relationship with humanoid. They depend on humanoid for food and base their societies and very culture on those they live near. When ghouls and humanoid meet, however, the result is almost always violent. Most humanoid are quick to interpret the discovery of bestial-looking parodies of their own shape dwelling

in their graveyards and eating their dead as unsettling at best, or downright blasphemous at worst. Once humanoid know of the clan's presence, ghouls can expect continuous harassment.

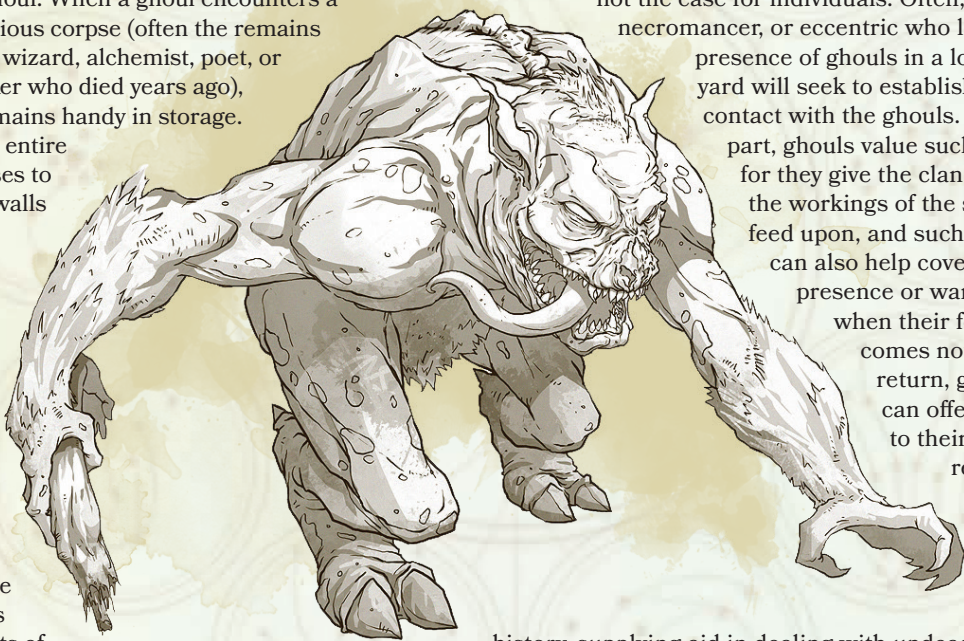
The typical ghoulish is more than a match for an average humanoid, and even though such humanoid are usually the ones to start confrontations when ghouls are discovered, ghouls are usually the ones to escalate or finish the fight. Though the results vary, conflict with a group of humanoid almost never ends well for a ghoulish clan in the long run. They might be wiped out, destroyed by superior weapons or numbers, or otherwise forced to move on to find a new feeding ground.

While humanoid settlements generally have difficulty establishing peaceful relations with ghouls, the same is not the case for individuals. Often, an artist, necromancer, or eccentric who learns of the presence of ghouls in a local graveyard will seek to establish peaceful contact with the ghouls. For their part, ghouls value such contacts, for they give the clan insight into the workings of the society they feed upon, and such a contact can also help cover up their presence or warn them when their feeding becomes noticeable. In return, ghoulish clans can offer value to their allies by revealing secrets lost to the ages or insights about

history, supplying aid in dealing with undead, or serving as guides into underground regions.

Some humanoid actively seek out becoming a ghoulish, which generally makes ghouls nervous. Rarely will a ghoulish encourage a humanoid to become a ghoulish, much less help them transform. Most ghouls rankle at the idea of “gifting” a humanoid with their abilities, and some feel ashamed at inflicting what they feel is a curse. There's also a practical reason: any humanoid ally is a potential meal, and once a ghoulish, an ex-humanoid is less likely to grace a banquet table—at least for a long, long time.

When it comes to sentient undead, although Mythos ghouls often share common interests and often tastes, there is rarely peaceful cooperation between the two groups. While ghouls enjoy the flavor of intelligent undead more than mindless ones, these undead typically understand that ghouls make poor allies. Curiously, while undead ghouls seem eager to feed upon their living counterparts, Mythos ghouls tend to find the flesh of undead ghouls to be unpleasant, describing it as “overripe” or “rancid” in flavor.





ADVENTURERS

Ghouls become adventurers for as wide a range of reasons as anyone, but one driving force in particular is the constant urge to seek out new, exotic meals. A ghoul adventurer might wish to sample the dead in a wide range of graveyards or might seek to uncover a hidden text or lost relic they learned of after feeding on a dead scholar. Since adventurers often have a much higher tolerance for strangeness, a ghoul is more likely to find acceptance in an adventuring party, which can offer important protection and support. If the ghoul's adventuring allies can help keep them from being run out of town, then all the better!

GHOUL TRAITS

Your ghoul character is a monstrosity. As such, spells and effects that only work on humanoids do not affect you.

The ghoul race is an excellent choice for a player who wishes to play a monstrous race that can fill a more scholastic role, but care should be taken to ensure that the GM and the rest of the players are comfortable with having a party member who may well be wallowing in unpleasant or taboo subjects (eating dead humanoids can easily upset one's allies).

Ability Score Increase. Your Constitution and Intelligence scores each increase by 1.

Age. A Mythos ghoul born as one reaches adulthood at age 10 and almost never live beyond their sixth century. For more information, see **Life Cycle** on page 15.

Alignment. Ghouls are opportunistic and often find the taboos of social norms highly confining if not antithetical to their very survival. They are rarely lawful or good.

Size. Ghouls are about the same size and weight as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Grave Nose. You have advantage on Wisdom (Perception) checks that rely on smell to notice or recognize corpses, decaying things, meat, and undead creatures.

Bite. You can bite as an unarmed strike if you could not already. When you make an unarmed strike with your bite, it has the light and finesse properties and deals 1d4 piercing damage. You can use your bite in two-weapon fighting.

Claws. You can make a claw attack as an unarmed strike with each hand. When you make an unarmed strike with a claw, it has the light and finesse properties and deals 1d4 piercing damage.

Psychic Feast. When you feed upon the flesh of a dead humanoid or monstrosity, you absorb some of the lingering traces of memory and knowledge that the creature possessed in life. Strangely, the older the corpse, the more potent the memories become. Feeding on a corpse

less than 24 hours dead provides no benefit but nourishment. If you spend 1 minute feeding on an older corpse that has some amount of flesh (even dried flesh, such as a mummy might have), you gain insight into a skill or tool that the creature was proficient with. Specify a skill or tool you believe the creature possessed; if you're correct, you gain that insight. If the creature lacked that proficiency, you get an insight of the GM's choice instead. You add half your proficiency bonus to ability checks using a skill or tool if you have an insight into it and were not already proficient in that skill or with that tool. If you have an insight and are proficient in a skill or with that tool, you add one and one-half times your proficiency bonus instead of your normal proficiency bonus on checks using that skill or tool. You can normally gain only one insight

from any given corpse. At the GM's discretion, a particularly ancient corpse might grant a larger bonus or two insights. You can maintain up to three total insights. If you use this trait when you already have the maximum number of insights, choose one to forget in order to replace it with the insight from the new corpse. You can enhance this ability by taking the *Erudite Feaster* feat (page 68).

Inured to Disease. You are immune to nonmagical diseases and have advantage on saving throws against magical diseases.

Languages. You can speak, read, and write Common.

Subrace. As children, Mythos ghouls can be mistaken for certain Medium humanoids. Some take advantage of this fact by contriving to have a ghoul child raised by members of other races. Typically, ghouls only place their children among highly organized races of Medium size. A ghoul born and raised among ghouls is different from a ghoul who was raised by another race. Ghouls raised as changelings in another society maintain the cultural training they received when growing up in that race's culture. Choose one of the following subraces.

RAISED BY GHOULS

As a ghoul raised by ghouls, you take naturally to moving among ruins.

Burrower. You have a burrowing speed of 10 feet. You can burrow through sand, earth, mud, or ice. You do not leave a tunnel behind you unless the material is particularly solid. Unless you choose to leave a tunnel behind, you must hold your breath while burrowing.

Scrounger. You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find objects in rubble or undergrowth, buried, or otherwise hidden from view.

Languages. You can speak, read, and write Ghoul.





RAISED BY DWARVES

As a ghoulish raised by dwarves, you learned dwarven crafts and methods of war.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You have proficiency with one set of artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You can speak, read, and write Dwarvish.

RAISED BY ELVES

As a ghoulish raised by elves, you learned their magical ways.

Elven Subrace. Choose an elven subrace. You gain its traits other than its ability score increase.

Languages. You can speak, read, and write Elvish.

RAISED BY HALF-ELVES

As a ghoulish raised by half-elves, you found opportunities to develop a variety of skills.

Skill Versatility. You have proficiency in two skills of your choice.

Languages. You can speak, read, and write Elvish.

RAISED BY HALF-ORCS

As a ghoulish raised by half-orcs, you were encouraged to develop your natural talents to intimidate others.

Menacing. You have proficiency in the Intimidation skill.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You can speak, read, and write Orc.

RAISED BY HUMANS

As a ghoulish raised by humans, you found ways to develop your natural talents, whatever they are.

Ability Score Increase. Two of your ability scores of your choice from the following list each increase by 1: Strength, Dexterity, Wisdom, or Charisma.





GNORRI

As in the waking world, the oceans of the Dreamlands are places of beauty and mystery to those who dwell upon their shores or ply their waves. Also as in the waking world, the oceans can be as perilous as they are breathtaking. Terrific storms, churning vortices, crushing pressures, dangerous animals, and the threat of horrific sea monsters populate frightful tales told of the sea. These last, perhaps above all else, inspire endless terror in the imagination of many, and the gnorri fulfill their dread promise.

It should come as no surprise to learn that many sailors and coastal dwellers view the gnorri with a mixture of fear, loathing, and hatred, for here are creatures that ape the trappings of humanity but are little like humanoids at all. Their strange-colored skin, mutable number of arms, and tentacle-like lower bodies seem designed by a malevolence bent on evoking many of humanity's deepest fears. The gnorri lurk in the lightless depths of unplumbed ocean trenches and shadowed reefs, mysterious and alien to those who breathe air and abide upon the land.

Yet not all that dwells beneath the waves is malevolent. While there are those among the gnorri who harbor sadism and cruelty in their hearts, this is no different than any sentient race; on the whole the gnorri are more interested in trading than warring with land dwellers. Indeed, in certain ports, the initial fear and suspicion of the gnorri has given way to respect and a kind of cooperation. Today the gnorri are valued as trade partners and scouts, plying their extensive knowledge of the sea and its hazards as guides. Their skill with alchemy and surgery makes an alliance with the gnorri very valuable to surface dwellers (see **Culture** for more details).

HISTORY

The oceans of the Dreamlands have been the home of gnorri enclaves as long as humanoids have dreamed. Since the first dreamers sought to sail those cerulean waters, they have spotted strange bearded faces peering up from below and wondered.

The gnorri are unusual among many cultures in that they are not particularly interested in where they come from or, indeed, where they're going. To the gnorri, it is enough to believe that they have always existed, and thus they are comforted in the knowledge that they will always exist. Certainly, their coral cities and grottos often have the appearance of great age, indicating that their presence in the sea has lasted much longer than humanity's presence on land.

Certain rare texts suggest that the first gnorri existed before humanity grew to understand the peculiarities of dreams. Indeed, the first tribes of coastal-dwelling societies understood and feared the ocean, and in their troubled dreams imagined ways of surviving in the depths. Over the course of eons, these primitive humanoids learned to build boats and sail. In so doing, they lost their waking fear of the sea, and their awed aquatic dreams acquired lives as the gnorri. Or at least so the texts suggest.

Of course, those who suggest such a genesis to a gnorri

will likely be laughed at or attacked for the insult. For the gnorri, it is their own nightmares of being stranded on land that gave birth to life on the surface above.

PLAYING A GNORRI

Gnorri are driven by individual accomplishment and seek greater success in their fields of interest. This leads some gnorri to want to explore lands above and beyond their aquatic homes. Gnorri are as capable of living on land as they are in the ocean and can even survive in desert climates (though they will find it just as difficult as most humanoid races). Most gnorri find being "tied down" to the land disturbing. The ocean is a three-dimensional existence; on land, only creatures that can fly can experience a "normal" state of being. Given gnorri cannot fly through the air as they might through the water, it can be an adjustment to "always live on the bottom" (which is what it feels like to a gnorri).

IF YOU'RE A GNORRI, YOU LIKELY...

- are curious about surface dwellers, but you have trouble telling them apart and are disturbed by how rigid and unchanging their bodies are.
- value your friends for their diversity and differences rather than any similarities they might have to you.
- have several close friends (gnorri or otherwise) but do not have a concept of family; you do not know your parents, siblings, or children and have no need to know them.
- understand that there are many dangers in the sea, but your appreciation of the beauty of the ocean depths and its denizens cannot be tainted by its perils.

OTHERS PROBABLY...

- fear you're a sea monster who means to drag them below the waves to drown.
- assume you're a primitive since you prefer to use tools of bone or stone.
- mask their jealousy of your ability to breathe water with insults or fear.
- want you to help them deal with something underwater, such as recovering a bit of sunken treasure or finding good fishing.
- can't tell your gender and may not know that there are three common sexes of gnorri.

PHYSIOLOGY

Gnorri appear vaguely humanoid from the torso up, yet the more one learns about how gnorri bodies work, the more their humanoid appearance seems like a coincidence. Gnorri have a chiseled body like that of a humanoid above the waist and a tentacular lower trunk. Some gnorri even have suction cups along their tails, but this is uncommon. Above water, gnorri exude a thin layer of glistening slime that keeps them looking freshly emerged from the sea. Gnorri's fingers are webbed to aid in swimming but they





GNORRI WEAPONS

As denizens of an aquatic realm, gnorri prefer to utilize piercing weapons in combat. When two-armed, gnorri prefer heavy weapons that can take advantage of their increased strength, but when fighting with three or four arms, they prefer to use light, typically thrusting weapons.

Below are new weapons designed and used by gnorri. Gnorri weapons are almost exclusively made out of the steel-like bones of the dahg gahdohl, which is a terribly vicious and dangerous large fish. It is considered taboo to sell the bones to non-gnorri, but in rare cases, a gnorri might trade a finished weapon for something of great value.

These weapons, though made from bone, are not fragile and are no more likely to break than metal versions of the same.

GNORRI WEAPONS

Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Biting bident	5 gp	2d4 piercing	8 lbs.	Heavy, special, two-handed
Long shardspear	50 gp	1d10 piercing	10 lbs.	Heavy, reach, two-handed
Shardsword	10 gp	1d6 slashing	3 lbs.	Light, versatile (1d8)
Short shardspear	15 gp	1d6 piercing	4 lbs.	Finesse, light, thrown (range 20/60)
Martial Ranged Weapons				
Spearshot	60 gp	1d8 piercing	12 lbs.	Ammunition (range 60/240), special
Ammunition (shotspear [each])	5 sp		1 lb.	

Biting Bident. This long-handled military fork has particularly nasty, flexible barbs near the tip. When you score a critical hit with the bident on a creature, the weapon stays fixed in its target and cannot be easily removed. This can be exploited in two ways: the simplest is to let go of the affixed bident. The foe must succeed on a Dexterity saving throw or the bident sticks. The DC is 8 + your proficiency bonus (if you have proficiency with it) + your Dexterity modifier. If the target fails, the bident sticks in its body, giving it disadvantage on ability checks and attack rolls until a creature removes the bident as an action. If you are holding the bident in two hands, you can also opt to keep hold of the bident to automatically grapple the target.

Long shardspear. This spear is about 6–7 feet in length, 3 feet of which is the blade. The spear is made completely of bone.

Shardsword. This 4-foot weapon has a slight curve with a wide blade and jagged parts that tear the flesh. These weapons are favored as off-hand weapons by elite gnorri hunters who have learned to attack with three or more weapons.

Short shardspear. This spear is about 2 feet in length with about half its length being the blade.

Spearshot. This oversized dart launcher is powered by elastic ligaments and deep-sea animal gut, like a cross between a bow and a slingshot. It launches a small spear into the target. A spearshot can be used one-handed but requires another hand to reload. These darts can be fired underwater or into water from air, but every 1 foot traveled in water counts as 4 feet for purposes of range. When fishing, the gnorri attach a line to the dart, allowing them to retrieve skewered fish. In war, this is less practical. Instead, gnorri often poison darts used for killing foes they do not intend to eat.

can absorb this webbing partially into their flesh when they wish to wear rings or gloves.

What appears to be hair on a gnorri's head is actually a forest of thin tendrils more akin to the undercarriage of a jellyfish than anything else. All gnorri possess this fringe of tendrils along the chin and sides of the face, giving them their distinctive “bearded” look. These tendrils function like gills, converting water to air for their lungs. When the gnorri head is fully dry, such as after a long period in a dry environment, its hair-like tendrils fall off along with any fins they may have. A gnorri missing their “beard” and “hair” can drown in water. Fortunately for such gnorri, these tendrils swiftly regrow when the face or body is exposed to water, re-emerging over the course of 2d4 minutes. If a gnorri is drowning, they can retreat above the waves to breathe air.

One of the most unusual features of gnorri physiology is the eerie mutability of their flesh and bones. While the basic gnorri shape remains solid and fixed, upon close examination, one can watch their scales slither and slide slowly over their body or the ridges and wrinkles of their tentacles shift and change. This fleshy fluidity is even

greater inside, with entire organs “swimming” within their bodies, severing and re-attaching connections seemingly at random. At one moment, the heart may be situated within the chest, but in another it may descend into the belly to be embraced by the entrails while the liver slithers up into the chest to nuzzle against the air bladder or lung.

This trait not only allows gnorri to withstand sudden trauma to their bodies, but more amazingly, it allows them to grow or retract limbs. By concentrating, gnorri can extrude additional arms or withdraw them back into their bodies by reallocating flesh, muscle, and bone. The process takes ten minutes or so and is so exhausting gnorri cannot change the number of their arms more than once per day. Technically, gnorri could have one or no arms, but they gain no significant advantage from such a change. Gnorri cannot extrude more than four arms at once and rarely even create that many unless they wish to wield multiple weapons. This process does not change a gnorri's mass; while gnorri have three or four arms, their bodies are weakened from the redistribution.

Most gnorri dwell within the relatively shallow reaches of the ocean, near the coastlines at depths of a few hun-



dred feet. In fact, strange physiologies afford them great flexibility in choosing a home. Gnorri who dwell in deeper waters often adapt to a darker and more dangerous environment, taking on stranger shapes or becoming bioluminescent, larger, or more powerful. Those who dwell in the depths are generally more defensive and less interested in mixing with surface dwellers, and the relative scarcity of food results in a corresponding relaxation of taboos against such acts as feeding on sentient races or, in the most extreme cases, cannibalism.

Gnorri have three sexes: female, male, and builder. The females produce eggs, males fertilize them, and builders are responsible for the creation of the grottos that gnorri live in. None of these is held at any greater or lesser esteem than the others, for Gnorri judge individuals strictly by their merits.

FAMILY

Gnorri are confused by many things that surface dwellers take for granted, but the concept of family may well be the most alien to their kind. While gnorri value companionship and engage in something akin to sexual relationships with favored partners, such actions are not linked to the act of perpetuating the species (see below for details). In any event, as a result of their unusual “childhoods,” no gnorri knows or much cares about the identity of its parents or how many siblings it might have, and a gnorri rarely desires to know its children. Gnorri are capable of forming friendships, and these can last for entire lifetimes in some cases, but the concept of familial attachment is a curiosity at best to the gnorri.

LIFE CYCLE

Once or twice a month, a female gnorri expels a mass of eggs from her body, abandoning them to drift on the currents. These eggs can drift for days or even weeks before losing viability. When in the presence of gnorri eggs, a male gnorri exudes sperm in an almost unconscious reaction much like sweating. Once fertilized, gnorri eggs hatch within 24 hours into microscopic, plankton-like creatures that drift and churn among others in their myriad numbers.

Since it is traditional among gnorri to exude their eggs in certain designated areas, and numerous gnorri use the same areas to store their eggs, there's really no way to keep track of how many hundreds or thousands of children might arise each generation or to identify the parents. Most newborn gnorri are consumed by predators,

but the sheer volume of young ensures enough survive the two to four months it takes to grow to adulthood. During this time, the gnorri shed their outer skin multiple times to make way for their rapidly expanding bodies.

Upon reaching maturity, a gnorri plankton achieves the size and rough shape of something akin to a human-sized eel. It sheds its skin one final time and emerges a gnorri, growing to full size after another three or so

years spent in constant hunger. Since gnorri are fully capable of laying and fertilizing eggs immediately upon emerging from this eel-like shape, they can be biologically considered mature adults, but in most cases they wait until they are full grown to seek roles in gnorri society.

Once a gnorri reaches its full size, its metabolism slows dramatically.

Whereas it takes only a few years for a gnorri to go from freshly-hatched plankton to full-sized member of its race, an adult gnorri can live for centuries unless killed through violence, misadventure, or illness. A gnorri becomes middle aged at 150 years, old at 250 years, and venerable at 500 years. Once venerable age is reached, a gnorri's body swiftly begins to degrade, and the

fluidity of its flesh and bones rapidly diminishes. At this age, a gnorri loses their ability to adjust the number of their arms and the protective features of their amorphous entrails. They live every moment of their life in increasing pain, leading most venerable gnorri to take their own lives or to seek death via a tradition called the Great Walk. For a gnorri that is not killed prior to the natural expiration of life, death comes painfully as a rigor mortis-like condition sets in within months, resulting first in general paralysis, followed shortly thereafter by heart failure and death.

SOCIETY

Family ties are not the only surface-creature “tradition” that is lost upon the gnorri. Because they have no concept of heredity or birthright, no true aristocracy exists among the gnorri. In a gnorri settlement, accomplishments establish merit and worthiness, rather than bloodline or pedigree. As gnorri age, they seek greater accomplishments, and as a result, leaders among the gnorri tend to be older. In the sad case of those gnorri whose age outstrips their accomplishments, exile may be a preferable fate to constant ridicule or pity from the mouths of their younger, more accomplished fellows.

Gnorri do not build complex cities, but settlements can grow quite large in size. They tend to live in tune with





their environments, using nearby materials for construction, particularly coral. Gnorri coral shapers are masters at guiding the growth of coral through diverse methods, ranging from physical carving to alchemical enhancement. Builders usually favor naturally-occurring caverns or rifts along the cave floor in sheltering a gnorri settlement, but in most cases, they wed such natural features to crafted palaces. Bones are also a valued building material for weapons and buildings alike. When a great sea beast dies, gnorri are quick to strip the body of its flesh and harvest the bones to serve once more as a skeleton, this time as the superstructure for an undersea building.

While gnorri are omnivorous, they generally prefer lives as vegetarians, for their teeth are not sharp and have difficulty chewing through flesh. This is, of course, a strange disconnect for very young gnorri, who in their plankton stage are dedicated carnivores who feed only on flesh. Gnorri keep large farms of kelp and other seaweeds, but also raise slow-moving slug-like creatures or pens of jellyfish as livestock. These creatures also provide key resources for gnorri alchemists (see **Culture** below).

FAITH

Some societies of gnorri are particularly wise, and with that wisdom comes an intrinsic understanding that they are not the center of the world. Gnorri are rarely solipsistic and easily accept that there exist truths out in the world greater than themselves. Gnorri don't have a specific god or pantheon they worship, nor do they recognize creator or paternal deities, as they have no concept of family.

Gnorri believe that nature, in all its diversity and wonder, is sufficient unto itself in terms of eliciting the intellectual and emotional responses associated with spiritual experience, and that there is no need for faith in anthropomorphic deities or animistic spirits. The gnorri recognize the existence of ghosts, spirits, and other things that "prove" that there is life after death, but they have no concern about these or any introspection on what happens to individuals after they've died. They have a "does it matter" perspective on what happens after life ends. Nor do they believe in any sort of apocalypse: nature has always existed and will always exist and so it is with the gnorri.

The gnorri respect nature; they do not revere it. While they work in harmony with nature, they don't avoid manipulating the world around them to suit their community's needs. An example of this is how they use their innate magical ability to turn rock into mud to make grottos. As a society, gnorri don't build places of worship within their communities. They see no need to.

Those who wish to harness the power of nature are often called to a druidic lifestyle. While recognized as druids by folk who dwell on the land, gnorri do not view themselves as part of a religion or sect. Gnorri feel no great connection or comradeship with druids of the land, and will not hold them to any particular religious expectations or give them any special treatment.

Gnorri druids do gather in groups, not to worship but to learn from one another. They recognize that some teach-

ings can lead to great power. To protect this power and to trade learning with land druids, gnorri druids have adopted the secret Druidic language—a special dialect seen in the growth of coral and heard in the flow of the wave—though they rarely use the language amongst themselves.

Other gnorri servants of divine powers are relatively rare and tend to view their relationship with the divine in a transactional light. Gnorri paladins focused on ideals and virtues often find collaboration with deities useful, but rarely would they call their relationship one of worship. Very rarely will a gnorri become a cleric, as most of their kind cannot comprehend the attraction of worshipping a god and may see such a faith as a sign of madness. While not outcasts, clerics and other gnorri that follow a god or pantheon operate outside the grottos that house gnorri communities, as there is literally no place within the cities of the gnorri for them to gather and worship. This holds true regardless of whether the cleric and followers worship a virtuous god or one of the Great Old Ones, who have been known to attract gnorri who so radically depart from the conventions of their people.

CULTURE

The gnorri live relatively simple lives, despite the size of their societies. Without family concerns and with merit in society determined by personal accomplishment, each gnorri swiftly settles into a chosen specialty without the expectations and pressures of raising more gnorri. This allows an individual gnorri to strive their best to ensure greater personal prestige while simultaneously bolstering the society as a whole. Although the gnorri aren't particularly interested in the origin of their species, they value other aspects of their history and culture, along with science. They are far from a primitive society, but their underwater environs have resulted in their written language following a different path from those of surface dwellers. Traditional gnorri writings are carved on stone surfaces or tablets using metal tools scavenged or traded from surface folk or magical methods of inscription. As their culture has grown, other, less cumbersome and less expensive methods of writing have developed.

Gnorri invented a method of preserving kelp in parchment-like strips and pioneered the use of alchemically treated urchin spines as writing styluses that bleach the text onto the kelp. This method of kelp writing has an advantage over paper and ink in that it remains viable both above and below water.

Traditional gnorri building methods utilize magic and integrate nature and terrain. A gnorri group looking to establish a town is more likely to pick as the site of their new home a craggy section of underwater rifts and caverns, rather than an open expanse of lush seaweed plains. This gives the gnorri additional defenses against sea monsters and other dangerous denizens of the deep. Without the ready ability to manufacture metal, glass, and pottery under water, gnorri who desire these items must rely on trade with the surface.

Fortunately for the gnorri, two of their cultural specialties are very much in demand from surface dwellers:



alchemy and surgery. Rather than focusing on potions and fluids, which are difficult to contain and manage in an aquatic environment, gnorri alchemists focus on thicker, more solid media, such as oozes, plant life, and small animals. A gnorri alchemist uses a collection of venomous crustaceans, a wide array of aquatic plants, and flesh harvested from a wide range of invertebrate creatures for a diverse and versatile take on alchemy. Eating a tiny preserved anemone might function as a healing potion, for instance, or else deliver a deadly dose of jellyfish venom hidden inside. This work has made gnorri particularly adept in the crafting of poisons, as much of their work involves using and repurposing venoms extracted from their living tools.

The gnorri's deep knowledge of biology aids them in larger healing projects involving more complex organisms as well, and gnorri surgeons are among the most gifted under and above the waves alike. While almost all gnorri display a talent for minor applications of first aid and other forms of healing, some among their number have taken this science even further, with the ability to graft flesh and transform subjects using a wide variety of methods. While it's easier for them to perform these flesh-altering procedures on fellow gnorri, those who specialize in operating on surface dwellers find their talents in high demand. Gnorri surgeons can earn their communities a huge haul of glass and metal tools by performing a single operation to graft gills onto a human pearl diver or a seaside merchant, for example.

RELATIONS

Gnorri enjoy the beauty of their aquatic regions and have, as a general rule, a productive relationship with local civilizations built on deep understanding. Many undersea cultures are isolationist at best and violent at worst. By contrast, a typical gnorri settlement maintains good terms with neighboring gnorri towns for mutual protection. Beyond that, things start to break down, as communities grow more different the farther apart they lie. With populations that embrace the dual concept of specialization and supporting the community as a whole, gnorri communities have traditionally not depended much on extensive trade or support networks with their aquatic neighbors. They prefer to maintain a respectful distance, neither community relying on the other.

Nevertheless, there are many things that gnorri cannot build or acquire with ease underwater. Scavenging for items from shipwrecks is a long tradition, but unless gnorri specifically target trade ships and sink them for goods, it's impossible to depend on sunken salvage as a constant resource. Since the gnorri are, as a whole, loath to prey upon the ships that sail above, they have turned to more peaceful options, such as trade, which requires setting aside long-standing superstitions and fears about the surface world.

Trade presents significant hurdles for the gnorri, not the least of which is their natural difficulty interacting with air-breathing creatures. Most trade groups employ at least one diplomat to serve as a translator, as well as an ambassador to help handle confusing differences in

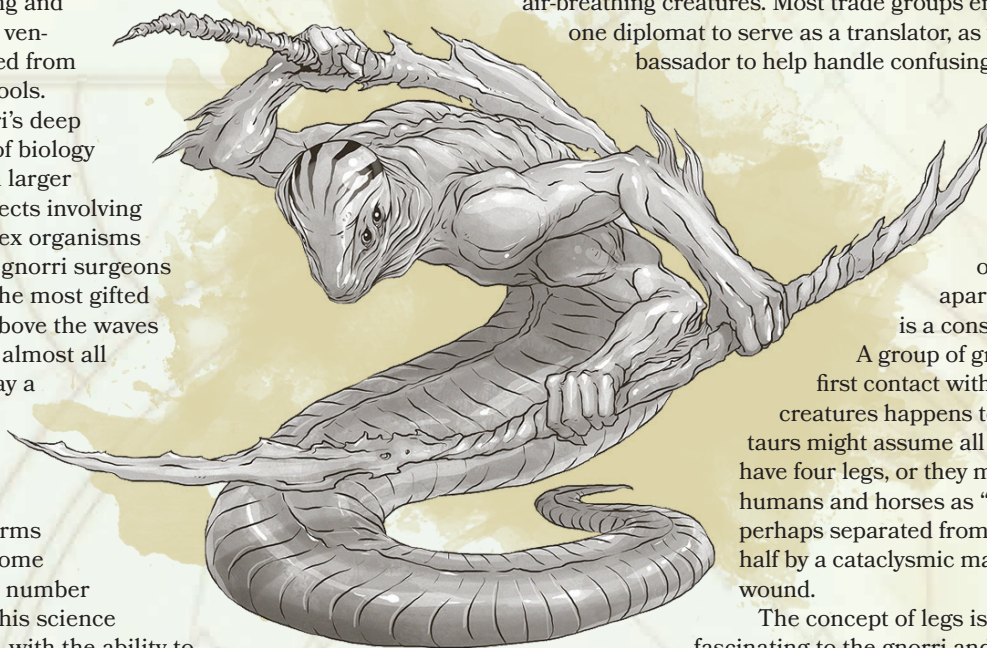
culture, but this goes only so far. For example, for most gnorri, telling one humanoid apart from another is a constant struggle.

A group of gnorri whose first contact with air-breathing creatures happens to be with centaurs might assume all air breathers have four legs, or they might view humans and horses as "half-centaurs," perhaps separated from their other half by a cataclysmic magical curse or wound.

The concept of legs is endlessly fascinating to the gnorri and somewhat disturbing. It is as strange and unsettling for a gnorri to see a humanoid walk by putting one foot in front of the other as it might be for a human to watch a gnorri's tail slither out in front of their upper body like a snake. Gnorri are baffled and at times disgusted by the rhythmic "sawing" of legs moving back and forth, bending only at the knee and ankle but otherwise rigid. This is a trait that many gnorri can't help but associate with the infirmities of age.

ADVENTURERS

To the gnorri, the single greatest drive for adventure is curiosity. Particularly, they long to learn about those who dwell above the waves. However wondrous it might seem to surface-dwellers, the underwater world seems mundane to gnorri who have lived all their lives there. While a gnorri character can be a significant boon to a group needing to travel underwater, to a gnorri such excursions are often dull. As a result, the vast majority of gnorri adventurers seek out surface parties in order that they might accompany them on their escapades and quests above the waves. With their amphibious nature, it is often easier for gnorri to adventure on the surface than for their mundane companions to travel under water.





The gnorri's focus on specialization means that most pick a single class and stick to it for an entire career. Only unusually does a gnorri multiclass, and those who do pursue such paths tend to do so out of a sense of wanderlust. To many gnorri, this lack of focus is doubly troubling: not only do such gnorri abandon their homes to travel with surface dwellers, but they also lack the focus to master a chosen field. Such unfocused gnorri are often not welcomed back into their homes, and such a gnorri's outsider companions ironically find themselves more welcome than the gnorri.

GNORRI TRAITS

Your gnorri character has an alien physique that gives you a number of benefits. You are a monstrosity, not a humanoid, so spells that specifically target humanoids (such as *charm person*) fail to target you.

Age. A gnorri reaches adulthood before 7 years of age but can live for centuries, eventually declining rapidly into a paralyzed death shortly after age 500. For more information, see **Life Cycle** on page 23.

Alignment. Gnorri are, as a rule, extremely practical, evaluating each circumstance on its own and not committing to a fixed moral or ethical framework. Neither, however, do they actively flout structure or authority. They tend to be neutral.

Size. Gnorri range from 8 to 13 feet long and weigh from 250 to 1,500 pounds. Your size is Large.

Speed. Your base speed is 25 feet. In addition, your long tail gives you a swimming speed of 35 feet. You don't need to spend extra movement to swim.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Underwater, this radius increases to 120 feet.

Amorphous Physiology. You can move through spaces as narrow as 5 feet wide without squeezing. You can squeeze through spaces as narrow as 2 feet wide. In addition, you can't be harmed by water pressure.

Amphibious. You can breathe air and water.

Gnorri Science. You have proficiency in your choice of the Medicine skill or the Nature skill. You also have proficiency with one of your choice from the following tools: alchemist's supplies, herbalism kit, or poisoner's kit.

Gnorri Equipment. A gnorri's arms aren't much larger than a Medium creature's. As a result, you use weapons as if you were Medium, rather than Large. Your lack of legs prevents using items designed to be worn on legs or feet.

Limb Allocation. You can absorb or extrude your arms, although the process is somewhat painful and slow, and can only be performed once per day. You must concentrate for 10 minutes to adjust the number of arms you have, as if concentrating on a spell. If your concentration is disrupted, you must begin the process of limb allocation from the beginning, but you don't lose your daily usage of this trait.

Two Arms: If you elect to have two arms, you can concentrate more of your muscle mass in those limbs and as a result, you get a +1 bonus on your Strength-based weapon damage rolls.

Three Arms: If you elect to have three arms, you must allocate your muscle mass more evenly and gain no bonus or penalty.

Four Arms: If you elect to have four arms, you must allocate additional muscle mass, flesh, bone, nerves, and circulatory system reserves to the fourth arm. You gain no bonus and take a –1 penalty to Constitution saving throws as a result of overburdening your body.

GNORRI BUILDER MAGIC

Most gnorri naturally produce subtle magic pulses that other gnorri, known as builders, use to shape earth and stone. Builders are neither male nor female but belong to a third sex, and gnorri assume other species share this same triune construction of gender. Gnorri of the other sexes have been known to demonstrate this talent at times but are rarely as adept with it. This magic is normally used for grotto construction, but in times of war can be used for sapping or other assaults as well. Gnorri with builder magic have the following alternate racial trait in place of Gnorri Science.

Builder Magic. You can wield potent magic when assisted by gnorri without Builder Magic. You know the *mending* cantrip but can only cast it with this trait to repair stone objects. If you have a Wisdom score of at least 13, you can also use this trait once per day to cast any spell you meet the prerequisites for from the Builder Spells table without expending a spell slot. As you increase in level, you gain access to additional options, but still can't use this trait more than once, and you must complete a long rest before doing it again. You must be of a minimum total character level and have a minimum number of gnorri without this trait within 60 feet, as indicated on the Builder Spells table below. If you have the chosen spell on your class spell list and can know or prepare spells of that spell level in that class, you can ignore the minimum number of other gnorri required. Wisdom is your spellcasting ability for these spells.

BUILDER SPELLS

Spell	Minimum Character Level	Other Gnorri Needed
<i>Create or destroy water</i>	1st	1
<i>Spike growth</i>	3rd	3
<i>Plant growth</i>	5th	5
<i>Stone shape</i>	7th	7
<i>Wall of stone</i>	9th	9
<i>Move earth</i>	11th	11
<i>Conjure elemental</i> (7th-level, earth only)	13th	13
<i>Reverse gravity</i>	15th	15
<i>Earthquake</i>	17th	17

Languages. You can speak, read, and write Common and Gnorri. The Gnorri language uses an alphabet composed primarily of dots and straight cuts rather than curves since it's easier to inscribe dots and slashes with chisels in stone or spines in seaweed.



Subrace. Millennia in different environments and cultures have produced subtle variations in the gnorri race. Choose one of the following subraces.

BLACK GNORRI

As a black gnorri, you are expected to develop your connection with the natural world and hone your senses. The deepest ocean trenches are the domain of gnorri with inky dark flesh.

Ability Score Increase. Your Intelligence score increases by 2, and Constitution score increases by 1.

Abyssal Sight. Magical darkness doesn't impede your darkvision.

BLUE GNORRI

Known for their adaptability, blue gnorri dwell high in the water column, favoring the continental shelf near coastlines, in tune with the coral reefs and the shallows. They most often trade with land-dwelling races.

Ability Score Increase. Your Wisdom score increases by 2 and Constitution score increases by 1.

Squeeze Entrails. You can use your reaction to turn one critical hit against you into a normal hit. You can't use this trait again until you finish a short or long rest.

MOTTLED GNORRI

As a mottled gnorri, you are more comfortable out of water than under it. This brown-green variant dwells in coastal swamps, often building parts of their communities extending above water. These gnorri move with a graceful slithering motion.

Ability Score Increase. Your Wisdom score increases by 2 and Constitution score increases by 1.

Agile Slither. Your base speed increases to 30 feet.

RED GNORRI

As a red gnorri, you are accustomed to surviving with only the bare essentials. Red gnorri dwell deeper than most gnorri and visit the surface only occasionally.

Ability Score Increase. Your Constitution score increases by 2 and your Wisdom score increases by 1.

Tough Scales. When not wearing armor, your Armor Class is 13 + your Dexterity modifier.

Limited Limb Allocation. Your body varies from those of other gnorri. You can't allocate a fourth arm.

WHITE GNORRI

As a white gnorri, you are acclimated to the surprisingly vibrant waters under polar ice. White gnorri dwell deep under arctic ice, and only see the surface when they travel far or drill through in search of rare commodities.

Ability Score Increase. Your Wisdom score increases by 2 and Constitution score increases by 1.

Ice Affinity. You have resistance to cold damage but vulnerability to fire damage.



ZOOG

Menacing inhabitants of the deep woods, zoogs are widely dreaded and sometimes mocked from a safe distance. Unlike many feared races, the superstitions and legends about zoogs are well-founded—they are not “misunderstood,” but are just as dangerous and unsettling as the tales tell. Small rodent-like humanoids, zoogs lurk in shadowed forests and burrows, waiting for unwitting prey. Terrifying puppet masters, the zoogs flutter threats and taunts as they lure victims ever closer to their doom.

At the same time, much of a zoog’s capacity to evoke terror is situational and atmospheric. Beneath the benighted treetops, their small size and natural grace let them hide almost anywhere and strike from any angle. Caught in the open or confronted outside their natural environment, they seem more like oversized rodents that are almost laughable. For this reason, zoogs stay out of sight, relying upon misdirection and confusion before they strike. Surrounded by an unknown number of allies in the woods, chittering from all directions and echoing in the darkness, zoogs can be truly terrifying.

Most zoogs are content to dwell in their forest homelands, but they are curious beings and are known to roam far abroad. Zoogs often accompany members of other races, hoping for protection. Occasionally, they make a major foray into the outside world or decide to colonize another wood. Anyone who knows of zoogs and their ways would do well to treat news of harassment in the forest and unexplained disappearances as a cause for alarm.

HISTORY

Zoogs have no tradition of documenting their societal past and only keep records of current agreements and treaties—which are considered sacrosanct. Neither do they share oral histories among their own people, as they have no interest in dwelling on what has gone before. For this reason, the “history” of these unsettling people is often whatever the zoogs decide to tell a human they have chosen to trick or befriend.

The zoogs make a major exception when it comes to genealogy. They determine social class based upon generation-spanning family connections, and so keep meticulous track of family trees for chosen zoogs and their

chosen ancestors. How exactly they track this information is a secret unknown to other races, since they tell few tales and keep records even more rarely.

Masters of their environs, zoogs tend to make their homes in dark and haunted forests. Far worse creatures than zoogs often dwell therein, and the zoogs learn caution near a lich’s fortress or a troll den. Larger and more powerful beings often ignore the small and comparatively weak zoogs, who can then take advantage of their proximity.

Zoogs have a history of making direct pacts with monstrous creatures for mutual benefit, the way a crocodile might allow small birds to pick its teeth clean. For example, in a forest containing a dragon, the zoogs are adept at luring raiding parties of adventurers into the dragon’s lair. Generally amoral and opportunistic, zoogs have few objections to working with evil monsters, but they also recognize the danger such creatures pose. In some cases, if a particularly dangerous creature moves in, the zoogs may seek the assistance of a party of adventurers to rid their forest of the risk. This must be done before the zoogs forge a treaty with the monster, however, as zoogs always keep their word.

PLAYING A ZOOG

Other races are both fascinated by and a little fearful of the curious and furtive zoogs.

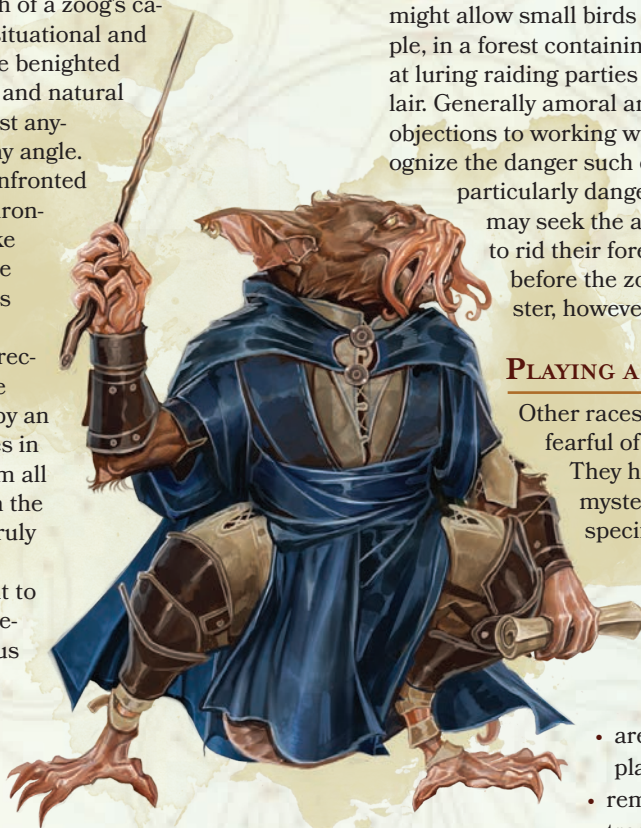
They have developed a reputation for mysterious powers, cunning, and their specific form of faithfulness.

IF YOU’RE A ZOOG, YOU LIKELY...

- see small animals (even pets or familiars) as potential food.
- are attracted to creepy and uncanny places and things.
- remember and honor your personal treaties and those that your forest has signed.
- like to hide in dark corners and explore tunnels and burrows.
- are curious, inventive, and cunning.
- are extremely interested in traps, both magical and physical.
- don’t share your secrets.

OTHERS PROBABLY...

- are nervous around you.
- view you as a possible threat to children and small animals.
- are interested in making a treaty with you.
- are afraid you might lead them into a trap.
- consider you to be wise in dark, unearthly lore.
- are ignorant of your people’s complex social structure.





PHYSIOLOGY

Zoogs are marsupials. Both males and females have two, small, forward-opening pouches on each side of their abdomen. Female pouches expand significantly when they house a litter of pouchlings.

The typical zoog is about the size of a small human child, yet their quadrupedal stance keeps them low to the ground. All four of their limbs terminate in hand-like paws capable of fine work or wielding weapons. In addition, they have long, bare, prehensile tails that give them even more options for manipulation. Their mouths have needle-like teeth, and their faces are adorned with small prehensile tentacles, which they primarily use to manipulate food but can also use to grasp small objects or help with delicate tinkering. They have round, bulging eyes and large ears that grant senses as keen as those of a cat, if not keener.

Though zoogs are naturally nocturnal, bright light does not harm or hamper them. They can swim when they must and can climb as well as any monkey. While they can use tools and often keep useful objects in their burrows, zoogs cannot easily carry more than two such items around with them at a time (one in each pouch).

Zoog voices are thin and breathless, most often described as “fluttering.” They cannot shout or make loud noises (except for an occasional frightened involuntary squeal), but they can pick up other languages and are fast learners. They speak their own tongue, which is only taught to outsiders who have signed a treaty with the forest. All zoogs, regardless of their forest, speak the same language, which is instinctive rather than learned. Hence, even a zoog raised by humans will grow up able to communicate with its own kind perfectly naturally, even if it has never interacted with another zoog.

Zoogs are technically omnivorous, but they function best on meat. While they are able to eat some fruits and vegetables (usually raw), prolonged reliance on plant matter tends to make them listless and sick. Fresh meat is always a treat, preferably eaten raw. They enjoy all types of animal flesh and even eat other humanoids when they get the opportunity.

Zoogs are able to produce a musk-like substance from glands on their heads, which they often smear on trees or rocks to leave a trail for others of their kind to follow. Some merchants sell “zoog musk,” which they claim can be used to confuse or distract zoogs and thus make it safer to move through a zoog forest. In truth, zoogs are rarely duped by such attempts at trickery.

FAMILY

Zoogs normally live in hollow trees or burrows which they dig themselves or steal from other burrow-makers (such as foxes or badgers). They prefer dark and damp conditions. They typically dig a large network of tunnels with at least two concealed exits in addition to the main entrance for a quick escape at need.

When zoogs show affection, they grab and caress their beloved or friend with their cold, clammy face tentacles. Humans generally find this quite unsettling, but those that become friends with a zoog learn to endure it as best they can.

Romance between zoogs tends to be informal and flirtatious, but rarely lasts longer than a few months. Zoogs commonly return to the same romantic partners repeatedly, but there is no social or biological imperative to do so.

If two tightly bonded zoogs produce offspring, the pair typically moves into the same burrow for a time. The father traditionally helps to protect and feed the mother (and their babies) until their progeny have grown big enough to leave the family unit. This process typically takes a few years. Once the babies are on their own, the parents separate, dissolving their personal bond but maintaining emotional ties to their offspring. Within a year or two (or sometimes just a few months), the parents find new objects of affection and the cycle begins again.

ZOOG FAMILIAL TERMS

Whatever language they're speaking, zoogs use specific phrases and unusual concepts to describe family and the roles of other zoog in their society. Some examples are listed below.

Generation. Zoogs use this word to determine the ranking of a zoog in their society.

He-Zoog. A male zoog.

She-Zoog. A female zoog.

Zooglet. A young zoog, furred and capable of leaving its mother's pouches.

Pouchling. An infant zoog, naked, blind, and helpless. Normally never leaves the pouch.

Chosen. An adjective used to describe those zoogs raised in their mother's preferred pouch and thus generally considered superior to other zoogs.

Off-Pouch. An adjective used to describe zoogs raised in their mother's less preferred pouch and thus generally considered inferior to other zoogs.

LIFE CYCLE

Zoogs give birth to 6 to 12 pouchlings after a gestation period of only 10 to 15 days. The blind, nearly-embryonic young are only about an inch long, perfectly sized for the mother to pick them up and put them into her pouches. She puts the four best-looking or most interesting young into her favored pouch, and these become her “chosen.” This is often but not always the right-hand pouch; she-zoogs are “left-pouched” or “right-pouched”, just as humans are “right-handed” or “left-handed.” All the other young are placed into her less-preferred pouch, thus becoming “off-pouch.” Each pouch normally has four internal nipples, so if five or more babies are off-pouch, only four survive—typically the strongest or fastest. The others starve within a day or two, and the mother cleans dead offspring out of the pouch and usually eats them.

The pouchlings stay attached to the mother's nipples and don't leave the pouch for 2 to 3 months. When they emerge, fully-furred and capable of life on their own, they are now called “zooglets.” They usually stay in or near the parental home until maturity, a process which takes 2 to 3 years. At this point, parents and young go their separate ways.



Zoogs can live for a long time—much longer than most small mammals—but rarely even half as long as humans. Zoogs older than 30 to 40 years are forced to extend their longevity through magical potions, forest herbs, or spells. More than a few learned zoogs have mastered these age-defeating techniques, and zoogs over 300 years of age are found in the older forests of the Dreamlands.

Zoogs breed more quickly than almost any other sentient race. A typical zoog is ready to mate within a year after leaving home (so, from 3 to 5 years of age). It then has up to eight viable progeny, which it raises to maturity. When those zoogs leave home, the zoog is ready to mate again. This means that a typical zoog first mates around the age of 4, and then has almost exactly eight surviving offspring about every four years following this. This means that twenty pairs of breeding zoogs (a typical colonization group) can increase to 50,000 adult zoogs in only two decades with an abundant and vast enough forest to sustain them.

SOCIETY

Each individual zoog forest is its own independent nation, established on the backs of iron-clad treaties with surrounding societies. Zoogs never go to war with other zoogs; indeed, they are bemused that other sentient races fight amongst themselves. Not engaging in such strife does not preclude them from taking advantage of it, however, and zoogs happily seize the opportunity to exploit a conflict for their own gain.

Zoog society and social importance are closely tied to their biology. Zoogs raised in their mother's preferred pouch are the chosen, promoted and trusted as the upper tier of zoog society, while those raised in the inferior pouch are the off-pouch and are considered lower class. As a matter of biological fact, there are almost never more off-pouch than chosen and vice versa in a given zoog forest, notwithstanding death and infant mortality. The chosen vs. off-pouch hierarchy is the most fundamental differentiation in zoog society, and it forms the basis of their system of nobility.

Though they belong to a lower social class and never become leaders, off-pouch zoogs are still full members of zoog society. They may provide valuable labor and services, and they are neither mistreated nor enslaved by other zoogs. Zoogs are puzzled when other races take offense to their system: after all, humans, elves, and dwarves have hereditary systems of government as well, often incorporating serfs, a middle-class, and nobility. The zoog system is superior, they feel, because the chosen zoogs are hand-selected by the mother for superiority. After all, in many humanoid societies, nobility is inherited regardless of merit or ability.

Zoogs, unlike many other humanoids, do not segregate by social class when mating. When two chosen zoogs mate, however, their own chosen young are termed second-generation, and are considered upper-class. When two second-generation chosen zoogs mate, their chosen offspring are third generation. This process continues up to the eighth generation, and of course can go beyond,

but the zoogs don't often keep track past that point. Even eighth-generation chosen zoogs are vanishingly rare.

If a higher-generation zoog mates with a lower-generation noble, the offspring are considered to be the same as if the lower-generation zoog had mated with its own kind. Thus, if a fifth and a second generation zoog mate, the chosen babies are considered third generation. It sometimes seems odd to humans that zoogs make no attempt to mate higher generation zoog together, but the zoogs are happy with their system, and it seems to work for them.

However, an off-pouch zoog born even to a sixth-generation zoog is still just off-pouch. It has no counted generation and no special privileges, though it may enjoy advantages based on family ties. For example, a high-ranking zoog noble often has family guards and aides chosen from among off-pouch siblings.

Second-generation zoogs are considered the upper-ranks of society but are not necessarily leaders or nobles. Each successive generation is more highly ranked. Third generation and higher zoogs are the zoog nobility, and these individuals are not only rare but valued by zoog society for their superiority and leadership qualities.

Each zoog forest is run by a council of nobles, who consult one another to make all decisions. Zoogs don't have monarchs or any sort of head zoog. Instead, the various nobles gather together when major decisions need to be made and debate. In their councils, the higher-generation nobles speak with greater weight, but all voices are considered. Due to the fact of group births, there are rarely fewer than four zoog siblings of the highest generation. Zoogs are not stupid, and the nobles are perfectly willing to take advice and suggestions from less-prestigious zoogs—even off-pouch zoogs may be called to participate in councils. For instance, if a well-traveled off-pouch zoog has key insights into the surrounding world, that zoog might be called upon to speak to a council that is dealing with an impending conflict. A single noble may lead a group of zoogs in some major task—for example, constructing a large trap designed to capture a large animal—and rely upon the experience of a less-prestigious zoog who has some expertise in that field.

Zoogs also have an equivalent to human guilds, in which all like-minded zoogs within a forest share wisdom or work on large projects. Typical zoog guilds include trap-makers, magical researchers, alchemists (a generic term for all tinkers), loremasters, and animal tamers. Unlike human guilds, these are traditionally led and ruled by one or more noble zoogs and advised by the rest. The nobles are not necessarily the most experienced workers in the trade, but they do receive training and are expected to be willing to listen to other, more skilled zoogs, regardless of rank. Young nobles are assigned as apprentices to the various guilds so that they can learn the trade and be ready to take positions of leadership.

VENTURING BEYOND THE WOOD

The natural, most comfortable habitats for zoogs are dark, deep woods. Often, when zoogs wish to colonize a new region, they must travel through the outside world, which



is a dangerous proposition. They may try to avoid trouble by moving only at night, or else bargain with fey to gain access to their strange magic or mysterious portals. Occasionally, zoogs make a treaty with groups whose lands they must travel through, offering to gift their hosts with magic or unusual forest herbs in exchange for protection.

Protection deals can involve adventurers, who may be tasked by their kingdom or their friends to travel with the zoog host and keep them safe from enemies and ambushes. Herding along a large mob of small, ferocious zoogs while wolves, trolls, or other natural foes try to pick off some of the troop could be a challenging but rewarding trek. Hazards might include bandits hoping to kidnap a zoog noble or a family, bitter about past zoog predations, lusting for vengeance.

WARFARE

While zoogs are known to go into battle, these excursions would not be considered a “war” by human standards. Instead, the zoogs treat their attacks as an extension of their clever tricks, and usually try to encapsulate the whole conflict within a single huge ambush or trap. Hence, a typical zoog war lasts only a day or two and ends in a complete victory for one side or the other: either the zoog ambush works or it doesn’t.

Zoogs are highly protective of their high-ranking nobles because they take so many generations to produce. Their wars are almost always triggered by the death (accidental or otherwise) of a noble zoog or zooglet.

Conflict rarely harms a zoog society in the long run. Zoogs recover populations decimated in war more quickly than other sentient races, thanks to their fast breeding cycle. As a result, they are not particularly deterred by the threat of losses, except the loss of nobles.

TREATIES

One of the best-known features of zoog law is their universal recognition of treaties. A given treaty is only made with one entity or organization at a time. A treaty may be agreed between the forest and a nation, race, village, or even just a single person. If two villages each want a treaty with the zoogs, they must negotiate separately. While treaties can cover a wide number of topics, typically the arrangement is for the zoogs to permit free passage through their forest in exchange for some consideration from the other party.

Treaties are not written down (at least, not by the

zoogs), since every zoog in the forest is required to memorize every treaty to which the forest agrees. Still, an old treaty may be unknown to younger zoogs, and over time, treaties can “wear off.” This can happen in only one to three decades, considering the condensed breeding cycle of zoogs.

When a treaty is being considered, the zoog council of nobles debates it. If they reach a favorable decision, the other party is brought into the zoog colony, and all the zoogs convene to identify and learn to recognize that individual or group. For example,

when the zoogs of Blackwood made the Treaty of Eternal Friendship with the gnomes of Willendilly, the gnomes sent several dozen gnomes, of all ages and walks of life, to Blackwood so the zoogs could memorize their appearance and dress, and thus refrain from preying upon residents of that land. This treaty was eventually broken unwittingly by the zoogs when they captured and devoured three gnomes from Willendilly that had traveled and picked up styles of dress from elsewhere, unaware that these gnomes were residents of Willendilly.

Treaties can be predatory in nature. For example, when the cats of Ulthar attacked and defeated the zoogs of

the Enchanted Woods, they took a number of noble zoog youths as hostages. Those zoogs agreed never again to molest or eat a cat, and in turn, the cats agreed to keep their hostages alive. Unfortunately for the zoogs, this treaty was not to their advantage, for it did not stipulate when the hostages would be released—if ever—but such is reality. Naturally, if the tables were turned, the zoogs would have enforced a treaty to their own ends. They consider exploitation of loopholes to be extremely fair.

Zoogs rarely break treaties on purpose, but they are known to abuse them to an extreme. In one case, the zoogs of the Screaming Woods had a treaty with a particular family. The oldest son of this family took a band of his friends into the deepest part of the forest, expecting that the zoogs would honor the family treaty, and thus grant them safe passage. The zoogs trapped them all, cut up the friends’ bodies, and served them at a great feast. The son alone was spared, but they forced him to partake in the feast. When they sent him home, he was physically uninjured, but stark raving mad. Since they had not killed him, the zoogs considered that they had fulfilled their obligations to the letter.

While a given treaty only applies to a particular zoog





forest, if someone who participates in such a treaty can demonstrate this to another zoog forest, it often eases their path toward acceptance and safety. Once a village or person signs a treaty with one zoog community, other zoogs often fall into line quickly and easily.

Personal Treaties. Even as a single person can make a treaty with the zoogs, a single zoog can make a treaty with a humanoid or group of humanoids. This is typically how an audacious zoog manages to join a group of adventurers, so when playing a zoog, be sure to write up the terms of the treaty (though your character will have committed them to memory, rather than written them down). Some common elements in such a treaty might include:

- the zoog will not eat party members.
- the zoog will not eat pets or familiars belonging to the party.
- the zoog will assist the party in diplomatic negotiations with other zoogs.

FAITH

Zoogs are not very religious. They recognize the existence of gods and godlike entities but are generally only interested in them as potential sources of power or as threats. They are always, at their core, pragmatists in any kind of religious devotion, though they are able to parrot belief in order to comfort or fool humans or other races. Zoog druids draw strength and power from the forests as a practical measure, rather than out of devotion to nature as an entity.

Zoog clerics exist, largely out of a desire to placate a more powerful entity. When a zoog forest hosts a perilous and powerful spiritual creature, the zoogs typically build a shrine and appoint a priestly class to pay homage to this “deity” and perform whatever sacrifices and rites are needed to minimize conflict.

For example, zoogs living in a forest at the base of a powerful red dragon’s mountain might set up a shrine to the dragon and kidnap sacrifices from surrounding hamlets that they might offer them up to the dragon to prevent the creature from attacking their forest. While humans, naturally enough, see this activity as evil, the zoogs view it as highly practical. They don’t have the ability to slay the dragon, so they do what they can to avoid trouble, at minimal cost to their community.

Because of this pattern of appeasement, zoogs have gathered a reputation for worshiping evil and unholy beings. This reputation is deserved to an extent: benign forces don’t threaten the zoogs, so they don’t feel a need to appease them in this way. But even zoogs who worship at the shrine of a powerful devil are not necessarily evil themselves. They worship out of pragmatism rather than fervor.

CULTURE

Zoogs often tame and domesticate other forest-dwelling animals. For example, they might train badgers to dig tunnels, foxes or owls to serve as an early-warning system, or pine martens as hunting animals. With their carnivorous tendencies, there is always a chance that the zoogs might

eat their “pets” in a time of emergency. Adventuring zoogs often keep animal companions.

The zoog language has no written counterpart, but zoogs can learn to read and write the languages of other races. They are particularly interested in magical or occult languages and the power that can be obtained by their use. They are not nearly as interested in works of fiction or mundane knowledge.

Zoogs rarely engage in artistic enterprises, though they do practice magic and the creation of magic items. They create tools and can even perform metal-working, focusing on detail and precision rather than the creation of large objects (such as a blacksmith might create). They often prefer to purchase items created by the labor of other races. Their supple hands, dexterous face tentacles, and inherent intelligence allow them to produce utensils of amazing delicacy and grace.

Since their size renders them largely incapable of heavy building projects, zoogs prefer to adapt existing structures or natural formations to their own uses. Thus, rather than chop down a tree for lumber, they might hollow out its limbs and add peepholes, grow magical fruits from it, or direct its growth so its roots emerge aboveground and tangle with other nearby trees to form a nigh impenetrable barrier. This is not out of any reverence of nature but simply because these adjustments are relatively easy for the small but clever zoogs to accomplish.

TRICKS AND TRAPS

Because zoogs are ambush predators who hunt in teams and because they are so small, they typically use snares, ruses, and deceptions to catch prey or defeat enemies. They are keenly interested in related devices, and an entire zoog profession is made up of trap-makers, who are usually organized into a guild.

Zoog forests often boast extremely elaborate traps that incorporate magical, physical, psychological, and living components, typically laid out in a series: the first set of traps designed to terrify or herd victims into a particular spot where other, deadlier traps await. Humanoids grow rightly suspicious of zoog forests and wary of traps, so zoogs usually lay multi-layer traps to maximize efficacy and lethality. When folk eventually learn to anticipate their technique, zoogs are always ready to escalate their traps to double or triple bluff hapless intruders. They think several steps ahead of their potential victims, leading them sometimes to overthink their traps, as they expect trespassers’ minds to be as devious and byzantine as their own. For instance, when outsiders encounter a zoog trap in a forest, it might not be real. But it could be real, after all, because the zoogs know they’ll think it’s not real, so they make it real. And even if someone evades that trap, the real peril awaits once they lower their guard.

Some examples of favored zoog schemes are described below.

THE GEM TRICK

The Trick. Just barely visible off the main forest path is a collection of glittering gems, which shine and glow in



the dark. The main road has a dark and spooky covered bridge over a gulch.

The Trap. The adventurers—who are, naturally, wise to zoog tricks—ignore the gems, and proceed confidently onto the bridge, happy to have avoided the too-obvious snare. The bridge is hinged at one end. When the adventurers get a little ways onto it, it breaks loose on the opposite side, falls over, and points straight down. The adventurers plummet to the bottom, unable to grasp any handholds on the slimy walls. At this point, **giant spiders** from the woods crawl onto the bridge from above and descend upon the party.

The Finale. The zoogs reset the bridge, and, once the spiders have sucked the adventurers dry, they fish out the remains, scavenge any useful gear, and use the dried-up flesh as “adventurer jerky.”

THE TREASURE MAP

The Trick. The adventurers come across the withered corpses of another adventuring party. A treasure map is clutched in one skeletal claw. The deceased party still has its gear and even some magic items, so obviously this is a case of death by misadventure—the bodies weren’t even looted.

The Trap. The adventurers follow the map to an awful underground cavern complex full of perilous hazards and monsters, and many are killed.

The Finale. The zoogs use a secret zoog-sized entrance to drag out the newly-dead corpses from the caverns, perhaps eat one or two of the victims, scavenge the most useful magic items, and “re-seed” the trap with fresh cadavers, placing the treasure map in the hands of one of the deceased party members. They also make sure that the magic items they leave as bait are not useful in their cavern complex. For example, if the complex contains undead, they might leave a *staff of the adder*, since that item’s poison is ineffective against undead. This trick-and-trap is particularly cruel in the way it instills a false sense of security.

THE ROTTEN LOG

The Trick. In an especially creepy and dense part of the forest, filled with fluttering zoogs, the trail is blocked by a huge rotten log. Upon close inspection, the log is filled with at least one poisonous **swarm of insects**.

The Trap. All the adventurers have to do to avoid the swarm is to leap gracefully over the log, so they do. Unfortunately, the log’s actual purpose is to conceal the deep **pit trap** just behind it. The leaping adventures fall right into the hole, which is also filled with poison spiders, spikes, or whatever the zoogs’ inventive imagination came up with. Sleep poison is particularly useful, as the first adventurer who falls into the pit might not be able to warn those coming second.

The Finale. Usually, only one adventurer jumps into the pit, but the others are likely to get bitten by the swarm while they try to rescue their comrade. Eventually, the poisoned, weakened party is vulnerable to other traps and tricks down the line.

RELATIONS

Fundamentally, zoogs are pack ambush predators, and have no cultural or biological bias against eating sentient beings. Because of this, they are often feared and avoided. On the other hand, they are not innately hostile, and have useful lore, magic, and artifacts, so their hard-won friendship can be quite valuable.

Folk who live near zoog woods naturally avoid the trees, and sometimes even try to erect fences against the forest. Such efforts don’t keep the zoogs away, but they at least render it less likely that an animal or a child will wander by mistake into zoog territory.

No other civilized race is allowed to live as a group within a zoog wood. Zoogs do not typically “share”

their forest with a tribe of elves, though disorganized fey or perhaps a family of half-orcs might be tolerated, particularly if they are beneficial to the zoogs. If it is a large forest, sometimes part of the area is the zoog wood, and the rest might be owned or dominated by some other group.

ADVENTURERS

Zoogs are curious, practical, and inventive, so it’s not uncommon for zoogs to venture outside their woods in search of new knowledge. When this happens, the zoogs, being small and physically weak, tend to join a party of the big people. Given their size, even some gnomes and halflings are big by zoog standards.

Zoogs always defer to their own kind if a party of adventurers comes into their territory. For example, if a zoog is with a group of captured adventurers, that zoog would be interrogated at the council, and his testimony may well





determine the fate of those adventurers. For this reason, travelers would do well to have a zoog among their party when traveling the forest—and a trustworthy one at that.

Zoogs can prove highly useful members of an adventuring party. Their delicate hands render them excellent magicians and rogues, and the ancient lore they have access to can help the party to find places to explore. Considering their size, they rarely seek out large magical treasures such as staves or swords, gladly deferring to the larger members of the party.

ZOOG TRAITS

Your zoog character is a flexible rodent-like humanoid with the zoog tag.

Ability Score Increase. Your Dexterity score increases by 2 and your Intelligence score increases by 1.

Age. A zoog reaches adulthood at age 5 and rarely lives more than 40 years. For more information, see **Life Cycle** on page 29.

Alignment. Zoogs obsess over creative problem-solving, trickery, and clever ways to outdo each other. They tend to be chaotic and are rarely good.

Size. Zoogs are usually about 2 feet long and weigh roughly 20 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet. In addition, you have a climbing speed of 25 feet and a burrowing speed of 10 feet. You don't need to spend extra movement to climb. You can burrow through sand, earth, mud, or ice. You don't leave a tunnel while burrowing except in particularly stable material. You must hold your breath while burrowing if you choose not to leave a tunnel.

Because all of your limbs end in hands built for climbing rather than walking, you must use at least three hands to use your full walking or climbing speed. When walking or climbing on two hands, your speed is 15 feet. You can't walk on hands holding items, but you can transfer items between your facial tentacles, tail, and hands without using an action or using your free interaction with an object for the turn. You can wear boots or gloves on any of your hands.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Bite. You can bite as an unarmed strike if you could not already. When you make an unarmed strike with your bite, it has the light and finesse properties and deals 1d4 piercing damage. You can use your bite in two-weapon fighting.

Facial Tentacles. Your facial tentacles can hold and manipulate one palm-sized object like a coin, piece of jewelry, or even a wand. They cannot wield weapons except for a blowgun or similar device.

Prehensile Tail. Your long tail can carry objects as easily as an arm but can't be used to wield weapons or shields. It can manipulate objects finely enough to use tools effectively.

Pouches. You have two small pouches, each of which

can fit a cup-sized object or four palm-sized objects. You can use the Use an Object action to retrieve an object within as a bonus action using your tail or facial tentacles.

Trap Culture. Whenever you use artisan's tools to create a trap or use thieves' tools to disable a trap, you are considered proficient with the tool. Whenever you make a saving throw against a trap, you are considered proficient in the saving throw.

Languages. You can speak, read, and write Common and speak Zoog (which has no written form).

OTHERWORLDLY HUMANS

The vast Mythos multiverse includes many playable races beyond the four described previously in this chapter. Below are two relatives of humans uncommonly chosen as player characters. Each is described in more detail elsewhere in this book.

LENG FOLK

Leng folk are relatives of humans native to the Dreamlands. Physically, they are distinguished from other humans by their hooved and furry legs, small horns on their heads, and mouths that can open unusually wide. Most Leng folk serve the cults of Great Old Ones and Outer Gods led by moon-beasts. For more information on Leng folk, see page 338.

LENG FOLK TRAITS

Your Leng folk character might resist the base and cruel culture of Leng and seek a new way of life elsewhere or might pursue adventure as a means to gain power and thereby rise in station when you return to your home. You are a humanoid with the human tag, which might affect how spells and effects apply to you.

Ability Score Increase. Your Dexterity score increases by 2 and your Constitution score increases by 1.

Age. The folk of Leng have lifespans comparable to other humans.

Alignment. Leng folk are raised in an exploitative culture where they are expected to make sacrifices for those stronger than them. They tend to be chaotic evil.

Size. Leng folk are similar in build to other humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Silver-Tongued. You have proficiency in the Deception and Intimidation skills.

Guarded. You have advantage on initiative rolls.

Humanlike. Whenever you use a disguise kit to disguise yourself as human, you are considered proficient with disguise kits and add twice your proficiency bonus to the



check, instead of your normal proficiency bonus. You can attempt the check even with improvised tools so long as you cover or otherwise hide your hooves, tail, and horns.

Prehensile Tail. Your long tail can carry objects as easily as an arm but can't be used to wield or manipulate objects or weapons.

Tool Proficiency. You gain proficiency with the tool of your choice: disguise kit, navigator's tools, or any waterborne vehicle.

Languages. You can speak, read, and write Aklo and Common.

TCHO-TCHO

Tcho-Tcho are relatives of humans that have been altered by the meddling of the Great Old Ones. They have an alien mindset compared to mundane humans and several subtle physiological differences. For more information on Tcho-Tcho, see **Tcho-Tcho Culture** on page 155.

TCHO-TCHO ADVENTURERS

Tcho-Tcho adventurers are exceptional. Like most of their kin, they are selfless for the sake of the group and travel and fight in order to find ways to assist their clan. They seek to do this in ways best suited to their skills and abilities, and for certain Tcho-Tcho, this means a life of adventure. An adept treasure seeker might serve the clan by discovering valuable and potent relics, while a rogue might infiltrate and undermine current or potential rivals of the clan.

Some Tcho-Tcho reject the intensely xenophobic tenets of their culture, often after observing other ways of living, and adventure to find their own way in a world that hates and fears them. Even if they no longer want anything to do with the toxic culture of their origin, all but the most violently rebellious or distant of good-aligned Tcho-Tcho can expect regular communication from their clans. Clans view even wayward members as part of the family, and expect them to do whatever is within their power to further the family's schemes and protect family interests. Even if a renegade member declares the family's goals or methods immoral, the family typically views the outburst as a petty affectation. Eventually, the member's refusal to do

reprehensible deeds results in a cessation of trust; instead, the resentful family merely demands the passing along of intelligence or the destruction of evil mutual enemies. A Tcho-Tcho who categorically refuses to help in any way is targeted for assassination if deemed a liability.

TCHO-TCHO TRAITS

Your Tcho-Tcho character is limber and hale, but indelibly marked by the intensely exploitative and paranoid Tcho-Tcho culture. You are a humanoid with the human tag, which might affect how spells and effects apply to you.

Ability Score Increase. Your Constitution score increases by 2 and your Dexterity score increases by 1.

Age. The Tcho-Tcho have lifespans comparable to other humans.

Alignment. Tcho-Tcho are raised in an exploitative culture where betrayal and murder are considered reasonable tools for getting ahead. They tend to be chaotic evil.

Size. Tcho-Tcho are similar in build to other humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Wilderness Hunter. You have proficiency in the Perception and Survival skills.

Cannibalize. As an action, you can consume a portion of humanoid flesh you carry or from a humanoid corpse within 5 feet. When you do so, you gain 5 temporary hit points that last for 1 hour. As long as you have these temporary hit points, you have advantage on Constitution saving throws. Once you use this feature, you can't use it again until you finish a long rest.

False Appearance. You are almost impossible to distinguish from a non-Tcho-Tcho human.

Tool Proficiency. You gain proficiency with one of the following tools: alchemist's supplies, disguise kit, herbalism kit, or poisoner's kit.

Warped Mind. You have advantage on saving throws against spells and effects that would charm or frighten you. You automatically succeed on any Wisdom saving throw against a spell or effect that only works on humanoids.

Languages. You can speak, read, and write Common.

Science, already oppressive with its shocking revelations, will perhaps be the ultimate exterminator of our human species—if separate species we be—for its reserve of unguessed horrors could never be borne by mortal brains if loosed upon the world. If we knew what we are, we should do as Sir Arthur Jermyn did; and Arthur Jermyn soaked himself in oil and set fire to his clothing one night.

—H. P. Lovecraft, Arthur Jermyn





CHAPTER 3: PLAYER CHARACTER OPTIONS

Heroes and villains of the Cthulhu Mythos often specialize in tactics and knowledge tied to the sanity-straining fringes of the world. Cultists, artists, and strange loners draw strength and power from the same forces that tax their minds to the breaking point. Characters with Mythos companions make alliances with dangerous and ill-understood creatures for more power and knowledge.

This chapter provides rules for these and more class options and feats. In addition, the new Yog-Sothothery skill described below lets characters research many kinds of Mythos lore at the cost of becoming more susceptible to dread and insanity.

Many of these new feats and class options work well with the Mythos-themed races introduced in the previous chapter. In some cases, these options only make sense for specific races, but in others, the options can be explored by characters of any racial or class background—always subject, of course, to GM approval!

NEW WISDOM SKILL

The following new skill is available any time you could choose a skill to gain proficiency, although this proficiency has a downside unique among skills, representing the mental strain from contemplating truly alien concepts. If a class, background, feat, or other effect grants proficiency in either Arcana or Religion, you can substitute Yog-Sothothery as the skill proficiency you gain. Unlike Intelligence skills, researching and understanding the forbidden knowledge and horrors of Yog-Sothothery is as much an act of willpower as it is a collection of facts and skills. (At the GM's option, you may be able to use this skill to apply your proficiency bonus to other ability checks, such as an Intelligence check to unravel an eldritch puzzle or a Charisma check to interact with creatures of the Mythos.)

Yog-Sothothery. A Wisdom (Yog-Sothothery) check measures your ability to recall Mythos lore or formulate new understanding about a Mythos phenomenon from seemingly unrelated clues. The Mythos includes essentially all topics covered in this book, similar and related creatures and forces, alien planes of existence, unstable magic and science, means of bypassing the laws of time and space, and lore regarding most aberrations. In addition, this skill can be used in place of other skills to cast spells as formulas (see Chapter 5).

Gaining proficiency in Yog-Sothothery strains the mind of most creatures other than aberrations, fiends, oozes, and undead. If you are proficient in this skill, you take a penalty equal to half your proficiency bonus on saving throws against dread (see Chapter 4), *confusion*, insanity, madness, magical effects that give the frightened condition, and similar effects.

Further study leads to a weaker mind. If you have the Expertise feature or another trait or feature that modifies how you apply your proficiency bonus on all Wisdom (Yog-Sothothery) checks, the saving throw penalty becomes half the modified proficiency bonus. For instance, if

you have the Expertise feature applied to Yog-Sothothery, you would apply double your proficiency bonus on ability checks using the Yog-Sothothery skill and your saving throw penalty would be equal to your full proficiency bonus.

SUBCLASSES AND CLASS OPTIONS

Opponents of the Mythos and cultists of the Great Old Ones and Outer Gods develop specialized abilities to contend with terrible dangers and unspeakable revelations. The following subclasses and other class options are available to any character of the appropriate class who meets the prerequisites.

CLASS OPTIONS FOR MYTHOS RACES

Some techniques and traditions are so closely entwined with the particular cultural and physical attributes of a species that others cannot make use of them. The following options are only available to characters of the indicated race and class, except with GM permission.

DREAMLANDS CAT

Dreamlands cats practice unusual martial traditions and can access magic normally only available to familiars. The following options are available to any Dreamlands cat of the appropriate class.

FAMILIAR (SORCEROUS ORIGIN)

A cat makes a classic, iconic familiar to a spellcaster. Dreamlands cats rarely take familiars for themselves; more frequently, a Dreamlands cat exercises the unique ability to become the familiar of an allied spellcaster. This grants the cat familiar abilities that would otherwise not be attainable by player characters.

BONDED SPELLCASTER

When you choose this sorcerous origin at 1st level, choose an allied warlock with the Pact of the Chain, a wizard, or another spellcaster who can cast *find familiar* and who agrees to take you on as a familiar. When that spellcaster casts *find familiar* while you are within 30 feet, you can become that spellcaster's familiar instead of that spellcaster gaining a familiar or reforming an existing familiar. If the spellcaster already had a familiar, that familiar is dismissed from service and vanishes. Typically, a Dreamlands cat player character selects another player character spellcaster to bond with in the same adventuring party.

Unlike a typical familiar, you need not obey the bonded spellcaster's commands. You retain your own creature type (beast) and the ability to attack despite becoming a familiar. When you die, your body vanishes, and you return

to the Dreamlands if you have any uses left of your Nine Lives trait (this consumes a use as normal). Your bonded spellcaster can summon you back before your recuperation time is over by casting *find familiar* again. If you have no uses of your Nine Lives remaining, you die normally and your body does not vanish. When your bonded spellcaster dismisses you temporarily, you can choose to ignore the dismissal. If you accept the dismissal, you are sent to the Dreamlands, from whence you can return using the Gates of Slumber or by your bonded spellcaster's summoning. You always have the option of refusing to appear from the Dreamlands when your bonded spellcaster summons you back.

Otherwise, you gain all the normal abilities and benefits of being a familiar. You can communicate telepathically with your bonded spellcaster while within 100 feet and can allow the bonded spellcaster to use your vision, hearing, and special senses if you are willing. You can deliver spells with a range of touch for your bonded spellcaster using your reaction.

Additionally, when you cast a spell with a range of touch, your bonded spellcaster can deliver the spell as a reaction. You still make the spell attack roll.

As an action, you can use your bonded spellcaster's vision, hearing, and special senses, if the spellcaster is willing. When you do, your own body is blinded and deafened until you use your action to cease using your bonded spellcaster's senses.

You can't have more than one bonded spellcaster at a time. If another chooses you as a familiar, you can choose to break your bond with your former bonded spellcaster to accept the new bonded spellcaster. If the GM permits you to bond with an NPC spellcaster, any XP the party earns while you have such a bonded spellcaster is divided in a way that gives the spellcaster an even share.

SYMBIOTIC SPELLCASTING

As long as you are within 100 feet of your bonded spellcaster, your bonded spellcaster can use a reaction to provide somatic or material components for a spell you cast. This allows you to cast the spell without providing the components yourself (although the spell still consumes material components, if appropriate, from whichever character provided them). In a similar fashion, when your bonded spellcaster casts a spell with a verbal component while within 100 feet, you can use your reaction to provide your own verbal component in your bonded spellcaster's place. This allows your bonded spellcaster to cast such a spell in an area of *silence* or while otherwise unable to

speak. If the bonded spellcaster can use a spellcasting focus, that focus can be used this way in place of your spell's material components that don't list a cost.

INTERDIMENSIONAL EVASION

Starting at 6th level, you can dodge out of the way of certain area effects. When you are subjected to an area effect that allows you to make a Dexterity saving throw for half damage, you can spend 1 sorcery point to shift partially into the Dreamlands for a brief instant. You take no damage on a successful saving throw, or half damage on a failed one.

MAGICAL CONDUIT

At 14th level, you can spend 2 sorcery points to use your bonded spellcaster as the point of origin for any spell you cast. You determine the spell's target or area as if you were in your bonded spellcaster's space. Likewise, when your bonded spellcaster casts a spell, you can spend 2 sorcery points as a reaction to allow the bonded spellcaster to determine the spell's area or target as if cast from your space. You can target your bonded spellcaster with spells with a range of "self" and your bonded spellcaster can target you with spells that have a range of "self" using this feature. You or the bonded spellcaster must be able to see the other and be within 90 feet to cast a spell in this way.

MAGIC RESISTANCE

When you reach 18th level, you have advantage on saving throws against spells and other magical effects.

PROWLER (ROGUSH ARCHETYPE)

Dreamlands cats have mastered the tactic of lunging with sudden ferocity, allowing them to exploit their size as an advantage rather than a detriment. Although a rogue of any size could, in theory, take the prowler archetype and practice the techniques it teaches, Small and larger creatures can't as reliably make use of these abilities. As a result, only Tiny creatures typically take this archetype.

PROWL

When you choose this archetype at 3rd level, you gain its signature feature: you can move through the space of any creature of a larger size category, and you can end your movement in another creature's space. A creature larger than you can choose to avoid giving you cover even though you are in its space if it is aware of you and able to move, although it doesn't have to use any of its movement to do so.





SLINKING LEAP

Starting at 3rd level, you become adept at confounding foes with sudden changes of direction. You can use the bonus action granted by your Cunning Action to use the Help action to aid the next attack against a creature within 5 feet of you. You can also use the bonus action to interfere with attacks against a target you can see. The first time a creature within 5 feet of you attacks the designated target before the start of your next turn, it makes the attack roll with disadvantage.

In addition, while in another creature's space, you can use your action to attempt a Dexterity (Acrobatics) check contested by the other creature's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). If you succeed, you can knock it prone or cause it to drop a held item of your choice. If your mouth is free when you cause a target to drop a Tiny held item, you can catch the item as it falls.

UNDERFOOT

At 9th level, you gain the ability to use larger creatures' own bodies as cover against them. As long as you are in the same space as a creature of a larger size category than you, you have half cover against it. A creature larger than you can't avoid providing you with half cover against your other enemies, even if those enemies attack from multiple directions.

You lose the benefit of this feature while you are unable to move.

DEATH FROM BELOW

At 13th level, you are adept at exploiting the distraction provided by other creatures. As long as you are in a larger creature's space and an ally of yours that is not incapacitated is within 5 feet of the larger creature, you have advantage on attack rolls against the larger creature whose space you share.

FLEETING SHADOW

When you reach 17th level, you are almost impossible to keep track of, like a fleeting dream. You have advantage on Dexterity (Stealth) checks to hide from vision and hearing. You can even confound magic that would reveal you by using your reaction when a spell or other magical effect would yield information about you. You know only that you are able to use this feature before you must decide whether or not to use your reaction. If you elect to use this feature, you learn what information the spell or effect would have revealed, and you can then choose to return no information at all or you can choose another creature you can see of a larger size; the effect yields comparable information about the creature you chose.

GHOUL

Mythos ghouls derive strength and knowledge alike from the corpses they consume, but some train to derive these benefits even from the living. The following option is

available to any ghoul with the Fighting Style feature. The following Monastic Tradition is available to any Mythos ghoul monk.

FIGHTING STYLE OPTIONS (FIGHTER, PALADIN, OR RANGER)

You can't choose a Fighting Style option more than once, even if you get to choose a Fighting Style multiple times.

FANG AND TALON

When you use a bonus action to engage in two-weapon fighting after making an unarmed strike using your Bite or Claw trait, and you attack with another unarmed strike using another natural weapon as your off-hand weapon, you can make an unarmed strike with a third ghoul natural weapon afterward. For example, if you attacked with a claw and a bite, your third natural weapon would be the other claw. You don't add your ability modifier to the unarmed strike with your third natural weapon unless it is negative.

Additionally, you use the monk's Martial Arts table entry to determine the damage with your Bite and Claws (treating your levels in the class for which you chose this Fighting Style option as monk levels).

NECROPHAGE (MONASTIC TRADITION)

All ghouls gain more than sustenance from feasting on the flesh and bones of the dead. The eerie act of digesting the flesh of thinking people implants fragments of memories and lore in the feasting ghoul's mind. In most cases, these memories are ephemeral, like dreams remembered through a haze of pleasant euphoria, with certain key elements periodically coming into sharp focus as the ghoul concentrates.

These glimpses into the memories and knowledge of the dead are not enough for the necrophage monk, who learns to derive both deep and practical insights from feasting.

FEAST ON MEMORIES

Starting when you choose this tradition at 3rd level, you add half your monk level to the maximum number of insights you can maintain from your Psychic Feast ghoul racial trait. You can use your Psychic Feast trait as an action.

At 11th level, the insight from your Psychic Feast allows you to add your full proficiency bonus, rather than half of it, to checks using the chosen skill or with the chosen tool. If you already had proficiency in that skill or with that tool, the insight allows you to add your proficiency bonus twice to that skill or tool, rather than one and one-half times.

Feast Damage Monk Level	Psychic Damage
3rd	3d6
5th	4d6
11th	5d6
14th	6d6
17th	7d6

FEAST ON THOUGHT

Although you prefer the flavor of dead meat and dry bone, you can also absorb fragments of the minds of certain creatures you damage with an unarmed strike using your bite starting at 3rd level. This allows you to affect creatures normally subject to your Psychic Feast ghoul trait even if they are not dead. To do so, you must spend 1 ki point as a bonus action before you attack. The next time before the start of your next turn that you hit a creature susceptible to your Psychic Feast with an unarmed strike using your bite, you deal additional psychic damage to the target as indicated on the Feast Damage table (see page 39) and you can choose one of the following additional benefits.

Probe Thoughts. You perceive the target's surface thoughts: its reasoning, its emotional state, or something that looms large in its mind. There is no saving throw against this effect. You can attempt to extract a specific bit of information or knowledge from the target, such as the tactical details of one of its abilities of your choice (if you choose to learn about a spellcaster's spellcasting ability, you learn the highest level of spells they can cast and their effective casting level; see Spell Insight, below). The target makes an Intelligence saving throw against this deeper probe; the DC equals your ki save DC. On a failed save, you learn the information you chose. On a successful save, you learn nothing deeper than surface thoughts.

Skill or Tool Insight. You gain the normal benefits for your Psychic Feast trait as if you had used it on the target's corpse.

Spell Insight. You know the names of 2d4 randomly chosen spells the creature knows, has prepared, or can cast by way of the Innate Spellcasting trait or class features. The GM chooses the spells from among those of a spell level less than or equal to the highest spell level that you can cast with this ability (see the Spell Insight table, below, to determine the minimum monk level required to cast a spell of a given level). You choose one of those spells. For the next 8 hours, you can cast that spell without expending a spell slot by paying the number of ki points for its spell level on the Spell Insight table. The spell save DC is equal to your ki save DC. Your bonus to hit on spell attacks is equal to your Wisdom modifier + your proficiency bonus. You can spend additional ki points to cast the spell as if using a higher-level spell slot; the effective spell slot increases by 1 level per extra ki point spent, to a maximum slot level depending on your monk level (see the Spell Insight table). This spell insight counts against the total number of insights you can have from your Psychic Feast trait.

Spell Insight		
Spell Level	Minimum Monk Level	Ki Point Cost
1st	3rd	1
2nd	6th	2
3rd	11th	4
4th	11th	5
5th	17th	6
6th	20th	8

FEAST ON FORM

At 3rd level, you can cast *alter self* without expending a spell slot or providing any components, but only to choose the Change Appearance option to adjust your body to mimic the likeness of a creature that you currently have an insight from by way of your Psychic Feast ghoul trait or another feature of this archetype. You make an Intelligence check and add your proficiency bonus to determine the quality of the likeness. Those who interact with you can who see through the sham with their own Intelligence (Investigation) or Wisdom (Perception) check. Those who detect the ruse generally do so by noting the subtle scent of your decaying meat breath, or perhaps they spot your slightly sharp fangs or jagged nails.

Starting at 11th level, you can cast *consume likeness* (see page 98) without expending a spell slot. When you do, you can't use this feature again until you finish a long rest.

DINNER CONVERSATION

Starting at 6th level, you can cast *speak with dead* without expending a spell slot, but only to target a corpse you currently have an insight from by way of your Psychic Feast trait.

DIVERSE PALETTE

Starting at 6th level, you can use your Psychic Feast trait on any creature or corpse that has flesh and has or had an Intelligence score of 5 or higher. This allows you to use your Feast on Thought feature on any such creature, even undead. Note that creatures with the Incorporeal Movement trait generally don't have flesh.

CONSUME KI

Starting at 11th level, you can absorb life force when you successfully use your Psychic Feast trait on a corpse (not a creature). If the creature couldn't cast spells and didn't have ki points, you gain ki according to the creature's challenge rating on the Consume Ki table. If the creature had ki points or could cast spells, you gain 1 more ki point than the number on the Consume Ki table. You can also use the Spell Insight or Probe Thoughts option from your Feast on Thought feature, using the creature's condition at the moment of its death to determine the effects of either option. You can only ever use this feature on a given corpse once. The GM might make limited exceptions for particularly well-preserved corpses over 100 years old or otherwise of special magical power.

Consume Ki	
Challenge Rating	Ki Points Gained
4 or lower	1
5-10	2
11-16	3
17 or higher	4

TEAR MIND

At 17th level, you gain the ability to shatter a creature's mind when you deal psychic damage to it using your Feast



on Thought feature. You can spend 5 ki points to create a subtle tear in the target's mind that lingers for 30 days or until you exploit it. The tear is harmless until you mentally rip it wide open as a bonus action while you are within 60 feet. When you trigger it, you can cast either *feeblemind* or *hold monster* on the creature without expending a spell slot, using an action, or providing components.

GNORRI

Gnorri rangers have developed special techniques for patrolling the Dreamlands seas. The Fighting Style options below are available to gnorri fighters, paladins, and rangers. The following archetype is available to any gnorri ranger.

FIGHTING STYLE OPTIONS

(FIGHTER, PALADIN, OR RANGER)

You can't choose a Fighting Style option more than once, even if you get to choose a Fighting Style multiple times.

MULTIWEAPON FIGHTING

When you use a bonus action to engage in two-weapon fighting, you can choose to gain disadvantage on the attack granted by two-weapon fighting. If you do, you can attack with a third weapon you wield in one or two hands you haven't already used to attack this turn or you can attack with a third weapon and a fourth weapon each wielded in one hand you haven't already used to attack this turn. Attack rolls with these third and fourth weapons also have disadvantage. You don't add your ability modifier to the damage with the third and fourth weapons unless it is negative.

If you are wielding melee weapons in at least three hands, you can use your reaction to parry a melee attack that would hit you. You add 2 to your AC against that attack, or 3 if you have melee weapons in four hands, which can make the attack miss.

TAIL-FIGHTING

Your unarmed strikes with your tail have the light property; when you make an off-hand unarmed strike with your tail, you add your ability modifier to the damage. Additionally, any time you make an unarmed strike with your tail, you can choose either to gain a +1 bonus to your AC until

the start of your next turn (which isn't cumulative) or to move up to 5 feet without spending any of your movement.

SEABEAST HUNTER (RANGER ARCHETYPE)

Although the gnorri live at peace with many denizens of the deep, spending much of their lives building and fostering alliances with aquatic animals, they would be the first to admit that not everything that swims in the sea is worth befriending. Krakens, shoggoths, merrow, and a wide range of Mythos creatures comprise some of the greatest and most terrifying threats to the gnorri. The seabeast hunter is a necessary response to the awful truth of these dangerous denizens of the deep.

INTIMIDATING TROPHY

When you choose this archetype at 3rd level, you learn to use trophies claimed from the bodies of slain sea beasts. You gain proficiency with leatherworker's tools; if you have proficiency with them by another means, you add double your proficiency bonus to ability checks with them, instead of your normal proficiency bonus. You can use leatherworker's tools as an action to collect a trophy from a dead creature of Large or larger size with a swimming speed as an action. You must have helped defeat it for the trophy to have any effect. While you display the trophy, you gain a +2 bonus on ability checks and saving throws against creatures of the same species. You can maintain and display up to three trophies at a time. Maintained trophies don't rot; maintaining a trophy requires only a little effort with leatherworker's tools during a short or long rest once per week.

SEA HUNTER

At 3rd level, you mimic the agility of your prey. Choose one of the following benefits.

Sea Strangler. When you are hit or missed by a melee attack underwater or when you are hit or missed by a melee attack from a Large or larger creature, you can use your reaction to attempt to grapple the attacker.

If you were already grappling the target, you can instead use your reaction to make a melee attack against the attacker. You have advantage on your ability check in the contest or your attack roll. While underwater, you can grapple creatures of any size, but attempting to escape your grapple requires only a bonus action for creatures more than one size category larger than you.

Underbelly Shot. When you hit a Large or larger creature with a ranged attack or hit any creature with an attack



while you are prone or swimming, you deal an extra 1d8 damage. You can deal this extra damage only once each turn. Additionally, you don't have disadvantage on attack rolls while prone.

SHARK'S NOSE

Starting at 3rd level, you have advantage on Wisdom (Perception) checks that rely on smell. In addition, you have advantage on Wisdom (Survival) checks made to track creatures underwater by smell (the base DC to track by smell underwater is generally 20). When you identify a Large or larger creature or creature with a swimming speed this way, you can make an Intelligence check as an action. For every 5 points of the result, you learn one of the creature's damage vulnerabilities, resistances, or immunities of the GM's choice.

AQUATIC COMBATANT

At 7th level, your swimming speed increases by 10 feet. Additionally, magical effects can't reduce your swimming speed or cause you to be restrained while underwater. On your turn, you can spend half your movement to escape automatically from nonmagical restraints or being grappled.

SUPERIOR SEA HUNTER

At 11th level, choose one of the following benefits.

Breaching Charge. When you swim at least 10 feet in a straight line, you gain advantage on your next melee attack roll and you can jump as far as your remaining swimming movement vertically or twice that distance horizontally.

Superior Underbelly Shot. When you hit a Large or larger creature with a ranged attack or hit any creature with an attack while you are prone or swimming, you deal an extra 2d8 damage. You can deal this extra damage only once each turn. The damage is in addition to any from Underbelly Shot. Additionally, you don't have disadvantage on attack rolls while prone.

VIBRATION SENSE

At 15th level, you learn to reshape some of your scales to react to movement. You gain blindsight with a radius of 20 feet. If you are touching water, the radius extends to 40 feet through the water.

ZOOG

Zoog wizards can draw magical power from the Dreamlands itself using the following wizard Arcane Tradition.

RUIN WARDEN (ARCANE TRADITION)

In the Enchanted Wood of Earth's Dreamlands, a massive stone covered with two sets of runes and a thick layer of moss lies in a fungus-choked grove. A three-foot-wide iron ring is set in the middle of this stone, implying that the slab is something akin to a lid. The region is feared and avoided by the zoogs, who (rightfully) claim that the stone covers an entrance to the sinister Underworld. Despite

this fear, there are those among them who understand the ruin's import. Someone took pains to hide something away, and while they may be gone, their ruins remain.

Certain zoog wizards take it upon themselves to serve as guardians for this site—and for any other mysterious ruin that may lie within or near zoog lands. These wizards are unusual among their kind in that they value history and legacies and focus their magical studies with a singular goal—to protect the site from intrusions. Whether the site is one sacred to zoogs or one they fear, the need to guard it remains.

RUIN BOND

When you adopt this tradition at 2nd level, you choose a ruin to bond with. This ruin must be something constructed and abandoned at least 50 years before you were born and can be something as minor as a stone or statue or as extensive as an entire abandoned city or necropolis. In the latter case, you must select one location in the ruin as the focus of your bond. You must perform a special ritual that takes 24 hours to form this bond with a ruin you are currently within or touching. Bonding to a new ruin ends your bond with any other ruin. Your Ruin Bond grants you the following benefits:

- As long as you are within 20 miles of your ruin, you have advantage on Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) checks. If you cast a spell while in this area, you gain a +1 bonus on any spell attack roll or save DC for the spell.
- You instinctively know if any creature damages your bonded ruin or if any creature removes treasure or valuables from the ruin. You don't know the identity of the creature or where in the ruin the event occurred, but you can sense the disruption even from another plane of existence.
- If you cast the *teleportation circle* spell or another means of teleportation with multiple possible destinations, you can teleport to your bonded ruin as if it were a permanent teleportation circle you know the sigil sequence to.
- While within 20 miles of the ruin, you can use an action to gain magical insight into dangers that threaten the area. You add your proficiency bonus to your AC and gain proficiency in all saving throws. These effects end if you wear armor, if you travel more than 20 miles from the ruin, or if more than 10 minutes pass. Once you use this benefit, you can't use it again until you finish a short or long rest.

LORE WARDEN

At 2nd level, you gain proficiency in one skill of your choice: History, Insight, Investigation, or Perception. In addition, choose two of those skills, one of which can be the skill you just gained proficiency in. If you make an ability check that uses one of the chosen skills and you are proficient in that skill, your proficiency bonus is doubled.



RUIN LINK

Starting at 6th level, you can link distant ruins together. You can connect your bonded ruin to any other ruin you could bond to, regardless of distance, as long as they are on the same plane of existence. To form the link, you must complete a short rest in the new ruin focused on the task. Upon completing the link, you can use your Ruin Bond feature as if the linked ruin were 19 miles away from your bonded ruin, effectively allowing your Ruin Bond to function within 1 mile of the linked ruin. If you cast the *teleportation circle* spell or another means of teleportation with multiple possible destinations, you can teleport to your linked ruin as if it were a permanent teleportation circle only you knew the sigil sequence to. You can link a ruin once. When you finish a long rest, you regain the use of this feature. The link lasts until you end it as an action or link a third ruin. When you have two linked ruins and link a third, one of the other two of your choice ceases to be linked. When you reach 14th level, you can use this feature twice between long rests.

WARDEN'S CANTRIP

Starting at 6th level, when a creature attacks you, a target within 5 feet of you, a target in your bonded ruin or a linked ruin (including the structure itself), you can cast a cantrip on the creature as a reaction (if you are within the cantrip's range).

RAPID LINK

When you reach 10th level, you can use your Ruin Link feature as an action.

DREAM WALKER

Starting at 10th level, you can cast either *dimension door* or *teleportation circle* without expending a spell slot. Your destination must be a valid one within 20 miles of your bonded ruin or 1 mile of your linked ruin. If your ruin is in the material plane or the Dreamlands, you can travel to it with *teleportation circle* using this feature even if you are on the other plane. You regain the use of this feature when you finish a short or long rest. At 14th level, you can use this feature twice between rests.

DEATHLESS KEEPER

At 14th level, you seed your soul deeply into your ruin. When you die, you can choose for your body to be teleported to your bonded ruin if any of your body remains and the ruin still exists. After 24 hours, you are revived as if by the spell *resurrection* as long as you are still dead and both body and ruin have not been destroyed or separated by more than 20 miles. Once you use this feature, you can't use it again for 10 days.

Your possessions teleport with your body. This feature revives you only when there is an unattended diamond worth 1,000 gp available for the magic to consume within 90 feet of your ruin. Your soul can also choose to consume an unattended rare or rarer magic item that was teleported this way in place of the diamond.

OTHER CLASS OPTIONS

The following class options are available to characters of any race.

BARBARIAN PRIMAL PATH

Unlike their cousins who are beholden to reckless rage, barbarians of the Mythos revel in insanity and frenzy. They often learn some of their techniques from baleful forces such as Ithaqua or Shub-Niggurath. The following Primal Path is available to any barbarian.

PATH OF DELIRIUM

Barbarians of the Path of Delirium are often called violently insane or simply mad, but they prefer to call themselves delirium warriors. They derive their strength not from rage but from madness. Delirium warriors cope with the mental strain of being confronted with terrible truths by channeling their fear and stress into intense feats of physical might.

INSIGHTFUL DELIRIUM

When you choose the Path of Delirium at 3rd level, you gain insights into dangerous ideas and dangerous foes. You gain proficiency in the Yog-Sothothery skill (see page 37) if you didn't already have it; if you already have proficiency in Yog-Sothothery, you gain proficiency in another skill instead. Once per turn while you rage, you can make a Wisdom (Yog-Sothothery) check to recall lore without using an action. In addition, you have advantage on Wisdom (Yog-Sothothery) checks made to identify the traits and weaknesses of creatures while you rage. When you hit a creature you have identified this way, you add your rage bonus to damage twice, instead of once, if you are in a rage.

DELIRIUM UNLEASHED

At 3rd level, you gain one of the following features of your choice.

Howl of Lunacy. As an action while you are raging, you can unleash your rage in a terrifying howl. Up to four creatures of your choice within 60 feet that can hear you must each succeed on a Wisdom saving throw or become frightened of you for up to 1 minute. The save DC is equal to 8 + your proficiency bonus + your Constitution modifier. Each frightened creature makes another saving throw at the end of each of its turns, ending the condition on itself on a success. You can't choose the same creature again until you finish a long rest. Using this feature counts as an attack to maintain your rage.

Frenetic Haste. You can take the Dash action as a bonus action. You can also use a bonus action to make a Strength (Athletics) check to escape from a grapple or to escape from an effect giving you the restrained condition.

When you gain the frightened condition or gain one or more levels of dread (described in Chapter 4), you can enter a rage as a reaction or take one Frenetic Haste bonus action as a reaction. If you enter a rage this way, it doesn't count against your limit.

REFUGE IN MADNESS

Starting at 3rd level, you can use madness to break free of confining conditions. If you start your turn charmed, frightened, under the influence of a spell of the enchantment school, stunned, or prevented from controlling your actions or movement by *confusion*, dread, insanity, madness, or an effect that would determine your actions or movement randomly, then you can choose to roll on the Refuge in Madness table to learn the effect. The effect applies until the end of your turn.

Refuge in Madness	
d8	Effect
1	You can use your movement as if you didn't have any of the above listed conditions.
2	You can use your bonus action as if you didn't have any of the above listed conditions.
3	You can use your action as if you didn't have any of the above listed conditions. Then you move as if you didn't have any of those conditions, but the GM controls your movement, which is erratic.
4	You can use your movement and bonus action as if you didn't have any of the above listed conditions. You use your action to babble incoherently as if you didn't have any of the above conditions.
5	You can use your action and bonus action as if you didn't have any of the above listed conditions. Then you move as if you didn't have any of those conditions, but the GM controls your movement, which is erratic.
6	You can use your action and movement as if you didn't have any of the above listed conditions.
7	You can take your turn as if you didn't have any of the above listed conditions, but you must move as close to the nearest creature as you can. If you end your movement within reach of any of your weapon attacks, you must use your action to attack that creature.
8	You can take your turn normally as if you didn't have any of the above listed conditions.

SENSE THE UNEARTHLY

Starting at 6th level, you automatically become aware whenever certain types of unnatural creatures or forces are within 60 feet of you, including aberrations, celestials, elementals, fey, fiends, undead, magic items, open magical gates and portals, and spells. You have advantage on Wisdom (Perception) checks to notice or recognize those creatures, objects, and effects, as well as magical traps. You can use your action to smell whether a creature, object, or location of your choice within 60 feet is magical and what the school of magic is, if any.

Starting at 14th level, you can precisely locate and target those creatures and objects by smell as if you could see them as long as they are within 60 feet. This magical sense doesn't rely on vision and isn't impaired by blindness or deafness.

ANGUISHED VOICE

At 10th level, you gain further insight into Yog-Sothothery and the ability to share your delirious insight. You add twice your proficiency bonus instead of your normal proficiency bonus on Wisdom (Yog-Sothothery) checks. With your open mind, you suffer a penalty equal to your proficiency bonus on saving throws against dread, *confusion*, magical fear, insanity, and similar effects (DM's discretion).

Additionally, choose one of the following features.

Inhuman Shriek. Your insight reveals tones that violate the bounds of mortal senses. As an action, you give an unearthly cry and choose a creature within 60 feet that can hear you. That creature must succeed on a Wisdom saving throw or be magically paralyzed until the end of your next turn. The save DC is equal to 8 + your proficiency bonus + your Constitution modifier.

You can't use this feature on the same creature again for 24 hours. Using this feature counts as an attack to maintain your rage.

Shouted Revelation. As a bonus action, you can shout a terrible truth. All allies that can hear you within 60 feet gain your Refuge in Madness feature and advantage on attack rolls against one kind of creature of your choice that you have identified with Wisdom (Yog-Sothothery) for 1 minute, as if they had proficiency in the Yog-Sothothery skill. However, for the duration they also take a penalty equal to half your proficiency bonus on saving throws against dread, *confusion*, insanity, madness, magical effects that give the frightened condition, and similar effects (DM's discretion).

HIGHEST REVELATION

At 14th level, you learn to instinctively exploit the workings of alien science and eldritch mathematics even if you can't consciously grasp the underlying principles. Choose one of the following features.

Star Strider. You gain a flying speed of 30 feet and resistance to cold damage while raging. Even when you aren't raging, you don't have to breathe and exposure to the vacuum of space doesn't harm you.

Unravel Yog-Sothothery. You can end spells on a creature, object, or magical effect within reach of your unarmed strike or a melee weapon you have in hand as an action. For each spell on the target, you can expend one use of rage to make a Wisdom (Yog-Sothothery) check. The DC equals 10 + the spell's level. On a successful check, the spell ends.

BARDIC COLLEGE

Bards of the Mythos are particularly susceptible to the maddening influence of the Outside. Their unique insight helps them communicate with and understand Mythos creatures, but also tempts them to become cultists or to become monsters themselves. The following Bard College is available to any bard.



COLLEGE OF ALIEN SYMBOLISM

Bards of the College of Alien Symbolism draw inspiration from glimpses of terrible truths about the nature of reality. They are often tragic figures, drawn to cruel beings and self-destructive cults by sympathy born of confusion and anxiety.

YOG-SOTHOTHERY PHILOSOPHER

When you join the College of Alien Symbolism at 3rd level, you gain insights into dangerous ideas and dangerous foes. You gain proficiency in Yog-Sothothery (see page 37) and two other skills of your choice. If you already have proficiency in Yog-Sothothery, you gain proficiency in another skill instead. You can expend one Bardic Inspiration die to add the number rolled to a Wisdom (Yog-Sothothery) check you made after you make the check but before the GM says whether you succeeded.

In addition, when you fail on a saving throw that applied the penalty from the Yog-Sothothery skill (see the skill description), you can expend a use of Bardic Inspiration at the start of your next turn if the effect is still ongoing and you are conscious, even if you are incapacitated or prevented from controlling your actions. Make a new saving throw against the effect and add the number rolled on your Bardic Inspiration die to the result of your saving throw. On a success, the effect ends but you can't take a bonus action that turn.

ABERRANT INSIGHTS

At 3rd level, you can also expend one use of Bardic Inspiration to improve your Wisdom and Charisma checks made to interact with aberrations, fiends, monstrosities, oozes, and undead. Roll the Bardic Inspiration die and add the number rolled to all Wisdom and Charisma checks you make to interact with one such creature or group of such creatures for 10 minutes. You can communicate simple concepts with the chosen creature or group as part of attempting the check, even if you lack a common language.

ELDRITCH SYMBOLISM

Starting at 3rd level, you learn to quickly identify symbols and writings. You have advantage on Intelligence (Arcana), Intelligence (Investigation), and Wisdom (Perception) checks to notice, identify, or bypass magic writing and magic traps. You also have advantage on saving throws against magic traps and the effects of magic items.

At 6th level, you learn *glyph of warding*, or another bard spell of 3rd level or lower if you already know *glyph of warding*. *Glyph of warding* doesn't count against your number of bard spells known, and you can expend a use of Bardic Inspiration to cast it as an action without consuming the material components. You must still expend a spell slot. Roll the Bardic Inspiration die and add the number rolled to the DC of any Intelligence (Investigation) check to find the glyph. When you use this feature to cast a spell, any other spell you cast with this feature dissipates harmlessly.

At 14th level, you learn *symbol*, or another bard spell of 7th level or lower if you already know *symbol*. *Symbol*

doesn't count against your number of bard spells known, and you gain the option to expend two uses of Bardic Inspiration to cast it as an action without consuming the material components. You must still expend a spell slot. Roll the Bardic Inspiration die and add the higher number between them to the DC of any Intelligence (Investigation) check to find the symbol. When you use this feature to cast a spell, any other spell you cast with this feature dissipates harmlessly.

PORTRAIT OF PERFECT LIKENESS

Starting at 6th level, you learn to imitate unnatural creatures with perfect clarity through your art. As an action, you can expend a Bardic Inspiration die instead of expending a spell slot to cast *polymorph*. When you cast the spell with this feature, you assume the form of an aberration or monstrosity instead of a beast. The aberration or monstrosity must have a challenge rating less than or equal to one-third your bard level. Once while the spell lasts, you can roll the Bardic Inspiration die after you hit with a weapon attack and add the result to the damage.

VISIONARY FUGUE

Starting at 14th level, you can perform or create art as an action to learn lost or secret information, even if you only have vague and incomplete information to learn from. Your art unlocks a momentary but intense vision that gives you disjointed memories or lost tales about a topic of your choice, as if you had succeeded on an ability check to recall information against DC 25, but it can be information you had no way to directly know.

The more complete the information you have, the more complete information you get. However, information gained from this feature doesn't increase the detail gained from future uses of this feature; you must gather additional information from another source before information from your Visionary Fugue becomes more detailed. This information can be regarding any creature, object, or phenomenon within the purview of the Arcana or Yog-Sothothery skills. When you use this feature, you gain two levels of dread (see Chapter 4) that decrease after 1 hour. If your game doesn't use dread, you instead gain a short-term madness. Once you use this feature, you can't use it again until you finish a short or long rest.

CLERIC DIVINE DOMAINS

Many clerics of the Mythos gain mind-altering powers from their alien gods. Except for the Elder Sign Domain, the following Divine Domains are common among those who worship Great Old Ones and Outer Gods, but clerics who worship other deities might find them appropriate.

ELDER SIGN DOMAIN

The Elder Sign domain represents a deity's recognition of the dark powers looming beyond the known realities and of forces beyond the known planes of existence. Most clerics who use the Elder Sign domain belong to obscure

sects or tenuously connected orders, mistrusted or outright persecuted by the main body of a religion. Elder Sign priests discover terrible lore and must ask themselves whether preserving that lore is worth risking the dangers inherent in such endeavors. As a cleric with the Elder Sign domain you can invoke the ancient Elder Sign to ward off the Outer Gods and their servants.

Elder Sign Domain Spells

Cleric Level	Spells
1st	<i>comprehend languages, identify</i>
3rd	<i>detect thoughts, shatter</i>
5th	<i>Elder Sign (see page 102), nondetection</i>
7th	<i>banishment, private sanctum</i>
9th	<i>dispel evil and good, modify memory</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency in your choice of two skills: Arcana, History, or Yog-Sothothery (see page 37).

TEXTUAL EXPERTISE

Starting at 1st level, you gain insight regarding magic traps, spellbooks, Mythos texts (see Chapter 5), and

spells that create glyphs, signs, symbols, or other magical writing. You add twice your proficiency bonus instead of your normal proficiency bonus on Intelligence (Arcana) and Wisdom (Yog-Sothothery) checks to notice, identify, or research magic traps and texts if you are proficient with those skills.

CHANNEL DIVINITY: DETECT OTHERWORLDLY INFLUENCE

Starting at 2nd level, you can use your Channel Divinity to locate eldritch dangers and knowledge.

As an action, you present your holy symbol and call upon your deity's wisdom to expand your senses in your immediate vicinity. For the next 10 minutes, you know if there is an aberration, celestial, elemental, fey, fiend, monstrosity, or undead within 30 feet of you and which types are present (although not how many or where they are). You also know if there is a Mythos text or Elder Influence within range. As an action during the duration, you can concentrate on a creature you can see to learn which of those types it is, if any.





CHANNEL DIVINITY: FORBID KNOWLEDGE

Starting at 6th level, you can use your Channel Divinity to erase dangerous knowledge.

As an action, you present your holy symbol and evoke scouring divine energy to destroy all copies of a chosen piece of information in a 20-foot cube adjacent to you. Within the area, brief nonmagical records of the information become blank without affecting surrounding text. Detailed nonmagical records turn to ash. Magical records aren't affected. Any creature who knows the information must succeed on an Intelligence saving throw against your spell save DC or forget the information until *greater restoration*, *remove curse*, or similar magic is cast upon the creature. On a failed save, the creature can make one new saving throw to recall the information when it next finishes a long rest, but if it fails again, the information remains forgotten indefinitely. If forgotten knowledge caused dread or insanity (as described in Chapter 4), those conditions have no effect on the creature until the forgotten knowledge is recalled. If pressed on the topic, the creature is aware it is forgetting something; the creature does not know the exact nature of the information or that you erased the memory.

UNMAKING SPELLS

At 8th level, your spells become more potent. Whenever you cast a spell that deals damage, you deal an additional 1d6 force damage to one target. At 14th level, this damage increases to 2d6. You can only deal this additional damage once per turn.

Additionally, if you cast *dispel magic* and must make an ability check for the spell to succeed, you have advantage on the check if you are targeting a magic trap, a spell that created magical writing, or a spell cast by an aberration, celestial, elemental, fey, fiend, or undead.

CHANNEL DIVINITY: SEAL THE IMMORTAL

Starting at 17th level, you can use your Channel Divinity to permanently seal away evils that can't be destroyed.

As an action, you present your holy symbol and divine energy strikes a creature (or Elder Influence) or artifact you choose within 5 feet. If you target a creature (or Elder Influence), it must succeed on a Constitution saving throw against your spell save DC or it loses all damage resistances and damage immunities until the start of your next turn. It can't regain hit points or gain temporary hit points during that time. If you target a creature with no more than 1 hit point, an Elder Influence with no more than 75 hit points, or an artifact, you can choose to make a Wisdom check against the save DC of the target's most powerful ability (or 20, if it requires no saving throws). On a success, you seal away the target in a manner similar to the *imprisonment* spell, regardless of any immunity it might have. This imprisonment lasts until dispelled, similar to the spell of the same name.

DESTRUCTION DOMAIN

The Destruction domain focuses on unleashing terrible forces, either mindlessly or as retribution. It is chosen by clerics who worship Azathoth, and by those who follow several Great Old Ones (including Cthugha, Great Cthulhu, Ghatanothoa, Gobogeg, Quachil Uttaus, and Rhan-Tegoth).

Destruction Domain Spells

Cleric Level	Spells
1st	<i>divine favor</i> , <i>thunderwave</i>
3rd	<i>flaming sphere</i> , <i>shatter</i>
5th	<i>dispel magic</i> , <i>fireball</i>
7th	<i>blight</i> , <i>ice storm</i>
9th	<i>cloudkill</i> , <i>cone of cold</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with martial weapons and heavy armor. While you wear medium or heavy armor, you have resistance to damage dealt by your own cleric spells.

DESTRUCTIVE SPELLS

Starting at 1st level, you learn two wizard cantrips that deal damage, which don't count against the number of cleric cantrips you know. They are cleric spells for you. While you wear medium or heavy armor, you have resistance to damage dealt by your own cleric spells.

CHANNEL DIVINITY: UNSTOPPABLE DESTRUCTION

Starting at 2nd level, you can use your Channel Divinity to weaken creatures and objects, such that they are destroyed all the quicker.

As an action, you present your holy symbol and call upon your deity's unstoppable power to render a creature or object within 30 feet that you can see brittle. The target gains vulnerability to all damage, which lasts until the next time the target is damaged.

CHANNEL DIVINITY: RETRIBUTIVE SHATTERING

Starting at 6th level, you can use your Channel Divinity to destroy objects used to offend you. You gain both of the following uses of Channel Divinity:

Weapon Breaker. When you are damaged by a nonmagical weapon, you can invoke your deity's wrath as a reaction if you have your holy symbol displayed. After dealing damage, the weapon takes a permanent and cumulative –2 penalty to damage rolls. If this penalty drops to –6, the weapon is destroyed. Casting a *mending* spell on the weapon removes this penalty.

Armor Breaker. When you miss a creature wearing armor with an attack, you can invoke your deity's wrath by holding forth your holy symbol as a bonus action on the same turn. The armor takes a permanent and cumulative –1 penalty to the Armor Class it offers. If the armor's AC drops to 10, the armor is destroyed. Casting a *mending* spell on the armor removes this penalty.



DESTRUCTIVE STRIKE

Starting at 8th level, once on each of your turns when you hit a creature or object with a weapon or spell attack, you can cause the attack to deal an extra 1d6 force damage to the target. When you reach 14th level, the extra damage increases to 2d6.

IRRESISTIBLE DEVASTATION

Starting at 17th level, whenever a creature succeeds on its saving throw against your spell of 5th level or lower to reduce the damage it takes, add half your cleric level to the damage after reducing the total, to a maximum of what the total would have been if the saving throw had failed.

DREAM DOMAIN

The Dream domain focuses on altered consciousness, often in forms that others perceive as horrific madness, though more placid dream-seekers might also choose this domain. It is chosen chiefly by clerics who worship Azathoth, as well as by those who follow several Great Old Ones (including Byatis, Cthugha, Great Cthulhu, Gobogeg, Hastur, the King in Yellow, Nyogtha, and Rhan-Tegoth).

Dream Domain Spells	
Cleric Level	Spells
1st	<i>hideous laughter, sleep</i>
3rd	<i>dream guide (see page 101), suggestion</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>confusion, phantasmal killer</i>
9th	<i>dream, modify memory</i>

MAD INSIGHT

When you choose this domain at 1st level, you gain proficiency in your choice of Arcana or Yog-Sothothery (see page 37). If you already have proficiency in both of these skills, instead choose any other skill.

Additionally, when you make an attack roll, saving throw, or ability check, you can choose to roll a d4 after rolling the d20 and add it to the result. If you do, whenever you roll an attack roll, saving throw, or ability check before the end of your next turn, you roll a d4 and subtract it from the result. Once you use this feature, you can't use it again until you finish a short or long rest.

FIGMENT OUT OF DREAMS

Also at 1st level, you learn your choice of *dancing lights* or *minor illusion*, which doesn't count against the number of cleric cantrips you know. It is a cleric spell for you.

CHANNEL DIVINITY: FOCUSED REVERIE

Starting at 2nd level, you can use your Channel Divinity to hide inside your mind.

As an action, you present your holy symbol and invoke your deity's guidance to gain advantage on Constitution, Intelligence, Wisdom, and Charisma saving throws for as long as you concentrate, as if concentrating on a spell, up to 1 minute. You can cast any Dream domain spell with a casting time of 1 action as a bonus action while you main-

tain concentration, though if it breaks your concentration (such as if you cast a new spell requiring concentration), it ends the Focused Reverie.

CHANNEL DIVINITY: FORGETFULNESS

Starting at 6th level, you can use your Channel Divinity to wipe away memories as if they were dreams.

As an action, you present your holy symbol and evoke the gentle lull of awakening from sleep. Choose up to three creatures you can see within 60 feet. Each creature must succeed on an Intelligence saving throw against your spell save DC or forget the past 1 minute until *greater restoration*, *remove curse*, or similar magic is cast upon the creature.

If combat began in the past minute and is still ongoing, those creatures roll initiative again. They effectively haven't acted until their new initiative count. On a failed save, the creatures can make one new saving throw to recall the information when they next finish a long rest, but if they fail again the information remains forgotten indefinitely. If forgotten knowledge caused dread or insanity (as described in Chapter 4), those conditions have no effect on the creatures until the forgotten knowledge is recalled. If pressed on the topic, the creatures are aware they are forgetting something, but not necessarily what manner of information or that you erased the memory. If the targets are asleep, you can choose any 1-minute period since they last awakened for them to forget.

PSYCHIC STRIKE

Starting at 8th level, once on each of your turns when you hit a creature with a weapon or spell attack, you can cause the attack to deal an extra 1d6 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d6.

ADVANCED DOMAIN SPELLS

Starting at 14th level, you always have the following spells prepared, without counting against your number of spells prepared, as long as you can prepare spells of the spell's level: *programmed illusion*, *mirage arcane*, *feblemind*, and *weird*. They are cleric spells for you.

PSYCHIC AWAKENING

Starting at 17th level, you can cast spells without providing verbal or somatic components, even if you are paralyzed or unconscious, as long as you have at least 1 hit point and nothing else is preventing you from seeing a target or taking an action.

EMPTINESS DOMAIN

The Emptiness domain represents darkness and distance, unknowable motives beyond reach, and subtle cosmic forces of unfathomable scale. It is chosen by clerics who worship Azathoth and Yog-Sothoth, and by those who follow several Great Old Ones (including Cthugha, Great Cthulhu, Gobogeg, and Hastur).



Emptiness Domain Spells

Cleric Level	Spells
1st	<i>color spray, feather fall</i>
3rd	<i>darkness, misty step</i>
5th	<i>fly, hypnotic pattern</i>
7th	<i>banishment, dimension door</i>
9th	<i>contact other plane, teleportation circle</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency in two skills of your choice: Arcana, Perception, Stealth, or Yog-Sothothery (see page 37).

VANISH INTO DARKNESS

Starting at 1st level, when you are hit by an attack, you can use your reaction to take the Hide action if you are in dim light or darkness or if you have anything to hide behind. If you successfully hide from the target's passive Perception check, the attack misses. Once you use this feature, you can't use it again until you finish a short or long rest.

CHANNEL DIVINITY: TWIST SPACE

Starting at 2nd level, you can use your Channel Divinity to distort physical laws nearby.

As an action, you present your holy symbol and invoke your deity's influence from beyond to visibly twist space in a 10-foot cube either adjacent to you or centered on a point you can see within 30 feet. The cube lasts for 10 minutes or until you dismiss it as an action. The faces of the cube provide half cover and produce visual distortions large enough for Medium creatures to hide behind. Moving through one of its faces costs 5 additional feet of movement.

EXTRADIMENSIONAL CONDUIT

Starting at 6th level, you can choose to produce a second cube when you use your Twist Space feature. The second cube appears either adjacent to you or centered on a point you can see within 90 feet. Whenever a creature you can see moves through a face of either cube, you can use your reaction to teleport it to an unoccupied space you can see within 5 feet of the other cube. The creature can resist being moved by succeeding on a Dexterity saving throw against your spell save DC. You can dismiss the cubes as a bonus action. When you dismiss one cube, the other vanishes as well.

SPACE-FOLDING STRIKE

Starting at 8th level, once on each of your turns, you can make a melee weapon attack or spell attack of up to 5th level as if your reach were 5 feet longer than normal, or you can make a ranged weapon attack or cast a spell of up to 5th level with a range greater than touch as if its range were doubled. When you hit a creature with that weapon or spell attack, you can cause the attack to deal an extra 1d6 force damage to the target. When you reach 14th level, the extra damage increases to 2d6.

When you reach 17th level, you can use this feature to

double the range of any spell of up to 5th level, although you don't deal additional damage if you didn't make an attack roll.

RIP SPACE

Starting at 17th level, when you dismiss the cubes from Twist Space as an action, one cube of your choice collapses a moment before vanishing. Each creature in that cube teleports to a point of your choice that you can see within 5 feet of the other cube. It can avoid being teleported by succeeding on a Dexterity saving throw against your spell save DC.

DRUID CIRCLES

Druids of the Mythos are often bound to strange places like the Dreamlands or the ocean depths. The following druid circles are available to any druid.

CIRCLE OF THE DEEP HERDS

While the gnorri can travel above the waves, most spend their entire lives underwater, and some gnorri have found the ocean a source of tremendous spiritual support. These gnorri have developed druidic traditions that embrace a life in the ocean wilds and favor alliances and bonds with natural creatures of the deep. As champions of the Dreamlands' natural wonders under the sea, these gnorri druids oppose the corruption and monstrous horrors that lurk in their realms or ply the waves above. The circle of the deep herds bears particular rage against the denizens of Leng, who sail above the circle's realms, hunt the animals with abandon, and pollute the waters with the foul remnants of their sacrifices.

While the vast majority of druids of the circle of the deep herds are gnorri, there's nothing that prevents druids of other races from joining this circle. Gnorri view non-gnorri deep herders with a combination of curiosity and skepticism, but this often blossoms into legitimate alliance or even friendship. Non-gnorri druids of this circle who disrespect the gnorri are effectively disrespecting the sea and its natural order, and such druids swiftly find themselves among the ex-members of their sect, their position in society forfeit.

AQUATIC WILD SHAPE

When you choose this circle at 2nd level, you specialize your wild shape ability to focus on aquatic forms. You can ignore the maximum challenge rating limit for wild shape as long as you assume the form of a beast with a swimming speed and a challenge rating no higher than one-third your druid level (rounded down, minimum 1).

Starting at 6th level, you can use wild shape to assume the form of an elemental with a swimming speed and challenge rating no higher than one-third your druid level (rounded down).

SPEAKER IN THE DEPTHS

Also at 2nd level, you always have *animal friendship*, *create or destroy water*, and *speak with animals* prepared.

They don't count against your number of spells prepared. You can cast them without somatic components.

HORRORS OF THE DEEP

Starting at 6th level, you are inured to fear by glimpsing the terrors of the deep. You always have advantage on initiative rolls as well as on saving throws against *confusion* and spells and effects that would give you dread, the frightened condition, madness, or insanity.

DEEP VISIONARY

Starting at 10th level, you have *fog cloud* and *control water* prepared without counting against your number of spells prepared and can cast them without somatic components.

AQUATIC MANEUVERS

Also at 10th level, you can take advantage of minute currents to bolster your reflexes and movement. Your swimming speed increases by 10 feet. Your walking speed also increases by 10 feet if you start your turn in water or on a wet surface. You have advantage on Strength (Athletics) checks while swimming or on a wet surface.

At 14th level, your swimming speed increases by another 10 feet, as does your walking speed if you start your turn in water or on a wet surface.

FREEDOM OF THE SEA

At 14th level, your movement is almost effortless underwater. While moving in water or over wet surfaces, you treat difficult terrain as normal terrain and you ignore the effects of moving water or magical effects that would reduce your speed, move you, knock you prone, paralyze you, or restrain you. When underwater and within 10 minutes of leaving the water, you can spend 5 feet of movement to automatically escape from nonmagical restraints and grapples.

CIRCLE OF THE THOUSAND YOUNG

Druids of the Circle of the Thousand Young commune with creatures on the boundary between natural and unnatural. They listen to whispers in the trees that originate beyond the stars and share lore about aberrations. The circle is fractious and prone to infighting; some druids

seek to understand Abhoth, Shub-Niggurath, and their ilk so that they can drive out alien influences, while others see allying with these Outer Gods and accepting their gifts as the only hope to preserve life at all in the face of the looming threats of other Great Old Ones and Outer Gods.

PRETERNATURAL UNDERSTANDING

When you choose this circle at 2nd level, you learn to communicate with aberrations, oozes, or other strange life-forms. You learn Aklo. Whenever you cast a spell normally limited to targeting beasts, you can also use it to target aberrations with challenge rating lower than your druid level and with an Intelligence score of 5 or lower. Whenever you cast a spell normally limited to targeting plants, you can also use it to target oozes. Whenever you prepare spells, you can prepare two spells limited to relating to or targeting beasts or plants (such as *animal friendship*, *locate animals or plants*, or *speak with plants*) without it counting against your number of spells prepared.

MUTATED COMPANION

The rites of your circle grant you the allegiance of a strange creature. It can be a degenerate Mythos satyr (described on page 361, using the statistics below), immature slime mold (see page 378), or a mutated beast. A degenerate Mythos satyr has regressed to animalistic intellect and lost some magical abilities, perhaps due to having been removed from Shub-Niggurath's influence. It retains only a few features reminiscent of its former humanoid physique and more prominently displays aspects of a goat, cat, octopus, or unrecognizable alien species. A mutated animal is little different, bearing a warped physique that is recognizably unnatural, typically as a result of being near the influence of a Great Old One or Outer God. Treat a degenerate Mythos satyr as the mutated beast it most strongly resembles.

To create a mutated beast or degenerate Mythos satyr, choose a beast of Medium or smaller size with challenge rating 1/4 or less. It loses one of its weapon attacks unless it has only one. When it hits a creature of its size or smaller with a weapon attack, it grapples the target (escape DC 10 + its Strength



modifier). The mutant can't wear armor or barding that isn't designed for its unique form.

Add your proficiency bonus to the companion's AC, weapon attack rolls, weapon damage rolls, Strength saving throws, Constitution saving throws, Wisdom saving throws, and Wisdom (Perception) checks.

If your companion dies, you can obtain another by spending 8 hours magically bonding with a mutated beast, Mythos satyr, or immature slime mold that is friendly to you. It need not be the same kind of creature as before.

Your companion can engage in combat and obeys you to the best of its ability. It takes its turn on your initiative, but if you don't command it, it simply defends itself under the GM's control and has disadvantage on any attack roll or ability check it attempts until the start of your next turn. You can issue verbal commands or command your companion by visible signs where to move without using an action. You can use your action to command it to take the Attack, Dash, Disengage, Dodge, or Help action. If your druid level is at least 6th, you can use a bonus action to issue a command instead.

HUNGERING COMPANION

Starting at 6th level, when your companion damages a creature other than a construct or undead, the target loses 1d8 hit points from blood loss and your companion gains 5 temporary hit points.

MIGHTY COMPANION

Starting at 10th level, you add your proficiency bonus to the number of Hit Dice your companion has.

IMMORTAL COMPANION

Starting at 14th level, your companion regains 10 hit points at the start of each of its turns as long as it has at least 1 hit point but fewer than half its hit point maximum. If it starts its turn with 0 hit points, it automatically stabilizes.

SLIME MOLDS AS COMPANIONS

Immature slime molds can become companions to druids of the Circle of the Thousand Young as well as to other characters that can form bonds with beasts.

FIGHTER MARTIAL ARCHETYPE

Fighters contending with Mythos threats often choose to specialize in techniques that help them gather and conceal information as they battle. They might use masks or pseudonyms to hide their identities from villainous cultists.

MYSTERY WARRIOR

Mystery warriors train to appear suddenly, achieve their goals, and leave with no proof of their exploits. Behind them linger only wondering rumors and people safe from threats they might never have even been aware of.

Mystery warriors are meticulous about gathering information on their foes, who are often elusive or outright alien. This demands they master a variety of skills and at least dabble in the mystic arts to avoid being defeated by measures they don't understand.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you either learn one language of your choice or gain proficiency in one tool of your choice. You also gain proficiency in one skill of your choice: Arcana, Deception, History, Insight, Investigation, Perception, Religion, Stealth, or Yog-Sothothery (see page 37).

PARANORMAL INVESTIGATOR

Starting at 3rd level, you can cast *detect magic* and *identify*, but only as rituals. In addition to learning how to use an item you *identify*, you also learn one of the following: the creator's alignment, the purpose the item was created for, or the creator's species.

DEDUCE WEAKNESSES

Starting at 3rd level, you can use a bonus action to add your Intelligence or Wisdom modifier (whichever is higher, minimum +1) to weapon damage rolls until the end of the current turn. When you hit a creature with a weapon attack during this time, you learn one of the creature's traits, actions, senses, damage vulnerabilities, resistances, or immunities. The GM chooses which information you gain, but you can request one type to prioritize.

This effect is disorienting to the creature you hit. If the target creature must make a Constitution saving throw to maintain concentration as a result of this damage, it makes that save with disadvantage. If the target creature is grappling another creature, the grappled creature can use its reaction to make an ability check to escape.

You can use this feature three times. You regain all uses when you finish a long rest.

RESERVED

Starting at 7th level, you are mindful of your every thought and action, careful not to give away anything to your enemies. You gain proficiency in your choice of either Wisdom or Intelligence saving throws.

In addition, you add your proficiency bonus to any ability check to conceal your presence, identity, or intentions. If you are already proficient in the relevant skill, double your proficiency bonus on this check. For example, this includes Dexterity (Stealth) checks, Charisma (Deception) checks, and Intelligence checks with a disguise kit (if you are proficient).

ROTE RECONNAISSANCE

Starting at 10th level, you can use the Disengage, Hide, Search, or Use an Object action as a bonus action.

COORDINATED STRIKE

Starting at 10th level, when you take the Attack, Dash, Hide, Search, or Use an Object action, an ally of your choice that you can see or hear and that can see or hear you (before or after you act) can use their reaction to take the same action. If an ally takes the Attack action this way, they can only make a single attack, even if they could ordinarily make multiple attacks with the Attack action. You can't use this feature in the same round you use Action Surge. Once you use this feature, you can't use it again until you finish a short or long rest.

Starting at 18th level, you can use it twice before a rest, and each time you use it, you can choose up to ten allies and allow them to use their reaction this way.

USE MAGIC DEVICE

Starting at 15th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

TACTICAL SPEED

Starting at 18th level, you can use the Attack (one weapon attack only) action or Dash action as a bonus action.

PALADIN OATH

Paladins in the Mythos might serve one of the petty gods of humanity such as Nodens (a deity of the Dreamlands) or might swear to uphold a mortal-defined set of ideals as a way to defend what differentiates them from the amoral and dangerously callous forces of the cosmos. Rather than willful evil, a paladin facing Mythos dangers more often swears to stand against recklessness, ignorance, and mindless chaos. With the GM's permission, any paladin can choose to swear the Oath of Awakening upon reaching 3rd level.

OATH OF AWAKENING

The most well-known paladins of the Mythos are champion adventurers both in the Dreamlands and the waking world, striving while awake to match or do better than their dreams. Sometimes called Dream Warriors, silver knights, or seekers of the Silver Key, paladins who swear this oath channel a mythic dream-self of great power and courage as they adventure in the waking world.

TENETS OF AWAKENING

The tenets of the Oath of Awakening are deeply personal to each paladin, but they tend to follow certain related themes.

Discovery. Knowledge is power. The unknown danger goes unstopped.

Prudence. Disaster or madness awaits those who don't look before they leap. Know when to rush in and when escape is necessary for you to fight another day.

Courage. Don't let prudence stand in the way of pushing back the darkness. When the time comes, act without reservation.

Wonder. Find the beauty and marvels of the world. Savor and preserve them, for they nourish those haunted by the darkness.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of Awakening Spells	
Paladin Level	Spells
3rd	<i>bless, sleep</i>
5th	<i>aid, dream guide (see page 101)</i>
9th	<i>daylight, fear</i>
13th	<i>death ward, freedom of movement</i>
17th	<i>dispel evil and good, dream</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Dreamed Destiny. When you fail on a saving throw or miss with an attack roll, you can invoke your dream identity using your Channel Divinity as a bonus action on your turn; if it is not your turn, you may use this feature as your reaction. When you do, you roll a d6 and add the number rolled to your saving throw or attack roll, which might make you succeed or hit rather than fail or miss. At 10th level, the die becomes a d8. At 15th level, the die becomes a d10. At 18th level, the die becomes a d12.

Psychic Resonance. Your two selves operating in unison create a powerful psychic resonance. As an action, you unleash this resonance to overwhelm a foe's mind using your Channel Divinity. The target must be a creature within 10 feet that you can see. The creature takes 2d6 psychic damage and must succeed on a Wisdom saving throw or it is blinded. At the end of each of its turns, it can repeat the saving throw, ending the condition on a success.

AURA OF CLARITY

Starting at 7th level, you and creatures within 10 feet have resistance to psychic damage and advantage on saving throws against magical effects that would incapacitate them, knock them unconscious, or cause their actions to be determined randomly or controlled by the GM such as *confusion* or *symbol (insanity)*. This aura functions only while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

STALWART VOYAGER

Starting at 15th level, whenever you are subject to a spell or effect that allows you a saving throw for a partial effect, you are completely unaffected on a successful save.

DREAMED IDEAL

At 20th level, you realize your full potential as a Dreamlands champion, appearing larger-than-life and subtly altering your environment in cosmetic ways to suit the



narrative of your dream-self. As an action, you can enter a trance that allows you to alter reality more easily to suit your ideals. For 10 minutes, you gain the following benefits:

- You can cast a paladin spell with a casting time of 1 action as a bonus action.
- Whenever an enemy perceives you from within 60 feet during combat, it is frightened unless it succeeds on a Wisdom saving throw against your spell save DC. At the end of each frightened creature's turn, it can repeat the saving throw, ending the frightened condition on itself on a success. When a creature succeeds on its saving throw, it becomes immune to this frightened condition for 24 hours.

Once you use this feature, you can't use it again until you finish a long rest.

ROGUEISH ARCHETYPES

Rogues of the Mythos run the gamut from cultured and educated adventuring scholars to fiendishly clever tricksters lurking in the same dark woods as hideous outer influences. The following Rogueish Archetypes are available to any rogue.

RESEARCHER

Researchers learn whatever they can, however they can. Some are primarily scholars: content to absorb knowledge from endless books and correspondence, who only face danger when their inquiries provoke forces opposed to sharing what they have learned—particularly secrets mortals were not meant to know. Researchers who become adventurers tend to favor fieldwork and exploration that add to their body of knowledge. Many come to regret their curiosity, but ultimately, they simply can't help themselves, or else they fear that knowing too little might allow dark forces to overwhelm the world.

LEARNED

When you choose this archetype at 3rd level, you learn one language of your choice and gain proficiency in your choice of Arcana, History, Nature, Religion, or Yog-Sothothery (see page 37). If you are not proficient in any of these skills, add half your proficiency bonus to ability checks using these skills.

When you reach 13th level and again when you reach 17th level, you can choose another skill to gain proficiency in.

ARCANE LITERACY

Starting at 3rd level, you gain advantage on all Intelligence (Arcana) checks and on Intelligence (Investigation) and Wisdom (Yog-Sothothery) checks related to spells.

In addition, you can read and use *spell scrolls* as if you were a wizard with Intelligence as your spellcasting ability. Because you cannot cast spells normally, you must make an Intelligence check to cast the spell successfully, regardless of its level.

EDUCATED SNEAK ATTACK

Starting at 3rd level, as a bonus action, you can choose a creature and make an Intelligence check using a relevant skill or a Wisdom (Yog-Sothothery) check if the target is an appropriate subject. The DC is equal to 10 + half the target's challenge rating. If you succeed, you learn the target's weaknesses and vulnerabilities, if any, or identify any spell the target is casting and for 1 minute you can use your Sneak Attack against that target even without advantage, as long as you don't have disadvantage on the attack roll.

BRILLIANT DEDUCTION

Starting at 9th level, you are skilled at lateral thinking and deduction from limited information. Without using an action, you can make an Intelligence (Arcana, History, Nature, or Religion) or Wisdom (Yog-Sothothery) check to learn a piece of information you have no way to know directly so long as you have some piece of indirect evidence for it. The GM determines the DC of the check the same way they would set the DC for any Intelligence check to recall information. You have advantage on this check.

If the result of your check exceeds the DC by at least 5, you learn a related fact for every 5 points by which you exceeded the DC. If your game uses dread, you risk dread from learning unsettling knowledge (see Chapter 4) normally. Once you use this feature, you can't use it again until you finish a long rest.

At 13th level, you can use this ability twice between long rests.

At 17th level, you can use this ability three times between long rests.

USE MAGIC DEVICE

Starting at 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

WILLFUL IGNORANCE

When you reach 17th level, you can suppress the memory of a single encounter, adventure, or experience as an action. This negates any dread, insanity, charmed condition, or frightened condition gained as a result of that memory. The memory and its effects resume immediately when it is recalled with another action. You don't know what memory was suppressed or why you suppressed it until you recall it.

This can allow you to lie more easily by removing contradictory knowledge, granting a +10 bonus on a related Charisma (Deception) check. Even if you don't consciously know you are lying, you must still make a Charisma (Deception) check to convince someone you are telling the truth. Magic cannot detect such an unwitting lie except by digging deeply enough into your mind to know you have this feature (for example, with *dominate*

person), and even then, it does not reveal what information was hidden or whether it contradicts what you claim unless the magic also compels you to recall the memory. You can't hide another memory until you finish a long rest.

You can hide up to three memories at a time and can't hide a fourth unless you recall a hidden memory.

TRAPSETTER

Zoogs are masters at setting traps and possess a seemingly limitless pool of creativity from which they pull their sometimes cruel and always efficient designs for constructing traps. Zoogs are generally protective of their secrets: as a rule, a zoog that encounters a rogue of another race that possesses the trapsetter Roguish Archetype considers that rogue to be an enemy and assumes that the rogue stole the techniques from another zoog. Such non-zoog trapsetters often find themselves the targets of vengeful zoogs unless they are well-known as zoog allies.

TRAPFINDING SPECIALIZATION

When you choose this archetype at 3rd level, you gain proficiency with tinker's tools, which you can use to craft traps of all sorts. If you already have proficiency in tinker's tools, you gain proficiency in another set of artisan's tools. In addition, you can use the bonus action granted by your Cunning Action to make a Dexterity check using your thieves' tools to disarm a trap or open a lock, take the Search action, or take the Use an Object action.

QUICK TRAP CREATION

Starting at 3rd level, you can quickly create simple traps without spending any money on supplies, provided you are in a setting where supplies can be found. You can't place a trap in the same location as another. Choose the trap you create from the Trapsetter Traps list below; you can choose any trap you meet the prerequisite for each time you create a trap. Creative players might design new traps, but such designs must be approved by the GM.

All simple traps are mechanical traps. These simple traps do not last long; once created, a simple trap remains active for 1 hour. The ability check DC to notice a simple trap or to disarm one, as well as the DC of any saving throw allowed by the trap, is determined by your Intelligence modifier. Any attack rolls a trap makes are based on your Intelligence modifier. A quick trap can't trigger again once it has been triggered unless you use your action to reset it while within 5 feet of it.

Trap DC = 8 + your proficiency bonus + your Intelligence modifier

Trap attack modifier = your proficiency bonus + your Intelligence modifier

NESTED TRAPS

At 9th level, you can place up to two quick traps in the same location. When you do, one trap of your choice has

the DC of any ability check to locate or disarm it increased by 1.

SWIFT TRAPSETTER

When you reach 13th level, you can create any quick trap as an action. At 17th level, you can create any quick trap as a bonus action.

MAGIC TRAPPER

Also at 13th level, you can use your action to cast *glyph of warding* in glyph mode. Use your quick trap DC for the glyph's Intelligence (Investigation) DC. Rather than the usual material component, the spell requires a *spell scroll* of up to 3rd level (which the spell consumes), and the spell in the *spell scroll* is stored in the trap without you having to cast it. When triggered, the glyph uses the scroll's spell save DC and spell attack bonus. A *glyph of warding* you cast with this feature can't trigger while within 10 feet of another *glyph of warding*.

When you reach 17th level, this feature improves. When you cast *glyph of warding* using this feature, you can cast the 5th-level version using up to a 5th-level *spell scroll* as its material component.

TRAPSETTER TRAPS

If a quick trap has prerequisites, you must meet them to deploy it. You must use the listed number of actions while within 5 feet of a trap's location to deploy it.

ANKLEWRENCHER

Prerequisite: *firm earth or soft stone terrain, a tool that can work stone if in soft stone*

Creation Time: 1 minute (10 minutes in soft stone)

You dig a shallow, 5-foot wide pit and then obscure the pit with loose debris. A Medium or Small creature that moves through a square with an anklewrencher has a 50% chance of stepping in the hole; if this occurs, the creature stumbles and must cease movement for the round and has its speed reduced by 15 feet for 3d20 minutes or until it regains hit points in any way. A successful Dexterity saving throw prevents this speed reduction but not the cessation of movement for the round.

SAPLING SNARE

Prerequisite: *rope or vine, a strong and supple plant*

Creation Time: 1 minute

You set a snare in a 5-foot square to tie a victim to a branch or tree. If a Medium or Small creature moves through this square, it triggers the trap, which causes the creature to become restrained. A successful Dexterity saving throw avoids the trap effect. Otherwise, a creature must make a successful Strength (Athletics) or Dexterity (Acrobatics) check against the trap's DC as an action to break free. Alternately, the creature can destroy the snare with a weapon that deals slashing damage as an action.



SPRING SPEAR

Prerequisite: 5th level, a sharp but small object or weapon, a branch

Creation Time: 4 rounds

You affix a sharp object to a branch or other flexible limb. When a creature steps into the 5-foot square in which the spring spear is hidden, the spring spear makes a trap attack roll against the target. If it hits, the spear deals 1d6 piercing damage + your Intelligence modifier. Many trap-setters use poison to enhance a spring spear's effects.

TRIPLINE

Prerequisite: rope, vine, or wire

Creation Time: 2 rounds

You run a length of rope or other cord along the ground at ankle level. The tripline is five feet long. If a Medium or Small creature moves into this square, it must make a successful Dexterity save to avoid being knocked prone by the tripline.

SORCEROUS ORIGINS

Alien entities (including the Outer Gods themselves) infuse mortals with their own essence with disturbing frequency. The following Sorcerous Origins are available to any sorcerer thus touched.

DEEP ONE BLOODLINE

One of your ancestors was a deep one. While many of your family have disappeared mysteriously in their old age, your fate might yet be different. You take on a fish-like aspect when you cast spells or use your origin features.

CALL OF THE SEA

When you choose this origin at 1st level, you gain the ability to swim faster than normal; swimming no longer costs you extra movement. If you already have a swimming speed, it increases by 10 feet.

In addition, you can speak, read, and write Deep Speech. Whenever you make a Charisma check when interacting with deep ones, your proficiency bonus is doubled if it applies to the check.

DEEP ONE PHYSIQUE

At 1st level, your eyes enlarge. You have darkvision 60 ft. If you already had darkvision, the range increases by 30 feet.

Your skin is also covered in a layer of fish-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

HOME IN THE DEPTHS

Starting at 6th level, you are at home in the deepest ocean trenches, and gain the following benefits:

- You can breathe air and water.
- You gain resistance to cold damage and can't be harmed by water pressure.
- You also have advantage on Dexterity (Stealth) checks made while you are underwater.

UNLOCKED MAGIC

At 14th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items. If you could already use a magic item with such restrictions, you can spend 1 sorcery point as part of activating a magic item to use your own spell attack modifier and your own spell save DC for that activation if they are better than those of the item.

DREAMS OF THE SEA

Starting at 18th level, immediately when you finish a long rest, you can cast *dream* without expending a spell slot. The dream you create must involve the sea, but you can observe the target's response to it.

If you are in or near a body of water, you can cast *suggestion* on the target regardless of range and without expending a spell slot once during the dream, compelling it to come to that body of water as soon as it awakens.

LIFE FROM THE SEA

Starting at 18th level, the sea gives you vitality. If you finish a long rest that was spent entirely in sea water, you regrow any lost body parts and end any one effect reducing one of your ability scores. If you are killed and the majority of your remains is immersed in a body of sea water for 24 hours, you return to life as if the spell *raise dead* had been cast upon them.

SHUB-NIGGURATH'S BOUNTY

This power might manifest because you were born or spent time in an area under Shub-Niggurath's influence or because one of your forebears desperately worshipped Shub-Niggurath. The Black Goat's influence gives you an unsettling animal magnetism, mutation-causing healing powers, and a fondness for wooded places.



BLESSED OF SHUB-NIGGURATH

When you choose this origin at 1st level, you gain an animal magnetism that causes distracting hormones to surge in nearby creatures. If you start your turn within 5 feet of a creature other than a construct or undead, you can use a bonus action to influence that creature until the start of your next turn. During this time, if such a creature would be hostile toward you, it reacts to any request you make as if it were indifferent. It also has disadvantage on saving throws against spells and effects you cast that would give it the charmed or frightened condition.

In addition, you can speak, read, and write Aklo. Whenever you make a Charisma check when interacting with worshipers of Shub-Niggurath, your proficiency bonus is doubled if it applies to the check.

MUTAGENIC SPELLS

Starting at 1st level, whenever you cast a transmutation spell or a spell that restores hit points of 1st level or higher, one target of your choice affected by the spell receives one random mutation from the Mutagenic Spell Effect table (you can't choose not to mutate a creature). This mutation lasts until the target regains hit points from a spell or other magical effect from a source other than you. If the chosen creature is a construct, it isn't mutated.

You also know *cure wounds*, which doesn't count against your number of sorcerer spells known. At 6th level, you learn *barkskin* and *plant growth* this way. At 14th level, you learn *dominate beast* and *mass cure wounds*. At 18th level, you learn *heal* and *shapechange*. All these spells are sorcerer spells for you.

Mutagenic Spell Effect

d10	Mutation
1	Webbed Digits: Swimming doesn't cost extra movement, but ability checks with tools have disadvantage.
2	Vicious: +1 bonus to melee attack rolls and –1 penalty to AC.
3	Vestigial Tendrils: +2 bonus to Strength (Athletics) checks and –2 penalty to Dexterity (Stealth) checks.
4	Bulging Eyes: Advantage on Wisdom (Perception) checks and disadvantage on Charisma (Persuasion) checks.
5	Camouflage: Always lightly obscured and disadvantage on Charisma (Deception) checks.
6	Bulky Scales: +2 bonus to AC and Dexterity score reduced by 2.
7	Redundant Organs: +1 bonus to Constitution saving throws and –1 penalty to AC.
8	Hypersensitivity: +1 bonus to Dexterity and Intelligence saving throws and –1 penalty to Wisdom and Charisma saving throws.
9	Focused Brain: +1 bonus on Wisdom and Charisma saving throws and –1 penalty to Dexterity saving throws.
10	Distended Limbs: +5 feet bonus to all speeds and reach, –2 penalty to AC.

HORNS OF THE GOAT

At 6th level, you gain the ability to sprout unearthly horns, bone spines, or other hard growths from your head. You are proficient with your unarmed strike, which deals 1d6 piercing damage and has the light and finesse properties. You can create these horns as a bonus action, and they last until you dismiss them as a bonus action. You can't manifest horns while wearing a helm unless it is designed to accommodate them, and lighter hats or other head gear might be destroyed when you manifest your horns.

Whenever you cast a transmutation spell or a spell that restores hit points of 1st level or higher, you can spend 1 sorcery point. If you do, your horns count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage for 1 hour and you can choose to change the damage type they deal (bludgeoning, piercing, or slashing) for that duration.

BESTIAL MIGHT

Starting at 14th level, your body grows unnaturally strong and resilient. You gain the following benefits:

- Your hit point maximum increases by 14 and increases again by 1 whenever you gain a level in this class.
- Whenever you make a Strength check, you can spend 1 sorcery point to gain advantage on that check.
- Your jumping distance is tripled.

SATYR FORM

At 18th level, your body mutates permanently, taking on multiple aspects of simpler life-forms such as goats or squids, not unlike a Mythos satyr. Your type changes to aberration and you are no longer affected by spells and effects that specifically target humanoids (such as *hold person*). At the start of each of your turns, you regain 10 hit points if you have at least 1 hit point but fewer than half your hit points remaining.

YOG-SOOTHOTH'S BLOODLINE

You trace your ancestry to a terrible abomination of Yog-Sothoth. You take on a strange, writhing aura when you cast a sorcerer spell or use a Sorcerous Origin feature.

PROBOSCIS

When you choose this origin at 1st level, your body and mind are twisted in imitation of Yog-Sothoth. You can grow a mouth on a stalk from your torso as a bonus action. If you make an unarmed strike by biting with this proboscis, it deals 1d6 piercing damage and has the light and finesse properties. At 6th level, the bite is treated as magical for the purpose of overcoming resistance and immunity to damage from nonmagical attacks. At 14th level, you automatically grapple a creature you hit with the bite attack of your size or smaller. The creature can escape as an action by succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC.

In addition, you can speak, read, and write Aklo.



Whenever you make a Charisma check when interacting with worshipers of Yog-Sothoth, your proficiency bonus is doubled if it applies to the check.

CONJURATION KNACK

Starting at 1st level, you quickly master conjuration spells, and conjuration spells on the wizard spell list are sorcerer spells for you. At 1st level, 6th level, 14th level, and 18th level, you can choose one conjuration spell from the sorcerer spell list or the wizard spell list of a spell level you can cast and add it to your list of spells known. The spell doesn't count against your sorcerer spells known.

Additionally, whenever you cast a conjuration spell, your image is twisted by planar energies. You briefly seem to fade and flicker like a flame and are lightly obscured until the start of your next turn.

FLICKERING GATE

Starting at 6th level, you can create a barely-visible connection between two areas by spending 2 sorcery points as an action. Each area is a 5-foot cube centered on points you can see within 90 feet of you and of each other. You (and only you) can move from within one cube to within the other by spending 10 feet of movement (as if moving 5 feet into difficult terrain). If a creature begins its turn in either location, it falls into the other location unless it succeeds on a Charisma saving throw against your spell save DC. If the destination would harm the creature simply by its arriving there, the creature has advantage on its saving throw. The connection lasts for as long as you concentrate (as if concentrating on a spell), up to 10 minutes.

LIMINAL CONJURING

Starting at 14th level, you draw upon the boundaries between worlds to protect yourself and creatures you conjure. Whenever you cast a conjuration spell, you can spend 1 sorcery point to become invisible until the end of your next turn or until you attack or cast a spell, whichever comes first.

Regardless of whether you spent sorcery points, if the spell conjured any creatures, those creatures each add your proficiency bonus to saving throws until the spell ends.

LIVING GATE

At 18th level, transdimensional energy infuses your being and twists your form in obvious ways. You become visibly alien, with features such as saurian legs tipped with circular pods instead of feet, and gain the following benefits:

- Your type changes to aberration and you are no longer affected by spells and effects that specifically target humanoids (such as *hold person*).
- You have advantage on saving throws against spells and magical effects.
- For you, *misty step* and *dimension door* each have a casting time of 1 bonus action or 1 action, your choice at the time of casting.

WARLOCK OPTIONS

Warlocks of the Mythos are generally unafraid to look beyond the limits of what most mortals would consider possible or rational. They use many of the same options as other warlocks but are most notorious for seeking secrets in the bodies of the dead and accepting the service of unfathomably alien familiars.

THE ELDER INFLUENCE (OTHERWORLDLY PATRON)

You have made a pact with an Elder Influence, which might be a Great Old One, Outer God, or one of the more unusual entities in Chapter 8. Perhaps you found a rite in a book best left unread and purchased magical insights before understanding the true cost. Perhaps you made a brilliant leap of logic on your own and attracted the attention of Nyarlathotep in a mortal guise, who deftly coaxed you into signing your mind over to him or another entity.

However you made your pact, you need not be true to the creature's aims to continue using the power you gained, but you had to serve it in some manner in order to form the pact in the first place. Even if you are no longer loyal, the pact leaves a mark on you, possibly drawing the interest of your patron and its true servants. They might coerce or attack you if you do not diligently serve its interests, or perhaps only if you directly oppose it. Discuss with your GM what the nature of your patron means for the campaign.

The Elder Influences in Chapter 8 tend to reveal different secrets to their warlocks according to how they violate common understandings of reality: Dimensions Unfathomed, Time's End, and Unearthly Mutation.

Elder Influences that show distance and dimensions to be meaningless distinctions include Atlach-Nacha, Azathoth, Great Cthulhu, Hastur, the King in Yellow, Nyarlathotep (the Dark Demon, the Shadow Pharaoh), Rhan-Tegoth, Tsathoggua, and Yog-Sothoth. Their warlocks most often choose the Dimensions Unfathomed secret.

Elder Influences with such destructive power that they threaten time's very continuity include Azathoth, Byatis, Bokrug, Cthugha, Ghroth, Great Cthulhu, Ghatanothoa, Gobogeg, Nyarlathotep (the Howler), Nyogtha, Quachil Utaus, Rhan-Tegoth, and Tulscha. Their warlocks most often choose the Time's End secret.

Elder Influences that teach the warping and remaking of life include Abhoth, Chaugnar Faugn, Great Cthulhu, Father Dagon, Ithaqua, Mother Hydra, Nyarlathotep (the Bloated Woman), Shub-Niggurath, Ubbo-Sathla, and Yig. Their warlocks most often get the Unearthly Mutation secret.

OTHERWORLDLY SECRET

When you select this Otherworldly Patron at 1st level, you choose a secret taught by your patron and gain its feature.

Dimensions Unfathomed. When you damage a target with a warlock cantrip, it teleports to an unoccupied space you choose that isn't hazardous to it and that you can see within 10 feet of it.

Elder Influence Expanded Spells

Spell Level	All Secrets	Dimensions Unfathomed	Time's End	Unearthly Mutation
1st	<i>identify</i>	<i>mist of R'lyeh</i> (see page 109)	<i>false life</i>	<i>cure wounds</i>
2nd	<i>see invisibility</i>	<i>rope trick</i>	<i>moonbeam</i>	<i>alter self</i>
3rd	<i>clairvoyance</i>	<i>blink</i>	<i>slow</i>	<i>protection from energy</i>
4th	<i>confusion</i>	<i>greater invisibility</i>	<i>death ward</i>	<i>polymorph</i> (can be a monstrosity)
5th	<i>teleportation circle</i>	<i>planar binding</i> (no creature type restriction)	<i>cone of cold</i>	<i>contagion</i>

Time's End. Whenever you deal damage with a warlock spell, the target's hit point maximum is reduced by the damage it took for 1 hour. If you reduce the target to 0 hit points, you gain 5 temporary hit points. If you reduce the target's hit point maximum to 0, it dies.

Unearthly Mutation. You grow fangs, horns, or a long proboscis. You are proficient with your unarmed strikes, which deal 1d4 piercing damage. They have the light and finesse properties. In addition, you grow a thick hide, giving you a base AC without armor equal to 13 + your Dexterity modifier.

EXPANDED SPELL LIST

The Elder Influence lets you choose from an expanded list of spells when you learn a warlock spell. Two of the following spells of each spell level are added to the warlock spell list for you. There is one spell of each spell level you add regardless of which Otherworldly Secret you chose. The other you add depends on the secret you chose at 1st level.

COSMIC LOOPHOLE

At 6th level, you gain a feature from the Otherworldly Secret of your choice. You can choose the same type you selected at 1st level or a different type.

Dimensions Unfathomed. Your reach with melee weapon attacks and melee warlock spell attacks increases by 5 feet. The range of any warlock spell of 5th level or lower you cast and any ranged weapon attack you make is doubled.

When you are hit by an attack, you can use your reaction to twist space. If you would have been out of reach or range of the attack if you were twice as far away as you actually are, the attack misses instead. If doubling the distance would move you from normal range to long range and the attack didn't already have disadvantage, the attacker makes a new attack roll and uses that result instead.

Once you use this reaction, you can't use it again until you finish a long rest.

Time's End. Raw cosmic force infuses your spells and attacks. Once on your turn when you deal damage with a warlock cantrip, a pact weapon, or your familiar, you deal one target additional force damage equal to your Charisma modifier.

When you are hit by an attack, you can use your reaction to attack your attacker with your pact weapon or a warlock cantrip, or you can cause your familiar to attack the attacker (using its reaction).

Unearthly Mutation. Your body mutates to become more mobile and adaptable, giving you the following benefits:

- You can breathe air and water.
- Your base walking speed increases by 10 feet and you don't have to spend extra movement to climb or swim.
- When you hit with an unarmed strike, it deals 1d6 piercing damage. When you are damaged by a creature within 5 feet, you can use your reaction to attack that creature with your unarmed strike.

ALIEN PERSPECTIVE

Starting at 10th level, you have advantage on saving throws against effects that would cause your actions to be determined by a die roll, by the GM, or by other creatures, such as *confusion* or *symbol (insanity)*. You also have advantage on saving throws against effects that would give you the charmed condition, frightened condition, madness, insanity, or one or more levels of dread.

UNLOCKED POWER

At 14th level, you gain a feature from the Otherworldly Secret of your choice. You can choose the same type you selected at 1st level or a different type.

Dimensions Unfathomed. You can cast either *teleport* or *plane shift* once without expending a spell slot. You then can't cast any spell with this feature until you finish a long rest.

Time's End. When you are reduced to 0 hit points, you can use your reaction to vanish out of the normal flow of time. The attack or effect that reduced you to 0 hit points automatically fails to kill you but inflicts any other effects on you normally. You regain up to two spell slots and can spend up to five Hit Dice to regain hit points while outside time, and then reappear in your original location (or the nearest unoccupied space, if it's occupied) at the end of your next turn. You can't take any actions while outside time.

Once you use this feature, you can't use it again until you finish a long rest.

Unearthly Mutation. You can cast *regenerate* or *reincarnate* once without expending a spell slot or providing components. You can't do so again until you finish a long rest. The target's body is mutated visibly by your magic, generally taking on one or two characteristics reminiscent of your patron.



PACT BOON

Some warlocks use dark rites to access the hidden knowledge and powers of the grave. The following Pact Boon is available to any warlock but is primarily used by Mythos ghouls. Non-ghouls can certainly choose the Pact of the Skull, and most ghouls do not begrudge those adopting these techniques of witchcraft. Indeed, they titter and giggle with delight at the knowledge that such practices will bolster their kind.

To the ghoul, the magic inherent in a dead body is obvious. Any ghoul can absorb some of a dead body's memories through the act of consuming the flesh and bone. Only certain ghouls realize that graveyards themselves are potent repositories of magic. These ghouls become warlocks who focus their studies on the spiritual energies and latent power of graveyards and can speak to the accumulated knowledge in the boneyard through an agent: a skull.

PACT OF THE SKULL

Your patron gives you a magical pact skull, generally a humanoid or ghoul skull collected from a graveyard with at least one hundred bodies. Using this skull, you can cast spells you know with the ritual tag as rituals.

Additionally, the skull whispers magical secrets that only you can hear. When you choose this feature, choose two 1st-level spells with the ritual tag from any class (not necessarily the same class), including this one. The chosen spells are warlock spells for you. While the skull is within 5 feet of you, you know those spells and they do not count against your number of warlock spells known, but you can't cast them using spell slots as normal. You can cast them as rituals or as formulas (if they have the formula tag).

You can also use this class feature to cast one of the chosen spells as an action without expending a spell slot while your pact skull is within 5 feet of you. Once you do so, you can't do so again until you finish a short or long rest.

Each time you gain a warlock level, you can replace one of the chosen spells with another ritual spell that is of a spell level lower than half your warlock level (rounded up, minimum 1). On your adventures, you can also add other ritual spells to your pact skull. When you find such a spell, you can add it to the skull if the spell's level is equal to or less than half your warlock level (rounded up) and if you take the time to teach the spell to your skull. For each level of the spell, the teaching process takes 2 hours and costs 50 gp for the rare incense that you must burn in your pact skull while reading the spell aloud to it.

If you lose your pact skull, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous skull. Your pact skull crumbles to sand when you die.

ELDRITCH INVOCATIONS

Warlocks that make dark deals with Outer Gods, Great Old Ones, and other alien entities are more likely to choose the following eldritch invocations, but any warlock who meets the prerequisites can do so.

VARIANT: ABERRATION FAMILIARS

Many of the following invocations allow a warlock with the Pact of the Chain feature to unlock an alien familiar's true nature. A warlock's familiar is a spirit drawn from another realm, shaped and influenced by the warlock's personality and mind as well as the warlock's Otherworldly Patron. Sometimes, when a warlock is unhinged or mentally unstable, or when one throws caution to the wind and bargains with powers from beyond, a horrid place where mortals were not meant to tread, the familiar becomes tainted by the unspeakable influence of the Mythos. At the GM's option, a familiar gained from a Mythos patron or that benefits from these invocations might be an aberration instead of any of the usual familiar types.

ALIEN ECTOPLASM

You can cast *grease* at will, without expending a spell slot or requiring any material components.

AMORPHOUS FAMILIAR

Prerequisite: *Pact of the Chain* feature

Your familiar's anatomy becomes changeable, or it transforms into a mass of fluid that projects pseudopods to emulate its former shape. It can move through a space as narrow as 1 inch wide without squeezing. Its reach with melee weapon and spell attacks increases to 10 feet, as it can extend its limbs unnaturally.

BONE PUPPETEER

Prerequisite: *5th level*

You can cast *animate dead* once using a warlock spell slot. You can't do so again until you finish a long rest.

CALL OF THE GRAVE

Prerequisite: *Pact of the Skull* feature

If you fail on an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to roll again by listening to secrets whispered by your pact skull if it is within 5 feet. You use the new result in place of your original result, which can make you succeed on the saving throw after all. You can't use this invocation again until you finish a long rest.

CHAINED MUTANT

Prerequisite: *Pact of the Chain* feature

When you change the form of your familiar, you have the option to choose a beast mutated due to the influence of a Great Old One, Outer God, or other potent and unnatural force. Such a familiar takes on obviously unnatural features like pod-tipped legs, extra eyes near its middle, and a mouth-tipped stalk. It becomes a mutated version of one of the normal options in the *find familiar* spell (not the options added by the Pact of the Chain feature). It loses one of its weapon attacks unless it has only one. It can't wear armor or barding that isn't designed for its unique form. It adds your proficiency bonus to its weapon attack rolls,

weapon damage rolls, Strength saving throws, Constitution saving throws, Wisdom saving throws, and Wisdom (Perception) checks.

When your familiar hits a creature with a weapon attack, it attaches to the target and can't use that weapon to attack until it detaches. If your mutated familiar begins its turn attached to a creature, that creature loses 1d8 hit points from blood loss. Undead and constructs are immune to this hit point loss. The familiar can detach itself as an action or a creature can use its action to detach your familiar.

COSMIC TRUTHS

You gain proficiency in the Yog-Sothothery skill (see page 37). If you already have proficiency in that skill, you instead gain proficiency in Arcana or Religion. Your proficiency bonus is doubled for any ability check you make using Yog-Sothothery, even if it isn't the proficiency you gained from this invocation. (This doubling means the penalty it imposes on your saving throws is equal to your proficiency bonus.)

In addition, choose a 1st-level spell from any class spell list (including warlock). You can cast this spell once using a warlock spell slot. You can't do so again until you finish a long rest.

FRIGHTFUL FAMILIAR

Prerequisite: 7th level, *Pact of the Chain* feature

As a bonus action, you can cause your familiar to instantly emanate a pall of magical fear that rattles any foe it meets. Each creature of the familiar's choice within 60 feet that is aware of it must succeed on a Wisdom saving throw against your spell save DC or be magically frightened until the start of the familiar's next turn. The save DC is equal to your spell save DC. Once your familiar uses this invocation, it can't do so again until you finish a short or long rest.

HIDEOUS GNAWING

Prerequisite: 5th level, *Pact of the Chain* feature

Your familiar's form incorporates a natural weapon of supernatural sharpness and durability. Once per turn, it deals extra damage when it hits a target with an attack if the target is a nonmagical object, a creature it had advantage on the attack roll against, or a creature within 5 feet of you or an ally of yours (you or your ally must not be incapacitated). If it hits with a spell attack, it deals an additional 1d6 piercing damage. If it hits with a weapon attack, it deals an additional 3d6 piercing damage.

Your familiar can cut through any material except adamantine, given time. Generally, it takes 10 minutes to make a hole large enough for a Tiny creature to squeeze through 1/2 inch of metal, 1 inch of stone, 3 inches of wood, or 1 foot of earth. It can clear a path for a Small creature in quadruple the time, and for a Medium creature in sixteen times as long.

REVEAL UNSEEN HORRORS

Prerequisite: 15th level

You can cast *phantasmal killer* at will without expending a spell slot. As long as the target is affected, it can also see invisible and ethereal creatures and objects. You must finish a long rest before you can use this invocation on the same creature again.

SANITY-THREATENING FAMILIAR

Prerequisite: 15th level, *Pact of the Chain* feature

Your familiar's form warps to violate the basic properties of the material universe, although it is normally difficult to spot how. However, it can flagrantly display its impossible form as part of making an attack. When it does, each creature of its choice that can clearly see it within 30 feet must make an Intelligence saving throw, taking 4d6 psychic damage and becoming stunned until the start of the familiar's next turn on a failed save, or taking half as much damage and becoming unable to see the familiar until the start of the familiar's next turn on a successful one. The save DC is equal to your spell save DC. Once a creature makes this saving throw, regardless of success or failure, it becomes immune to this invocation until you finish a long rest.

SECRETS FROM BEYOND

Prerequisite: 12th level, or 9th level and *Pact of the Skull* feature

You can cast *contact other plane* at will, without expending a spell slot or requiring any components. You may make a Charisma saving throw to avoid insanity instead of an Intelligence saving throw.

SUSPEND DECAY

Prerequisite: 7th level, or 5th level and *Pact of the Skull* feature

You can cast *gentle repose* at will, without expending a spell slot. When you cast *gentle repose* on a corpse that you haven't targeted in the past 10 days, you gain the ability to ask it one question as if you had cast *speak with dead*. This question doesn't count against the number of questions you can ask if you subsequently cast *speak with dead* on that corpse. Time spent under the effect of this casting of *gentle repose* doesn't delay the body becoming riper for the purposes of a ghoul's Psychic Feast.

UNDEAD LINK

Prerequisite: 5th level or *Pact of the Skull* feature

All undead with Intelligence scores of 5 or lower perceive you as an undead creature and do not attack you unless you attack them first or they are directly commanded to attack you personally. You have advantage on Charisma checks made to influence ghouls and undead creatures.

Additionally, the first time you make a saving throw against a spell or other effect from a given undead source, you have advantage on your saving throw. This feature doesn't give you advantage on any other saving throw against that undead until you finish a long rest.

UNEARTHLY AWARENESS

You can cast *detect evil and good* at will, without expending a spell slot or requiring any components.

WIZARD ARCANE TRADITION

Wizards of the Mythos train to make the most of ritual and formula magic unearthed from dangerous tomes better forgotten. NPC wizards in a Mythos game often make extensive use of the spells revealed in chapter 5, and PCs who delve into forbidden secrets may come across them as well.

SCHOOL OF RITUALISM

The School of Ritualism emphasizes the occult science and alien mathematics taught by creatures of the Mythos. Wizards who follow this school are commonly known as ritualists.

RITUAL SAVANT

Starting when you select this tradition at 2nd level, the gold and time you must spend to copy a spell with the ritual tag into your spellbook is halved.

RITUALIZE SPELL

Starting at 2nd level, you can cast any spell as a ritual, even if it lacks the ritual tag, and you can choose to expend a spell slot when you cast a spell as a ritual in order to make it more powerful. If you cast a spell without the ritual tag as a ritual, you must always expend a spell slot even though you don't have to prepare it. When you expend a spell slot to cast a spell as a ritual, its duration is doubled unless doing so would result in a duration longer than the maximum of 8 hours (spells that normally last more than 8 hours are unaffected). If the spell has an increased effect when cast at a higher level, you determine its effect as if you had cast it using a spell slot of the next higher level than the level of the slot you expended. Thus, if you ritualized *private sanctum* using a 5th-level slot, it would take effect as if you had used a 6th-level slot. This increase doesn't stack with any other means of increasing a spell's effective slot level. (For example, if you also had used the spell *voorish sign* from Chapter 5 before ritualizing *private sanctum* using a 5th-level slot, it would still take effect as if you had used a 6th-level slot even though both this feature and *voorish sign* would normally increase the effective slot level.)

ROTE INSCRIPTIONS

Starting at 6th level, you always have *glyph of warding* prepared and it doesn't count against the number of spells you have prepared.

When you cast *glyph of warding* or *symbol*, you can use this feature to shorten its casting time to 1 action; when you do so, you cannot do so again until you finish a long rest.

When you reach 14th level, you can shorten the casting time twice before finishing a long rest and you also always

have *symbol* prepared; it likewise doesn't count against the number of spells you have prepared.

UNIVERSAL OCCULT PRINCIPLES

Starting at 6th level, you add one spell with the ritual tag from any class (including this one) to your spellbook at no cost. From now on, all spells with the ritual tag are wizard spells for you.

FAST READER

Starting at 10th level, you don't have to prepare all your spells immediately upon finishing a long rest and can choose to prepare fewer than your maximum number. At any time, if you don't yet have your maximum number of spells prepared, you can prepare an additional spell by reading your spellbook as an action. You can also read text twice as fast and retain comprehension, allowing you to make an ability check to research a Mythos text (see page 132) in half the usual time.

Additionally, when you cast a spell as a ritual or formula (see Chapter 5) or you read it from your spellbook or a *spell scroll*, the spell's casting time (including the addition-



al time from casting it as a ritual) is half as long, to a minimum of 1 action for a *spell scroll*, 5 rounds for a formula, or 5 minutes for a ritual.

SCROLL MASTERY

Starting at 14th level, you ignore class requirements to use *spell scrolls*. When you cast a spell from a *spell scroll*, you can use your own spell attack and save DC if they are better than that of the *spell scroll*. You can choose to cast the spell on a *spell scroll* as a ritual in order to use your Ritualize Spell feature as if you had expended a spell slot to cast it; doing so still expends the *spell scroll*.

Additionally, you automatically succeed on the ability check to copy spells with the ritual tag from *spell scrolls* or Mythos texts into your spellbook.

BACKGROUNDS

Although characters of any background can become entangled in the Mythos, sometimes the Mythos directly shapes your character's origin. If the Mythos influenced your character's life from an early point, consider choosing one of the following backgrounds or borrowing roleplaying suggestions from them to augment another background. Also consider taking suggested characteristics from these backgrounds even if you use another background if you want to represent a Mythos experience intruding upon a more conventional background.

ALIENIST

You work to understand and treat insanity and madness. You might be called upon to determine why a horrible act was performed or learn the true nature of a madness. You likely work with the authorities to identify and contain individuals who are dangers to themselves and others. You might approach your work as an agent of law and order, as a researcher into the hazards and ills of the mind, as a healer of wounded souls, or as a confidante hoping to understand. You have probably stumbled at least once upon the unexpected horrors of the Mythos in the course of treating or tracking folks thought by the public to simply be criminals or lunatics.

When you choose this background, discuss with your GM the kinds of maladies, crimes, or monsters you have investigated.

Skill Proficiencies: Choose two from *Insight*, *Investigation*, and *Medicine*

Tool Proficiency: *Herbalism kit*

Language: One of your choice

Equipment: A diploma or letter vouching for your expertise to the authorities, notes on cryptic clues regarding the behavior of cultists or victims of Mythos entities you have studied, manacles, a set of common clothes, an inkpen, a bottle of ink, paper, and a belt pouch containing 10 gp

FEATURE: ALIENIST CONTACTS

As an alienist, you have qualifications and contacts to be consulted on a wide variety of strange happenings. You know of or can easily find asylums, sanitariums, hospitals, or temples offering counsel or healing where you can obtain ready treatment for yourself and a few others in any area that has them. The treatment is quickly administered, private, and discounted to at least half price, although it might not be sufficient for significant trauma. Additionally, when you fail to recall or discover information related to unexplained events and Mythos entities, you generally know of a former patient, fellow alienist, or institution with relevant clues, even though their information might be incomplete.

SUGGESTED CHARACTERISTICS

Alienists' characteristics are shaped both by how they see their work and what they had to do to get their work done. Their traits often relate to coping with stressful discoveries and interacting with those whom the Mythos drives to dramatic acts. Most alienists rely on tight bonds outside their work to ground them, or else throw themselves entirely into their work, forsaking the outside world to find meaning in eldritch mysteries. Their ideals tend to drive their work forward, even if what they discover along the way threatens those ideals. Alienists' flaws are usually related to how isolating their work can be.

d8	Personality Trait
1	I take my time to understand a situation thoroughly before jumping to conclusions.
2	I constantly try to diagnose my friends, enemies, and acquaintances.
3	I assume those who wrong me are struggling with their own problems until proven otherwise. I encourage others to do the same.
4	I reflexively avoid making firm declarations. Instead, I speak in possibilities and encourage others to put forth their own interpretation of any situation.
5	I keep meticulous case records of all my adventures. I refer to them often in the hopes of finding patterns.
6	I can't help but empathize with everyone I meet and try to fix problems I find.
7	I focus so much on others' problems that I have precious little self-awareness.
8	I take every opening to share my theories about the underlying principles of humanoid psychology.
d6	Ideal
1	Rationality. Superstition and emotion can't be trusted by themselves. (Lawful)
2	Dignity. I will go to extraordinary lengths to preserve the dignity of those in my care. (Good)
3	Kindness. I alleviate whatever suffering I can. (Good)
4	Discovery. I contribute whatever I can to greater understanding of ourselves and our world. (Any)
5	Safety. Lives in turmoil can hardly be lived. (Lawful)
6	Independent Thought. Traditional views are built on the limited understanding of the past. Openness to



	new ideas is the only path forward when confronted with truths never before considered. (Chaotic)
d6	Bond
1	No one took my idiosyncratic mentor seriously, but I depended upon their lessons to succeed in the bizarre situations I have faced. I will protect or restore my mentor's reputation.
2	I would give my life for my fellow investigator who kept me sane as we faced things we weren't ready for.
3	I help those whose minds are hurting. I will never let those in my charge come to harm or harm others.
4	I cling to a close friend, lover, or relative whose influence keeps me from burying myself in my work.
5	The only way to prevent more madness like that which I have treated is to destroy all evidence of what drove my patients to that state.
6	My faith is an anchor in an increasingly strange world. I would do anything for my community of faith.
d6	Flaw
1	The suffering I have witnessed eats away at me, so I take foolish risks to achieve closure.
2	I can't bring myself to admit the truth of things that should be impossible with known magic or science, even when I experience them directly.
3	I will do anything to become a world-renowned expert.
4	Once I have a lead, I chase it relentlessly to the detriment of the rest of my life.
5	Any strong expression of faith reminds me of deluded cultists, and I assume priests will eventually exploit the faithful for destructive ends.
6	I believe my theories are always on the right track, and I rarely admit others might have better ideas.

MYTHOS CULTIST

Serving the insular cult of a Great Old One or Outer God was a defining feature of your life before adventuring, regardless of whether you remain involved with the group. As a cultist, you served the interests of a cult leader or the greater power that leader served and might have little apprehension of the true nature of the religion. Due to the social rejection or at least suspicion surrounding their cult, your fellow cultists were secretive and inducted only those they felt they could trust or readily eliminate. You might have willingly served in exchange for gifts from the cult, or you might have been coerced into service. You may have been raised in the cult or joined as a youth, but you've escaped as an adult.

Perhaps you left the cult after you glimpsed true horrors lurking under the surface of a group that at first seemed strange but sympathetic. Alternatively, you might have simply fled from the awful acts without ever understanding why your fellow cultists did the deeds. Finally, you might have been a lonely survivor of a cult broken up by the authorities or adventurers who spared you due to your youth or ignorance. Leaving makes you a target for

your former fellows to kill or at least blackmail, if they remain at large.

When you choose this background, work with your GM to determine what cult you were or are affiliated with and whether they remain active. If you did not sever all ties with the cult, talk with your GM about what contact you still have and how the cult's interests can contribute to the story without putting you unduly at odds with the other players. For example, a cult that placates a monstrous force out of fear or that doesn't truly understand the danger of its patron might include members who are not villains but rather sympathetic characters who might be helped out of a difficult situation.

Skill Proficiencies: Choose two from *Deception*, *Religion*, and *Yog-Sothothery* (see page 37)

Tool Proficiencies or Languages: Choose two from *disguise kit*, *forgery kit*, *poisoner's kit*, *thieves' tools*, *Thieves' Cant*, and a language spoken by the cult's allies

Equipment: An unholy symbol (from your initiation), vestments, a set of traveler's clothes, a text containing coded details on the powers and goals of the creatures you served, 5 candles or sticks of incense, a tinderbox, and a belt pouch containing 50 gp

FEATURE: REVELATION

As a Mythos cultist, you were initiated into some secret beyond normal humanoid experience. You might have deduced the secret yourself before the cult was willing or able to initiate you formally, or you might have earned the trust of a high priest or alien entity and been deemed worthy of the secret. The nature of the secret reflects how the object of the cult defies known reality. It might be a revelation about the origin of your people, the fate of the world, the laws of nature, looming threats to known life, or the details about an Elder Influence's current fate and disposition. You might have found evidence that disproves common understanding of the planes of existence, the movement of the stars, or the course of history. You might have learned to use alien technology or even the location of a cache of such treasures hidden in a dangerous and hard-to-reach place.

Work with your GM to determine the nature of your revelation and its impact on your adventures.

SUGGESTED CHARACTERISTICS

Mythos cults often attract people with extreme personalities and encourage them to become even more extreme, unbound by the restrictions of outside society but often also constrained by the obsessive nature of the cult itself. Cultists' traits tend to be shaped by their isolation from society and the idiosyncrasies of the cult. Cultists tend to cling to common ideals but take them to unusual extremes or view them from an unusual perspective. Cultists' bonds are often what motivated them to leave the cult, although by the same token, a bond might keep cultists involved with a cult. Cultists' flaws are often related to how they were inducted in the first place or the terrible things they did while in the cult.



d8	Personality Trait
1	I fumble for socially expected niceties and use arcane figures of speech.
2	My first response to anyone who speaks with an air of authority is emphatic deference or contrariness.
3	I routinely work out code phrases and meaningful gestures with those I trust to ensure we can communicate without eavesdroppers understanding.
4	I habitually guess at cosmic connections between everything that happens and tie them back to the teachings of my cult, even if I no longer really believe in it.
5	Knowledge is only for those who are worthy. I test others relentlessly before sharing what I know.
6	I have known people to overlook blatant falsehoods for the sake of their own comfort. I don't trust what I can't personally verify.
7	Religions have done nothing but seek to control or bribe me with promises that come to disappointment. I have little faith or respect to spare for gods and those who follow them.
8	I constantly try to do what I'm told not to do.

d6	Ideal
1	Transformation. I will become more than a common mortal, reinventing myself as something different but greater. (Chaotic)
2	Discovery. Mortal comprehension is a pitiful thing compared to the Great Old Ones and Elder Gods. Learning secrets like theirs is the only way for we mortals to become more than clever monkeys. (Any)
3	Rebellion. Laws, norms, and taboos hold us back from our full potential. (Chaotic)
4	Belonging. We deserve to feel like part of something greater. (Neutral)
5	Power. Only those with the power to save themselves deserve to survive the callous forces of the universe. (Evil)
6	Redemption. I might never be able to make up for my mistakes, but I try anyway. (Good)

d6	Bond
1	I won't let someone else be charmed or trapped as I once was.
2	I left a dear friend behind when I escaped the cult's grasp. I search for a way to free them, but fear that they might not even want to be rescued when I am ready.
3	The mentor that inducted me into the cult is unwilling or unable to see how dangerous it is. I remain nominally affiliated and do the bare minimum I must to stay in the cult's good graces for my mentor's sake.
4	I got someone I cared for killed, and I will never let it happen again.
5	I was drawn into the cult by its tantalizing knowledge or gifts. Now, I am sworn to destroy all traces leading to them to prevent others from being indoctrinated.
6	I will be forever grateful to the friend or relative who steadfastly supported me for as long as it took me to leave the cult that had drawn me in.

d6	Flaw
1	I habitually lie about minor details of my life to make myself seem more interesting or to prevent others from getting closer to me.
2	I almost never question those who claim to know more than I do.
3	When I make a mistake, I double down rather than admit it.
4	I like to break things.
5	I will pay any price to learn secrets kept from the world at large.
6	I am certain doom hangs over all mortal hopes and am willing to take extreme risks to escape mortal limitations.

MYTHOS SURVIVOR

Your life was shattered by dangerous forces of the Mythos, but you survived. Perhaps you grew up in a wilderness or ruin vexed by otherworldly phenomena and monsters. Maybe you spent your early life eluding or enduring alien capture for research, food, or servitude. Perhaps you had a brief but intense ordeal and took years to recover, cared for by family, friends, or sanitarium workers.

In any case, you had to watch and learn quickly simply to keep your life or your sanity. Depending on the nature of the monster or hazard you survived, you might have had to know when to hide, when to run, when to fight, or when to pointedly ignore the strangeness around you. You might have even led others who could not cope as well, or maybe you had to leave less fortunate victims behind.

Choose a Great Old One, Outer God, cult, or alien force from the table of contents or from a list given to you by your GM, and work with your GM to detail what sort of terrible circumstances you survived.

Skill Proficiencies: Choose two from *Arcana*, *Religion*, *Stealth*, *Survival*, and *Yog-Sothothery* (see page 37)

Languages: Two of your choice

Equipment: A lantern, a tinderbox, a trophy from a Mythos monster you killed or escaped, a set of traveler's clothes, a knife, an ink pen, a bottle of ink, a diary, and a belt pouch containing 15 gp

FEATURE: DESPERATE INSIGHT

As a Mythos survivor, you picked up useful insights for dealing with alien entities. You know all the vulnerabilities, resistances, and immunities of three dangerous creatures you directly survived contact with, as well as at least one thing each seemed interested in or repulsed by. You automatically notice signs of unnatural influences and the passage of aberrations, fiends, monstrosities, and undead, although you might not identify them unless they are the sorts of creatures you survived. You also recognize symbols of the Great Old Ones and Outer Gods.

SUGGESTED CHARACTERISTICS

Mythos survivors are forever marked by their close calls with malign influences. Their methods of survival in-



fluence their traits, and a relationship that helped them through the ordeal is a promising choice of bond. Their ideals might have been a source of strength in the face of adversity or the result of discovering that they must find their own meaning in the face of a dangerously uncaring universe. Their flaws tend to be needed bonds taken too far or defense mechanisms that they can't stop using even when not appropriate.

If the ordeal your character survived did not occupy the majority of your adolescence or early adulthood, also choose another background to represent your character's experiences aside from the ordeal. Consider the suggested characteristics of both that background and this background when choosing your character's characteristics.

d8	Personality Trait
1	I had to organize other survivors or die. I seize the initiative whenever my group's direction is in doubt.
2	I would have been lost forever without an elder survivor. I constantly mimic or refer to that person's example.
3	I had to move quickly to make it this far. I keep interactions short and businesslike.
4	Giving up spells doom in my experience. I avoid dwelling on bad possibilities.
5	I came up with handy rhymes, mottoes, or rules to keep my head on straight. I quote them at any opportunity.
6	I know better than to trust what my eyes see. I always verify.
7	I can't trust any benevolent power after what I experienced.
8	There are things I regret learning, so I take extra care to ensure others need to know before telling them potentially unsettling things. I use euphemisms or vague summaries rather than getting into details.
d6	Ideal
1	Adaptation. Nothing lasts, so I make the most of every opportunity. (Chaotic)
2	Nature. Natural, wholesome life must be protected at all costs from unnatural forces. (Neutral)
3	Kindness. In a cruel, uncaring universe, I work to make every bit of happiness I can. (Good)
4	Unity. If we don't do our part, we will all fall into ruin. (Lawful)
5	Safety. Without stability, we have nothing. (Lawful)
6	Strength. Only the strong survive, and I am the strongest there is. (Evil)
d6	Bond
1	I will do anything for those who supported me while I recovered from my ordeal.
2	I will never let the monsters who hurt those I love harm anyone else.
3	I help those who can't survive without help.
4	I would die for those who went through the most horrific time of my life with me.
5	The only way to prevent anyone else from stumbling on the horrific disaster I encountered is to destroy all evidence of the ordeal.

6	Wholesome, natural life despoiled or transformed by evil forces must be cured or contained.
d6	Flaw
1	I would do anything to forget.
2	Unnatural monsters blind me with rage or fear.
3	I regret leaving someone I cared about behind, and rebuff potential friends or allies for fear I might have to abandon them too.
4	I obsessively stockpile so many things I can't easily store or track them all, just in case I might need them.
5	After being failed by those responsible for my safety before, I reflexively question and distrust all authority figures.
6	I will make any sacrifice to avert or stop even the possibility of a threat like the one that I so narrowly survived.

VISIONARY

You have always had an unusual way of looking at the world. Your keen sensitivity allows you to notice and sometimes even understand things from beyond the world others see. Your dreams veer toward symbolism you only begin to grasp. The dreams are alarmingly alien yet also tantalizingly close to teaching you about your place in the cosmos. In working to interpret your impressions, you have spent significant time devoted to writing, art, or music. As a result, you have created work unique enough to earn you at least a minor degree of recognition. This recognition might be an earnest curiosity at your vivid work, or it might merely be morbid fascination at your apparent mental illness.

When dark powers of the Mythos stir, you are plagued by nightmares and unexplained impulses. If you do not or cannot confine these feelings and visions to your work, they drive you to odd behavior. This behavior likely gives you a reputation for eccentricity or even madness. You might have been tempted to work with cultists of the Great Old Ones or Outer Gods in the hopes of gaining greater understanding, but your instincts also warn you that they represent grave danger as well.

Work with your GM to determine what unusual things you have sensed and the public reaction to your art.

Skill Proficiencies: Choose two from *Perception*, *Performance*, and *Yog-Sothothery* (see page 37)

Tool Proficiency: Choose two from a type of artisan's tools or a type of musical instrument to support your *Visionary Work* (see below)

Equipment: One set of artisan's tools or a musical instrument with which to create your visionary art, a piece of disturbing art you don't remember creating, a letter or other text containing increasingly ominous rumors or legends reminiscent of that art, an ink pen, a bottle of ink, 10 sheets of paper, a set of common clothes, and a belt pouch containing 5 gp



VISIONARY WORK

Roll once or twice below or choose a medium for the kind of work you create to interpret your visions.

d12	Medium of Work
1	Essays, poetry, or stories
2	Painting
3	Pottery or clay sculpture
4	Masonry or stone sculpture
5	Ink sketching
6	Metalworking or common metal sculpture
7	Weaving
8	Woodcarving
9	Dance
10	Instrumental music
11	Song
12	Jewelry or rare metal sculpture

FEATURE: ELDRITCH SENSITIVITY

Your visionary art is a manifestation of your keen sensitivity for unearthly phenomena. You automatically recognize when art or words you perceive were motivated by contact with the Mythos. Your dreams turn dark and ominous when Mythos forces are active, giving you vague clues that will bring you closer to those forces if you follow them. You also get a strange feeling when you perceive evidence of close contact with a Mythos monster or Elder Influence upon any creature or object, even if you don't consciously recognize that evidence for what it is. This feeling doesn't indicate what the evidence is or what the manner of contact was.

Additionally, you can create a piece of art based on your dreams or sense of Mythos contact to help you make sense of them. Creating the piece of art typically takes at least 8 hours (GM's discretion), and you cannot do so again until you complete a long rest. With 1 day of downtime, you can offer the art for sale to your established contacts. Unless the Mythos force or monster that inspired your dream or sensation is exceptionally obscure, at least one recognizes its traces in your art enough to tell you general information about the subject or to point you to a library or expert that can do so. In addition, if you spend a long rest meditating on the art, you can retry an Intelligence (Investigation) or Wisdom (Yog-Sothothery) check you failed to understand clues marked by your Eldritch Sensitivity. You can't use this feature to retry an ability check again for 10 days.

SUGGESTED CHARACTERISTICS

Visionaries often have traits that minimize the discomfort caused by their sensitivity. Their ideals tend to be distant things related to their art or visceral anchors that they depend on to avoid losing themselves in their visions. Their bonds are often strangely bound up in what they sense. Visionaries' flaws tend to be defined by either fear or feelings of being overwhelmed.



d8	Personality Trait
1	I stop and appreciate any bit of beauty or wonder I find.
2	What others consider bland or boring, my keen senses find overflowing with subtle flourishes and nuances.
3	I wax poetic about any new experience, good or bad.
4	I journal daily to help make sense of my feelings and experiences.
5	Another visionary's example inspires me and gives me faith in my own senses. I refer to that visionary's works as often as possible.
6	I look for hidden or coincidental patterns everywhere and speculate idly about their potential meanings.
7	My meditations make clear that divine powers and their servants are highly suspect.
8	I have an intense sense of morbid curiosity.
d6	Ideal
1	Imagination. Creativity and free thought are the only ways to exceed our mundane limits. (Chaotic)
2	Belonging. We all need to feel understood by someone else. (Neutral)
3	Beauty. Since hideousness seems to loom just out of sight wherever I look, I create or protect beauty wherever I can. (Good)
4	Invention. I will give the world works it has never known before. (Chaotic)
5	Aspiration. My visions call me toward a greater purpose, and nothing will keep me from it. (Any)
6	Truth. I can't abide hiding myself or my experiences. (Lawful)
d6	Bond
1	A relative, nurse, or other caregiver remains close to me after they helped me find my way despite my tendency to get overwhelmed or find trouble.
2	I feel an instant connection to anyone else struggling to understand their place in the universe.



3	Art is a rare source of meaning and solace in a confusing universe. I protect and support art and artists whenever I can.
4	I have a secret friendship with a Mythos entity, and I cherish its perspective even though it sometimes convinces me to do things I'm ashamed of.
5	I would do anything for the one friend who trusted and believed me when nobody else would.
6	I have visions of a godlike entity threatening the world as I know it. It might be impossible to stop, but I believe I can at least delay it.
d6	Flaw
1	I would do anything to avoid having another sanity-straining dream or vision.
2	Keeping the truth hidden eats me up inside. I can't keep a secret for long.
3	I have been too often condemned or dismissed for my queer ways. I struggle to trust or interact openly with anyone not also an outsider.
4	My senses are easily overwhelmed. I buy specific food, drink, and accommodations even if I must spend more than I can comfortably afford to get them.
5	Seeing my nightmares come to life is too much for me. I can't think when faced with unnatural monsters, unless cooler heads help me control myself.
6	I can never let go of any chance to learn more about my visions or similar strangeness, no matter what the revelation might cost.

NEW FEATS

Any character who meets the prerequisites can choose from the following feats, many of which are of particular use to Dreamlands cats, ghouls, gnorri, and zoogs.

CLOSE TO UNDEATH

Prerequisite: *Mythos ghoul*

Although you are still a living creature, your flesh is infused with necromantic energies that make you, in some ways, akin to the undead. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have resistance to necrotic and poison damage.
- You have advantage on saving throws against effects that would give you the poisoned condition.

DEEP ONE TOUGHNESS

Prerequisite: *Constitution 13 or higher, must have a deep one ancestor*

Traces of deep one ancestry manifest in your body, giving you some partially or obviously ichthyic features, particularly in regard to your eyes and skin. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain bulging eyes that grant you darkvision 60 ft. If you already had darkvision, its range increases by 30 feet.
- Your skin is thick and scaled, so that your AC without armor is equal to 13 + your Dexterity modifier.

DEEP ONE MIGHT

Prerequisite: *Constitution 13 or higher, must have a deep one ancestor*

Traces of deep one ancestry manifest in your body, giving you some partially or obviously ichthyic features, particularly in regard to your hands and teeth. You also sprout gills. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You can breathe air and water and don't have to spend extra movement when swimming.
- You grow webbed claws on your hands and when you make an unarmed strike with a claw it deals 1d6 slashing damage and has the light and finesse properties.
- You grow monstrous fangs and when you make an unarmed strike with your bite it deals 1d6 piercing damage and has the light and finesse properties.

DREAMER

Prerequisite: *Charisma 13 or higher*

Your vivid imagination unlocks the secret world of the Dreamlands to you. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in Charisma saving throws. If you already had that proficiency, instead you gain proficiency in Intelligence saving throws.
- You can travel knowingly in your dreams to the shared universe of the Dreamlands (see Chapter 4). Generally, you can only bring miniscule mundane things without value (such as a leaf or rock) between your physical form and the Dreamlands unless they are artifacts or magic items designed to be brought this way. You can wake yourself up from the Dreamlands by succeeding at a DC 15 Charisma check as an action. When you do, your dream-form vanishes until you return to the Dreamlands, and you awaken in your physical body. If your Charisma check fails, you can't make another attempt for 10 minutes.
- When you gain this feat, you gain full access to all your dream form's memories alongside your waking form's memories and your two parallel identities are no longer independent: you are the same person in both worlds.

ERUDITE FEASTER

Prerequisite: *Psychic Feast trait, ability to cast spells*

When you feast on a dead body, you gain enhanced knowledge from its remains. You gain the following benefits:

- You can maintain three additional insights from your Psychic Feast trait.
- If you use your Psychic Feast trait to consume a spellcaster's remains, you can absorb a bit of its lingering power to augment your own. If the body is less than 100 years old, instead of gaining a skill insight from the corpse, you can gain a spell known that the creature knew or had prepared in life if it is on your class list and is of a spell level you can cast. If the body is over 100 years old, you can gain an additional spell of a different level in place of a second insight. Spells gained in this way don't count against your number known. If you prepare spells, you can instead prepare the spell without counting it against the number you can prepare normally.
- If you are a wizard, the spell is immediately prepared without scribing, and while it is prepared you can scribe it into your spellbook as if you were replacing a lost spellbook.

FOUR-ARMED FIGHTING

Prerequisite: *Gnorri, Three-Armed Fighting feat*

You train to attack with your many arms in rapid succession. You gain the following benefits:

- When you use your reaction to make an opportunity attack that misses, you regain your reaction at the end of the turn. You can only use this reaction to make an opportunity attack with a weapon other than the one you made an opportunity attack with since the end of your last turn.
- You can use two-weapon fighting to attack with any weapon you wield in one or two hands after using the Attack action to attack with any weapon you wield in one or two hands.
- When you use two-weapon fighting with light melee weapons, you can make a third attack and a fourth attack with light melee weapons you wield in two other hands. You don't add your ability modifier to the damage with either attack (even if you chose the Two-Weapon Fighting option for your Fighting Style feature).

INSULATING INSANITY

You seek refuge from terrible truths by isolating parts of your mind. You gain an insanity of the GM's choice (see Dread and Insanity in Chapter 4). Your GM should work with you to ensure its nature makes the game more fun for you and the group, and it should generally fall into the category of a first-degree insanity as described on page 79. As long as you have this insanity, you have advantage on Constitution saving throws to concentrate on spells and

on all Wisdom saving throws. If your insanity is cured, you may either gain a different insanity or choose a new feat in place of this one.

MAD PASSION

Prerequisite: *Insanity or worship the King in Yellow*

Your obsessiveness prevents any distraction from stopping your creativity. You gain the following benefits:

- When you make a Constitution saving throw to concentrate on a spell, treat a d20 roll of 7 or lower as an 8.
- Enchantments, dread, insanity, and the incapacitated condition don't prevent you from doing any of the following: casting spells; using or giving Bardic Inspiration dice; making ability checks using Arcana, History, Nature, Performance, Religion, or Yog-Sothothery; making ability checks with artisan's tools; or discussing any of the previous. However, you still can't perform actions you are physically incapable of (such as if you are petrified or unconscious).

QUICK TAIL

Prerequisite: *Gnorri*

Your training allows you to move your tail with incredible speed to attack or to propel you. You gain the following benefits:

- Your base speed increases by 5 feet.
- You can use a portion of your tail to make an unusually effective unarmed strike. Your unarmed strike with your tail deals 1d6 bludgeoning damage and has the finesse and light properties.
- When you hit a creature with an unarmed strike using your tail, you can use a bonus action to attempt to shove the target.

SUPERNATURAL FELINE

Prerequisite: *Dreamlands cat, ability to cast at least one spell*

The magic of the Dreamlands suffuses your very being, making it easier for you to cast spells. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain a magical symbol or holy symbol as a pattern in your fur. This pattern or symbol can be used as a spellcasting focus for any class you belong to, even if the class can't normally use a spellcasting focus. The focus cannot be disarmed or stolen from you, but can be (temporarily) rendered unusable if the surrounding fur is shaved, burned away, etc.
- You can use material components or a spellcasting focus within 30 feet for your spells without touching them.
- You can use a bonus action to remove the requirement for verbal components for the next spell you cast this turn.



SWEEPING TAIL

Prerequisite: *Gnorri, Quick Tail feat*

You elongate your tail and learn to manipulate its mass to more easily knock foes off balance. You gain the following benefits:

- Your unarmed strike with your tail has a reach of 10 feet.
- As an action, you can sweep a 10-foot semicircle with your tail. Make a single attack roll for an unarmed strike with your tail against each creature in the area.
- When you use a bonus action to successfully shove a creature with your tail, you regain your bonus action.

THREE-ARMED FIGHTING

Prerequisite: *Gnorri*

You train to attack with your many arms in rapid succession. You gain the following benefits:

- You can draw or stow up to one one-handed weapon per arm you have or one two-handed weapon per two arms you have (in any combination) when you would otherwise be able to draw or stow a single weapon.
- You can use two-weapon fighting to attack with a light

weapon after using the Attack action to attack with any weapon you wield in one or two hands.

- When you use two-weapon fighting with light melee weapons, you can make a third attack with a third light melee weapon you wield in a third hand. You don't add your ability modifier to the damage with the third attack (even if you have the Two-Weapon Fighting option for your Fighting Style feature).

TACTILE SENSE

Prerequisite: *Dreamlands cat or zoog, Wisdom 15 or higher*

Your whiskers or facial tentacles have developed incredible sensitivity. You gain the following benefits:

- You gain tremorsense with a range of 15 feet. This allows you to detect and locate the source of vibrations within 15 feet, provided you and the source of the vibrations are in contact with the same surface. Your tremorsense can't detect flying creatures.
- In addition, attackers don't get advantage on melee attack rolls to hit you just because you can't see them (including as a result of invisibility).







CHAPTER 4: INSANITY AND DREAD

It must have been the rats; the viscous, gelatinous, ravenous army that feast on the dead and the living. . . . Why shouldn't rats eat a de la Poer as a de la Poer eats forbidden things? . . . The war ate my boy, damn them all . . . and the Yanks ate Earfax with flames and burnt Grandsire Delapore and the secret . . . No, no, I tell you, I am not that Saemon swineherd in the twilit grotto! It was not Edward Norrns' fat face on that flabby, fungous thing! Who says I am a de la Poer? He lived, but my boy died! . . . Shall a Norrns hold the lands of a de la Poer? . . . It's voodoo, I tell you . . . that spotted snake . . . Curse you, Thornton, I'll teach you to faint at what my family do!

—The Rats in the Walls, H. P. Lovecraft

Mortal minds are, by definition, limited. When exposed to that which lies beyond, they can be damaged. When filled with the unknown, they can overflow. In the face of the Elder Beings, they can break entirely.

The Mythos entities are a challenge not just because of their physical power and the danger they present but because the mere presence of these soul-shattering beings can fracture a mortal psyche. One cannot so much as learn of the terrors of the Cthulhu Mythos, much less face them in person, without suffering a profound effect, the best-known of which include madness, unreasoning terror, and ongoing neuroses. Beware.

This chapter will teach you how to implement madness and insanity rules in your game. This also opens up role-playing challenges in portraying mental quirks that add depth to your characters.

Thereafter, the chapter discusses the sanity-straining depths of the Aklo language.

The final section provides basic rules for visiting the partly mental, yet wholly physical plane of existence known as the Dreamlands: home to Dreamlands cats, the gnorri, and the zoogs, as well as all sleeping material minds.

DREAD AND INSANITY

The potent dread and insanity described herein are reserved for truly dire and horrific circumstances. Exposure to the presence of an Elder Being, enduring the grueling mental assault of an eldritch magical attack, or observing a creature whose very presence can instill supernatural fear or unhinge the capacity for sane thought can wreak havoc on the most heroic of adventurers. Of course, heroic characters featured in the typical fantasy setting are exposed to danger, mayhem, and violence as a regular part of their lives. A doughty fighter, faithful cleric, jaded rogue, or potent wizard doesn't risk dread because of something as minor as being startled by a monster or stumbling upon a dead body. Profoundly disturbing experiences—those that shake the foundations of the mind and spirit—are the hallmark of a Mythos game.

The core of these rules are the concepts of dread and insanity. Dread can have minor effects, such as causing a character to become momentarily shaken, skittish, or distracted, but it can also have long-lasting or even deadly effects such as panic or heart attacks. Sufficient dread can cause a character to suffer insanity, which has more devastating effects in the long term.



DREAD TRACKER

7 Faint

6 Paralyzed

5 Panicked

4 Staggered

3 Afraid

2 Spooked

1 Disturbed

0 Unafraid

It is vital to note that the rules presented here are not intended to be a realistic representation of mental illness, but merely a method to track the effects that exposure to supernatural awfulness can inflict upon heroes and villains alike within the world of a Mythos game. (For more on this point, see "Fantasy Insanity" on page 74.)

DREAD

Some special abilities, circumstances, and events can lead to a special condition called dread, which functions in many ways similar to exhaustion.

Dread is measured in seven levels, each more debilitating than the last. An effect can give a creature one or more levels of dread, as specified in the effect's description. Each dread condition has a save DC used for saving throws against its effects, generally matching the save DC of the effect that inflicted the dread condition. Creatures protected from or immune to the frightened condition are similarly protected from or immune to dread.

The durations of dread effects vary, depending on what caused them. Some dread effects only apply when the source is within line of sight, but some linger even after a victim escapes the source of its dread. If there is not a clear source or the source doesn't have a clear physical form, the dread effect applies as if it were constantly visible in all directions. Even after the immediate effect ends, a character afflicted with dread retains their current level of dread, so the next source of dread will cause the next higher effect.

If a creature already has dread when it gains dread, its current level of dread increases by the amount specified in the effect's description or in the appropriate **Source of Dread** listed below. The longer of the new dread's duration and the preexisting dread's remaining duration applies to the new dread total. The dread condition's save DC becomes the higher of the preexisting dread's save DC and the new dread source's DC.

The effects of dread are additive: a creature suffers from the effect of its current level of dread as well as all lower levels. For example, a creature with two levels of dread is already spooked when they encounter a new source of dread, meaning it has disadvantage on ability checks while within line of sight of its source of dread and it can't move closer to the source of its dread. If it fails its save against gaining 1 level of dread, it immediately increases to level 3 and is afraid.

An effect that removes the frightened condition removes three levels of dread unless it specifies otherwise, and other spells or effects that soothe emotions or reassure their beneficiaries might reduce dread as well (at the GM's discretion). When a level of dread is removed, the creature no longer suffers from all the dread effects of the removed levels, and all dread effects end if a creature's dread level is reduced below 1.

Dread also goes away on its own, typically over time. Most sources of dread have a specified duration, at the end of which the level of dread in all affected creatures reduces by 1 level. If an effect doesn't list a duration, a creature's dread reduces by 1 level when the creature finishes a long rest. Note, however, that there may be sources of dread that circumvent this rule and cannot be removed short of magical or some other heroic intervention, or they might be permanent.



Level	Effect
1	Disturbed. Must succeed on a Wisdom saving throw against the dread's save DC to move closer to the dread's source
2	Spooked. Cannot approach the source of the dread (automatically fails the saving throw listed at level 1); disadvantage on ability checks while the dread's source is within line of sight
3	Afraid. Disadvantage on attack rolls while the dread's source is within line of sight
4	Staggered. Insanity risk (see below); drop all held items upon reaching this and any higher level of dread; can't take bonus actions or reactions; at the start of own turn, must make a Wisdom saving throw against the dread's save DC; success reduces dread level by one
5	Panicked. Must take the Dash action and move away from the dread's source by the safest available route on each turn unless there is nowhere to move
6	Paralyzed. Paralyzed (see the condition) with fear, either in immediate prior position or cowering
7	Faint. Fall unconscious from overwhelming shock; must succeed on a Constitution saving throw against the dread's save DC or die; a successful DC 15 Wisdom (Medicine) check awakens the victim and reduces dread level by one

When an effect that causes dread ends (such as the end of the duration of a revelation's dread), the dread it caused might not end immediately. Instead, the dread levels of all creatures affected by that source decrease by one level. The reduced dread's duration reverts to the longest among all the sources of dread currently applying to the creature, remaining at its new level of dread for the full duration before decreasing again.

Risking Insanity. Dread of level 4 or higher can drive the character insane as described in **Insanity** on page 74 in addition to its usual effects. This insanity is its own condition and its duration normally outlasts the dread.

Dread and the Frightened Condition. Nonmagical effects that cause the frightened condition (such as a dragon's Frightful Presence) don't necessarily cause dread. A creature can be frightened and experiencing dread at the same time without those conditions interacting with each other.

OPTIONAL RULE: DREAD RESISTANCE

If you use dread and insanity in your game, you should strongly consider also using this optional rule. Under this rule, class features and traits that grant immunity to the frightened condition instead grant dread resistance. Dread resistance gives the creature advantage on saving throws against dread. In addition, dread resistant creatures treat their level of dread as 1 lower than it actually is for purposes of its effects as long as their level of dread is less than 7. For instance, a paladin with dread level 5 is considered to be staggered, rather than panicked.

SOURCES OF DREAD

There are three typical catalysts that can cause dread: disturbing discovery (learning dire secret truths of the universe), supernatural influence (being affected by magical fear or insanity effects), and unnamable doom (being exposed to the true awfulness and mind-blasting presence of a Great Old One or Outer God).

DISTURBING DISCOVERY

When a character makes a shocking discovery about the world, realizes that their actions have had horrific results, or is otherwise mentally stressed or traumatized by some terrible revelation, there is a chance that the character experiences dread. The GM has final say on which disturbing discoveries have the potential to trigger insanity or dread, but it's best to save these incidents for key plot points during an adventure rather than to use them frequently.

A character must make a Wisdom saving throw to avoid the dread effect of a disturbing discovery. The save DC and the duration of the dread depend upon how disturbing the discovery or trauma is. Success negates any dread. As a rule, disturbing discoveries shouldn't require a save DC higher than 20. If a discovery reveals a clear and present danger to the character, that character has disadvantage on the saving throw. The character also has disadvantage on the saving throw if the discovery challenges the character's traits, bonds, flaws, ideals, or self-concept. If the saving throw is made with disadvantage because the character's characteristic made them vulnerable, the GM is encouraged to award inspiration to the character. If your game doesn't use these characteristics or if your game doesn't emphasize this kind of roleplaying, only impose disadvantage in situations that are suddenly life-threatening.

Minor Disturbing Discovery. A minor disturbing discovery (such as learning that the citizens of the strange town you're visiting are in fact cannibals, or that the lonely traveler you invited into your home is in fact a vampire) causes one level of dread unless the character succeeds at a DC 10 Wisdom saving throw. The dread decreases after 1 hour.

Moderate Disturbing Discovery. A moderate disturbing discovery (such as learning that the meat pie you ate at the local tavern was made of previous customers or reading a particularly blasphemous and disturbing spellbook) causes two levels of dread unless the character succeeds at a DC 15 Wisdom saving throw. The dread decreases when the character finishes a long rest.

Major Disturbing Discovery. A major disturbing discovery (such as realizing that your father was a deep one or that by activating the strange magical artifact in a dungeon you have transformed the entire populace of the city above into zombies) causes three levels of dread unless the character succeeds at a DC 20 Wisdom saving throw. The dread decreases after 10 days.



SUPERNATURAL INFLUENCE

When using the insanity and dread system presented in this book, spells and other magical effects that would cause the frightened condition instead cause 3 levels of dread. *Contact other plane*, *confusion*, *symbol* (insanity option) and similar spells and other magical effects that cause insanity cause dread in addition to their usual effects; in this case, the level of dread is equal to half the spell's level, or one-quarter the monster's challenge rating for magical fear produced by a monster's trait or action. Creatures don't cause dread innately; they generally only cause dread if they would magically frighten a character or drive a character insane. At dramatic moments, a creature's appearance or actions might produce a disturbing discovery in characters, as described in the previous section. Dread from magical fear or from the same creature or kind of creature isn't cumulative; use only the highest level of dread and longest duration from among these dread conditions. The save DC for this dread is the same as for the spell or magical effect. If the spell or magical effect doesn't have a save DC, use DC 15 or whatever DC would be most appropriate if one were allowed, such as a save DC equal to 10 + half the source's challenge rating for a creature or the save DC of a *spell scroll* of the same rarity for a magic item.

A dread effect caused by supernatural influence lasts as long as the associated insanity or frightened condition would normally last before decreasing.

UNNAMABLE DOOM

When a creature is exposed to the area of an Elder Influence, it risks dread. See the Elder Influence rules on page 162 for details.

INSANITY

Insanity is a long-term condition that has specific effects on a character and their abilities. Insanity does not in and of itself cause or worsen dread. Rather, insanity functions similar to a disease: it afflicts a character with a specific disadvantage that remains until the insanity is cured or the character recovers from it. Insanity is less common and immediate compared to dread, but it is potentially devastating over the long term. There are numerous forms of insanity detailed on the following pages. When a character gains an insanity, the GM makes an appropriate selection (or rolls one randomly) from the list. It's possible to suffer from multiple forms of insanity.

Insanity Strength. All insanities have a save DC that represents its strength. This save DC is equal to the save DC of the source of the insanity. If the source doesn't have a save DC, use DC 15 or whatever DC would be most appropriate if one were allowed, such as a save DC equal to 10 + half the source's challenge rating for a creature or the save DC of a *spell scroll* of the same rarity for a magic item.

Multiple Insanities. Whenever a character gains a new form of insanity, the save DCs of any existing insanities each increase by 2. If the new insanity gained is one

the victim is already suffering from, use the higher DC between the two + 5 instead of the character having two instances of the insanity.

Recovering from Insanity. Once every 10 days, a character with an insanity can attempt a Wisdom saving throw against the insanity's DC. On a success, the insanity's DC is reduced by 1d4; note that some forms of insanity have effects that trigger if the character fails this save. As long as the insanity has a DC of at least 1, the character continues to suffer the full effects of the insanity, although it becomes easier to resist its effects and recover as the DC goes down. Once the insanity reaches a DC of 0, the character is cured and that particular insanity no longer affects them.

Insanity can be treated by ability checks using the Insight or Medicine skill. First, the insanity must be identified. A character can identify an insanity with a successful Wisdom (Insight or Medicine) check against the insanity's save DC. Then, with 1 hour of effort per day for 10 days, the healer can treat the insanity with a Wisdom (Insight or Medicine) check against the same DC at the end of the week. If the check succeeds, the patient receives a +2 bonus on their saving throw to reduce the insanity's save DC for that 10-day period.

Greater restoration cures one insanity afflicting a creature. If a target creature has multiple insanities, the spell only affects the insanity with the lowest DC (chosen by the caster among identified insanities in the case of a tie, or randomly if one isn't specified).

FANTASY INSANITY

As noted earlier in this chapter, the insanities listed here are not intended to reflect real-world mental illnesses but are instead supernaturally-induced conditions that afflict imaginary heroes in play. They are included strictly for thematic purposes, as the descent into madness is an inescapable part of a Mythos game.

Considering that mental illness is a real-world affliction that many suffer from and does not necessarily present in an obvious way, it is extremely important that GMs be aware of and considerate of players when it comes to this topic. If a player is uncomfortable with the insanity rules or one of the insanities discussed, do not use it in your game. It is always incumbent upon the GM to be cognizant of player needs and tailor their games appropriately.

SOURCES OF INSANITY

There are four ways in which a character can be driven insane by events that occur during a game: overwhelming dread (having dread of level 4 or higher), catastrophic mental trauma (mental ability score reduction), confusion effects, or effects that directly afflict the character with insanity.

OVERWHELMING DREAD

Whenever a character reaches dread level 4 or a higher dread level, that character must make a special Wisdom





saving throw against the dread's save DC. On a failure, the character gains an insanity related to the source of dread. Some sources of dread add multiple levels of dread at once. If a character gains multiple levels of dread resulting in a total dread level of 5 or higher, they make that saving throw against insanity with disadvantage.

CATASTROPHIC MENTAL TRAUMA

When a character suffers a reduction of Intelligence, Wisdom, or Charisma, they must succeed on a Wisdom saving throw or gain an insanity related to the cause of the ability score reduction. The DC is equal to 10 + the value of the reduction. If a character's Intelligence, Wisdom, or Charisma score is reduced to 1 or lower, that character automatically develops such an insanity.

CONFUSION EFFECTS

When a character is affected by a *confusion* spell or another spell or magical effect that causes the character's actions to be determined randomly, roll d100. On a result less than or equal to the save DC of the spell or effect, the character gains an insanity that persists after the spell or effect ends.

OTHER INSANITY EFFECTS

Rather than becoming unable to act or communicate, a character who fails to save against the detrimental effects of a *contact other plane* spell or a *symbol* (insanity option) spell immediately gains a specific form of insanity chosen by the caster.

VARIANT: DREAD AND MADNESS

If dread suits your game but the accompanying insanity rules do not, consider ruling that effects that cause the insanity condition described here instead cause the indefinite madness conditions in the SRD. In such a game, dread has the following changes to its effects.

Dread Level 3. A character that reaches dread level 3 must make a successful Wisdom saving throw against the dread's save DC or gain a short-term madness.

Dread Level 4. A character that fails the Wisdom saving throw for reaching dread level 4 gains a long-term madness.

Dread Level 5. A character that fails the Wisdom saving throw for reaching dread level 5 gains an indefinite madness.

TYPES OF INSANITY

The following table summarizes the most common forms of insanity that plague adventurers who face the horrors of the Mythos. When a character gains an insanity, choose one appropriate to your character or roll on the table to determine the nature of the affliction. Alternatively, the GM can assign an insanity to match the cause or craft a new one altogether.

Random Insanities

d20	Insanity
1–5	Phobia (roll on Random Phobia Table)
6–8	Obsession (typically about the relevant Great Old One or Outer God)
9–11	Erratic behavior
12–13	Hallucinations
14–15	Paranoia
16–17	Delusion
18–19	Dissociation
20	Irrational hatred

Random Obsessions or Phobias

d20	Phobia
1	Animals
2	Being alone
3	Being touched
4	Blood
5	Bodies of water
6	Buildings
7	Cold
8	Crowds
9	Darkness
10	Dead things
11	Enclosed spaces
12	Fiends
13	Fish
14	Heights
15	Insects
16	Large things
17	Loud noises
18	Open spaces
19	Plants
20	Sleep

DELUSION

A character suffering from delusion might believe any number of untrue things. For instance, the character could believe they are suffering from a specific physical condition (such as blindness, deafness, incapacitation, paralysis, etc.). It's also possible the character is deluded about being blessed with something unrealistically positive, such as divine powers, imperviousness to mundane weapons, or immunity to fire. In any event, upon finishing a long rest, the delusional character must succeed at a Wisdom saving throw against the delusion's save DC or she experiences the full effects of an imagined physical condition until the end of the next long rest, suffering one detrimental physical condition or a –4 penalty to AC and disadvantage on saving throws against a particular sort of attack falsely believed to be harmless (GM's discretion). On a success, the delusion has no effect until the end of the next long rest.

DISSOCIATION

These insanities are complex and fairly rare. A character with dissociation has a fractured sense of identity. Most cases of dissociation are forms of amnesia, while the remainder are cases of mental fragmentation. All characters with dissociation have disadvantage on Wisdom and

Charisma saving throws other than saving throws against the dissociation insanity.

Total Amnesia. Amnesia prevents any access to memories of the character's name, training, and past. The character can build new memories, but any memories that existed before the amnesia are suppressed. Worse, the amnesiac loses many abilities for as long as the amnesia lasts. Physical memory remains, and the character retains any benefits of reputation, Strength- and Dexterity-based skill proficiencies, and basic combat ability (such as proficiency on attack rolls, etc). However, the character loses all other class features, feats, and Intelligence-, Wisdom-, and Charisma-based skill proficiencies until the amnesia is cured. If a character gains class levels while suffering from amnesia, the levels start at 1st level, as if with no prior levels of any class (even if the class is a class the character had prior to becoming amnesiac). If the amnesia is later cured, the character regains everything lost while suffering from amnesia. The character totals all XP to calculate a new total character level, which might allow the character to gain one or more levels beyond those the character had before becoming amnesiac. Any post-amnesia class levels the character lacks enough XP for beyond the original class levels are lost when the amnesia is cured.

Personality Fragmentation.

This is a complicated dissociation that manifests as two or more distinct and different personalities within the same body and mind. The number of additional personalities the victim manifests equals the personality fragmentation's save DC divided by 5 (minimum 1 extra personality). The GM should develop these additional personalities in consultation with the player.

Whenever the character finishes a long rest and each time the character gains a level of dread, a character with personality fragmentation must make a Wisdom saving throw against the personality fragmentation's save DC. On a failure, a different personality takes over. A character's memories and skills remain unchanged except that the extra personalities have no knowledge of each other and deny that these other personalities exist, sometimes violently. All extra personalities have disadvantage on Wisdom checks.

ERRATIC BEHAVIOR

A character with erratic behavior seems strange and unreliable. Friends can never predict exactly what the character will do next, and sometimes even the character can't control these actions. This insanity might manifest as unsettling facial tics or violent spasms. A character with erratic behavior has disadvantage on Charisma checks to interact with anyone unfamiliar with this behavior and can

never make a passive Strength or Dexterity check because there is always a chance of unintended movement.

Additionally, a character with erratic behavior who enters into a stressful situation such as combat must make a Wisdom saving throw against the erratic behavior's DC before acting each round. On a failure, the character's body acts unpredictably, with the GM determining all movement and actions, either at the GM's discretion or as described in the *confusion* spell. This unpredictability does not cause dread or insanity on its own. A spell or effect that removes or suppresses enchantments or possession allows the character to act normally while the character is under the spell, or for 8 hours if the effect is normally instantaneous.

HALLUCINATIONS

A hallucinating character perceives things that aren't there. These perceptions can be visual or auditory or might affect the other senses. It is difficult to tell the false perceptions from the real. The character has disadvantage on Wisdom (Perception) checks (and thus their passive Perception is reduced by -5). A hallucinating character must make a Wisdom saving throw against the hallucinations' save DC upon entering a stressful situation (such as combat). On a failure, the character is overwhelmed by a barrage of sensory input, suffering disadvantage on all attack rolls. A hallucinating character can attempt a new Wisdom save at the end of each round to end the effect. The effect ends immediately if the character is killed or knocked unconscious. A spell or effect that removes or suppresses enchantments or possession allows the character to ignore these effects while the character is under the spell, or for 8 hours if the effect is normally instantaneous. A character can use an action to counsel the hallucinating character to negate the hallucinations effect with a successful Wisdom (Insight or Medicine) check against the hallucinations' save DC.

IRRATIONAL HATRED

This complex insanity fills the victim with hatred for the world. At the end of each long rest, the character must make a Charisma saving throw against the irrational hatred's save DC. On a failure, the character's alignment becomes chaotic evil until the end of the next long rest. While affected by the irrational hatred, the character can't help but plot and plan the death and destruction of friends and enemies alike. The hateful character is skilled at hiding this hatred, feigning sanity, and resisting treatment; the character always attempts Charisma (Deception) checks when someone tries to diagnose the condition, and gains advantage on this check.

For the most part, the impact of irrational hatred





must be roleplayed, although not all players find entertainment in roleplaying someone who's trying to do in their friends. In such cases, the GM should choose another insanity or should plan to use irrational hatred only when the player's fun won't be spoiled by giving over control of the character to the GM while the insanity has control.

OBSESSION

Sometimes referred to as a fixation or mania, the character develops an irrational and troubling obsession with a particular object or situation. A character who gains this insanity often develops an obsession with the source of the insanity.

In Mythos adventures, the character's target of obsession is generally closely associated with the most relevant Great Old One or Outer God. It is tragically common for an investigator originally opposed to a Great Old One or Outer God's goals to become obsessed in the course of researching and fighting the entity, only to ultimately help it simply to satisfy the resulting obsession.

A character with obsession has disadvantage on ability checks when the object of obsession is observable but not in the character's immediate presence.

Additionally, if the character is directly confronted by the obsession or reaches it in some way, the character must succeed at a Wisdom saving throw against the obsession's DC or become completely enthralled by the target. (For instance, a book-obsessed character might have disadvantage while in a library but only become enthralled when actually reading a book, whereas an egomaniacal character might have disadvantage in a room full of mirrors but become enthralled when actually holding a mirror or within 5 feet of a doppelganger.) While enthralled, the character can do nothing but attempt to interact with this object in a manner appropriate to the obsession (such as compulsive reading, fawning over their own appearance, or falling down in worship of a Great Old One). The character still tries to avoid harm, but otherwise remains fixated. The character can make a new saving throw before taking a turn each round; on a success, the character is no longer enthralled and compelled to interact with that target of obsession. If exposed again, however, the creature must make a yet another saving throw to avoid becoming enthralled again.

PARANOIA

A paranoid character is convinced that many distant and nearby creatures, potentially including anyone or everyone, are enemy conspirators.



A paranoid character cannot benefit from or use the Help action without succeeding on a Wisdom saving throw against the paranoia's save DC.

A paranoid character has disadvantage on Charisma checks.

A paranoid character has a –2 penalty on Wisdom saving throws.

A paranoid character cannot willingly accept aid (such as healing or a beneficial spell) from another creature without first suppressing the paranoia, which requires a successful Wisdom saving throw against the paranoia's DC.

PHOBIA

A phobia is an irrational fear of some (usually commonplace) object or situation. A character with a phobia automatically gains one level of dread upon observing the feared object or situation. Additionally, if a phobic character is directly confronted by the feared object or situation, the character must succeed at a Wisdom saving throw against the phobia's DC or gain two additional levels of dread. In either case, the dread is reduced after finishing a short or long rest away from the source of fear.

PLAYING CHARACTERS WITH INSANITY

In the course of interacting with horrors from beyond space and time, it is not just possible but very probable that a character may go mad from unwanted revelations, terror, or incomprehensible new realities. But this doesn't mean the character ceases to be playable; now the player gets to play a character with interesting new quirks and behaviors and really stretch their roleplaying legs.

DEGREES OF INSANITY

The first thing you need to determine is just how insane a character is. For ease, madness can typically be subdivided into three categories.

FIRST DEGREE: NEUROTIC AFTEREFFECTS

After a brush with dread, or after recovering from a psychotic episode, it is unlikely that a person will completely return to normal. Instead, they will have quirks, nervous tics, and a somewhat shaky grasp of the world. If their insanity was instigated by reading terrible tomes, for instance, then other books may make the character nervous or even cause panic attacks. The character may hoard objects or avoid keeping anything. They may be constantly concerned about the possibility of insects crawling under their skin or constantly scratch at their exposed skin. The character might hear voices but (usually) knows that they are not real.

Look for quirks to make your character fun, but not unplayable.

SECOND DEGREE: INSANE BUT ALERT

At this stage, the character, while clearly insane, is aware of their surroundings and capable of interacting with other characters, and can take normal actions, such as walking, eating, and possibly fighting. Picture a character in a film or book who has gone beyond being simply "odd" to the

point of demonstrating unusual behaviors and attitudes at all times, which flavor their methods and interactions with others but still allow them to function.

Remember that playing an insane character is not the same as playing an annoying character. Instead, strive to play your insane character with humor and intelligence. One critical aspect to madness is to never confuse it with stupidity: an insane character may interpret their surroundings or events incorrectly, but within their (skewed) worldview, their actions are often logical. Neither should you confuse insanity with comic relief: an insane character can be entertaining but should not be a constant subject of ridicule or the butt of every joke. As with any character, your character should enrich the game rather than detract from it.

Also be aware that while your character's view of reality may be distorted, it is also possible (even likely) that due to their contact with the Mythos, their view may be closer to the actual truth. For example, a person who sees things or hears voices that no one else can see or hear may seem insane, but the person's condition could be caused by a permanent alteration to their brain that allows them to see or hear real entities in a parallel dimension to our own! Most importantly, there is no way for anyone to confirm whether the voices and hallucinations are real, short of acquiring the insanity themselves.

Consider David Cronenberg's *The Fly* (spoiler alert): the main character, who is genetically half-fly, wants to return to his human condition, and comes up with a plan to place his girlfriend, pregnant with his child, into the teleporter and merge with her. The resulting monstrosity will have three times as many human genes as a fly, and thus make him far more human. This is perfectly logical yet horrifying and certainly not something a sane person would do.

Second Degree characters sometimes behave as villains, though this is not necessarily intentional—rarely do they see their motivations as evil, and more often they are attempting to do the right thing. They can be persuaded or tricked into a particular action by other characters who pander to their madness or try to get them to rise above it.

THIRD DEGREE: STARK RAVING

Sometimes a character has been driven so insane that the player is forced to relinquish control to the GM. The sorceress is cowering in a corner, clawing at the air and babbling in an unknown language, or the paladin throws away his weapons and runs blindly through the forest shrieking. Typically, this extreme insanity is only a temporary condition, and eventually the player can regain some control. Of course, in some cases, this can indeed be permanent, in which case the character becomes an NPC and a tool for the GM to use, and is retired from active play. The player should create a new character to continue the adventure. This possibility is something especially important to discuss with all at the table before it comes into play.

This is not necessarily a "failure" condition, either. Many horror games end with at least one player going mad in an effort to stave off an even worse fate for others. As long as it produces a good, compelling story, you have done right by your character.





IA! IA! CTHULHU FHTAGN: AN AKLO PRIMER

Aklo is a pre-human occult language, common to many primeval and unearthly species. Ancient races, destructive fey, and entities from the Void are the most common speakers of Aklo. It is no one's native tongue but rather a sort of *lingua franca*, spoken by many beings as a way to communicate across cultures. Aklo endures through time, rarely evolving, and so speakers of the tongue can always communicate at least mostly accurately. Regarding certain concepts, Aklo is superior to other tongues: a member of an ancient race might share a common language with a younger creature, but still choose to use Aklo to communicate important arcane concepts correctly and with precision.

Aklo is not fully usable by or comprehensible to mortals, as its concepts and grammar are not compatible with a sane mind. Many parts of the Aklo language also function on a different level than mere vocal communication. Spoken Aklo contains an empathic component best conveyed through telepathy, which resonates within the written form as well.

The tenses of Aklo are not simply past, present, and future, but rather change like the fluid shifting of other realities and dimensions unreachable by mortals. Aklo is the language best suited to entities that perceive the passage of time differently from mortals: as a collection of simultaneous or nearly coterminous events rather than as a stream. Creatures that have undergone profound changes in their forms and minds (such as liches or other ancient, sentient undead) can also make good use of Aklo.

Not all speakers comprehend Aklo at the same level. Some have access only to the fundamental principles of the tongue: those parts most similar to mortal speech. Others plunge so deep into the ideas of Aklo that they find it almost impossible to impart information to mortals.

Prolonged exposure to Aklo can permanently change a mortal's understanding of time or reality, typically to his detriment in functioning in the mortal realm. Attempts to understand more than a primitive smattering of Aklo (a sort of pidgin) can result in madness, mania, or even death. Generally, this is represented in the dread and insanity rules as a moderate or major disturbing discovery (previously described in this Chapter).

The effects of Aklo echo through its written form as well, so mortals must beware tomes written in this tongue. Beings incapable of verbal speech (such as gugs) may still be able to understand Aklo but cannot speak or otherwise transmit it, though they may be able to write its glyphs.

Knowledge and wisdom are difficult to transmit fully by translating them from Aklo to a mortal language, and sometimes outright impossible. As no other language functions in the same way, some information is always lost or warped. While a few Aklo concepts can be delivered through other alphabets, typically the unique Aklo glyph system is necessary for full communication.

AKLO SPEAKERS

The following creatures described in this book normally know at least some Aklo and may be fluent in it: abyssal custodian, byakhee, dark young, daughter of Shub-Niggurath, denizen of Leng, elder thing, eremite, fire vampire, flying polyp, formless spawn, ghoul (Mythos), gnoph-keh, gug (understand and write only), Great Old One (all), hunting horror, mi-go, moonbeast, nightgaunt (understand only), Outer God (all), satyr (Mythos), serpentfolk, servitor of the Outer Gods, star vampire, starspawn, undead (Mythos), yithian.

Additionally, cultists and the following traditional monsters sometimes speak Aklo in fantasy roleplaying games: aboleth, allip, demilich, derro, flumph, gibbering mouter, gremlin, grick, hag, lich, neothelid, phase spider, quickling, roper, vampiric mist, will-o'-wisp, worm that walks, yeti.

THE DREAMLANDS

When a material creature dreams, its mind passes into one of two stages of dreaming.

The first stage is normal dreaming, which may be lucid and crystal-clear, or may be a confused distortion of the previous day's worries. It is through these dreams that gods and cosmic entities sometimes send visions to mortals. This first stage of dreaming is specific to a particular dreamer, being an intermediate between the waking world and something deeper, containing elements of both.

The second stage of dreaming is entry into the Dreamlands, a fully-real plane of existence apart from fleeting normal dreams. The Dreamlands exist alongside the material universe much like the Ethereal Plane, and material dreamers exist there only in temporary dream-bodies similar to those created by an *astral projection* spell. The Dreamlands hardly seem real to material beings that visit them, but those with certain powers or preparatory items can enter and remain almost indefinitely.

The Dreamlands obey natural laws and manifest oceans, cities, and inhabitants. Most of the Dreamlands' features are larger-than-life exaggerations of waking-world geography that resemble their material counterparts in only the most general fashion (if they are recognizable at all). The Dreamlands are generally far more magical than their material counterpart and can be gradually warped by powerful imaginations into shapes that reflect the desires or fears of sleepers.

NORMAL DREAMING

Every sleeping material creature visits the Dreamlands, but most do not remember it. While you sleep, your dream-form inhabits the Dreamlands and has an independent life. A beggar in the real world may be a princess of the Dreamlands or vice versa. Inkings of Dreamlands events sometimes seep through: for example, upon awakening from dreams in which you were in love with someone who is a complete stranger in the material world, you might recall feelings not your own. In the way of dreams, when





most people awaken from slumber, they forget everything about their lives in the Dreamlands.

In parallel, when you awaken in the Dreamlands, your dream form knows nothing about your waking life unless you have a special means of remembering: you only remember the Dreamlands and events there. Unlike your physical body, your dream form doesn't exist while you are awake in the material world: the dream form (including its worn and carried gear) vanishes entirely upon awakening physically. For ordinary dreamers, this often coincides with falling asleep in the Dreamlands, although being rudely woken in the material universe can cause the dream form to vanish just as suddenly.

Your dream form reappears in the same state and with the same gear when your material body dreams again. A dream form must rest separately to heal and to restore limited-use features and traits such as spells. However, time spent vanished counts as time spent resting for this purpose, and time is distorted in the Dreamlands such that time for your dream form might pass faster or slower than it does for your material body. This stretching of time means that such rest rarely monopolizes time spent in the Dreamlands.

A curious aspect of awakening in the Dreamlands is that you almost always emerge in the same spot there. This spot varies from person to person but is almost always in a part of the Dreamlands where you are relatively safe and can survive, such as a human-controlled town rather than a zoog forest. A dream form can establish a new home over the course of a long period by forming stronger relationships with a new safe place. People who dramatically shift their physical location (such as by traveling to another planet) sometimes dream themselves into the Dreamlands in the counterpart of their new location, but still in a place as safe and as similar to their true Dreamlands home as possible.

DREAMLANDS TRAVEL

To enter the Dreamlands and remember it upon awakening, a sleeper must own a *silver key* (page 129), have the Dreamer feat (page 67), be subject to the *dream guide* spell (page 101), or use a similar ability. All cats (and a few other entities) have this ability innately.

For a dream traveler using any of these methods, entering the Dreamlands is a simple matter of falling asleep and finding the Gates of Deeper Slumber, which appear within all normal dreams. A person who passes through these Gates must descend a long stairway, guarded by

priests who block the unworthy (those who lack these means of dream travel). Once past the priests, the dream traveler emerges into the Dreamlands.

Sleepers always return from the Dreamlands back into their material bodies. Dreamlands travel cannot move a sleeping creature's physical body.

DREAMLANDS TIME

Time flows differently in the Dreamlands. A normal dreamer who falls asleep in the Dreamlands always returns to the waking world, but a skilled Dreamer or properly prepared traveler can sleep in the Dreamlands without returning. The major motivation most dream travelers have for remaining in the Dreamlands is to avoid losing progress on an adventure or task.

For example, if you sail in your dream form from your home city across the ocean to another continent in the Dreamlands and then awaken, the next time you enter the Dreamlands, you will be in your home Dreamlands city again. If you did not complete your business on the other continent, you would have to make an entire new trip to get to the other continent again. Fortunately, for a skilled Dreamer the length of time spent in the Dreamlands bears almost no relation to how long the physical body is asleep. Even when you remain in the Dreamlands for weeks or months, you will awaken at dawn in the waking world on the day after you fell asleep.



ADVENTURING WITH NORMAL DREAMERS

Typically, only one or two members of an adventuring group have the Dreamer feat, but this does not prevent a whole group from cooperating in the Dreamlands. All that is required is for a shared means of travel like the *dream guide* spell or for the dream travelers to find their non-Dreamer companions in the Dreamlands. Most likely, they appear somewhere near their homes as they sleep, living their dream lives. People from the same geographic area usually live close by in the Dreamlands, so it is not difficult to find close associates.

Of course, those among the group who are normal sleepers will not remember their dream traveling counterparts from the waking world, but if they have spent significant time together in that waking world, it should not be hard to find a sympathetic connection or a stray memory and befriend them anew.

DREAMLAND ADVENTURES FOR NON-DREAMERS

Those who have a non-Dreamer character should take the opportunity to roleplay their inability to remember actions in the Dreamlands once back in the waking world, but experience points and advancement gained from dream travel carry over to the waking world.

Treasure does not, however, except in rare cases.

An intriguing alternative adventure concept is to set most or all of the action in the Dreamlands, which is home to many zoogs, gnorri, and Dreamlands cats. Then the obliviousness of any character's physical body becomes less important and might even be completely irrelevant.

PLANAR TRAVEL

Using magic to travel bodily between the Dreamlands and other planes of existence is riskier than travel between other planes primarily due to the way time passes differently in the Dreamlands. Spells such as *plane shift* (which requires an exceptionally rare silver alloy for its tuning fork), *gate*, and *wish* often result in confusing distortions of time which throw travelers far forward in time (comparable to the perceived time in the Dreamlands) if they work at all. Physical bodies taken to the Dreamlands don't use any of the special rules for dream forms while there. A material creature that sleeps while visiting the Dreamlands does not otherwise dream.

An *astral projection* spell can deposit the projected body in the Dreamlands instead of the Astral Plane. When it does, the projected body functions as a substitute dream form with the adjustments described in the spell *dream guide* (see page 101).

Creatures can be conjured to and from the Dreamlands without trouble. The conjured bodies are similar to dream forms.

DEATH AND INJURY IN THE DREAMLANDS

Damage to dream forms functions in much the same way as it affects a waking body, even when the dream form temporarily vanishes. A dream form also possesses the special vulnerabilities of an *astral projection*. Harm to a dream form has no effect on its corresponding physical form, nor does the state of a physical body affect the state of the dream form. When a sleeper enters the Dreamlands, its dream form reappears with all the same injuries and conditions it had when it last vanished (when the dreamer last awakened physically). If enough time has passed in the Dreamlands for the body to rest, the dream form experiences all the effects of finishing a short or long rest, as appropriate.

Mental Effects. Note that a dream traveler (one under the *dream guide* spell or who possesses the Dreamer feat or a *silver key*), whose mind is not compartmentalized carries over mind-influencing effects between the two forms. These include all enchantments and spells and effects that inflict dread, insanity (described earlier in this chapter), madness, the frightened condition, and the charmed condition.

Death. If a dream form dies, the dreaming creature awakens and can never return to the Dreamlands. It must stay in the waking world and can sometimes enter the first stage of dreaming. A creature whose dream form is killed can create a replacement dream form by finding a *silver key*. If the physical body of a dream traveler dies while the traveler is asleep in the waking world, the dream form lives on but can never wake up in the material world. The traveler is trapped in the Dreamlands until the dream form also dies in the Dreamlands. The character is dead for the purposes of *raise dead* and similar magic, which allow normal resurrection of the physical body. The dream traveler is aware of this resurrection and can accept or refuse resurrection as a dead soul normally can. If the dream traveler's physical body is successfully restored to life, the body resumes normal sleep and the dream form can leave by awakening.

Crimson burn'd the star of sadness
As behind the beams I peer'd;
All was woe that seem'd but gladness
Ere my gaze with truth was sear'd;
Cacodaemons, mir'd with madness,
Thro' the fever'd flick'ring leer'd.

—H. P. Lovecraft, “Astrophobos”





CHAPTER 5: SPELLCASTING IN THE MYTHOS

hopelessly at bay, weaponless, and knowing that any show of physical violence would bring a score of attendants to the doctor's rescue, Joseph Curwen had recourse to his one ancient ally, and began a series of cabbalistic motions with his forefingers as his deep, hollow voice, now unconcealed by feigned hoarseness, bellowed out the opening words of a terrible formula.

"Per Adonai Eloim, Adonai Jehova, Adonai Sabaoth, Metraton..."

... the dogs in the yard outside began to howl, and ... a chill wind sprang suddenly up from the bay...

—H. P. Lovecraft, The Case of Charles Dexter Ward

Lovecraft's approach to magic was unique. Magic was not, technically, supernatural but followed natural laws as yet unknown. His creations did not arise from some sort of religious heaven or hell, but from other dimensions or distant corners of the universe.

Regardless of its origins, Mythos magic can be mastered and used by mortals—sometimes to their benefit, usually to their destruction. The fact that many of his creatures follow different natural laws than those common to the mortal realm means they can be controlled or dominated by different rules.

Never overlook hidden threats, and take care to pace yourself, as too much exposure to alien science can strain the mortal mind and frame. Be wary of the risks as you exploit the potency of the Mythos magic, but also know that proper use of these powers can give a character the ability to confront and even sometimes overcome the horrors of the Mythos. If you are willing to brave the perils inherent in exploring its secrets...

FORMULAS

Certain spells in this chapter have a special tag: formula. Such a spell draws upon universal principles that allow them to function even for non-spellcasters. Formula magic uses science and mathematics beyond most mortal understanding to power the casting of highly specialized spells. Most formulas are held only in shunned books and in the minds of dangerous eccentrics who know more than is safe about the secrets of reality. Generally, these spells depend upon knowledge of the alien sciences, extradimensional mathematics, and incomprehensible iconography of the cosmic forces underlying the Mythos.

A spell with the formula tag can be cast normally, as a formula, or (if it also has the ritual tag and the character has a feature to allow casting rituals) as a ritual. Casting a spell as a formula takes the normal casting time but it carries a risk of failure (see **Formula Ability Checks**, below).

Casting a spell as a formula doesn't expend a spell slot, so it can't be cast at a higher spell level.

Formula spells can be learned and cast by anyone with the appropriate tools and knowledge. Even characters without the Spellcasting feature or Pact Magic feature can learn and cast spells as formulas. While learning a formula spell as a normal spell requires that spell to be on the character's class list, learning it as a formula uses alternative rules open to any character (see **Learning Spells Exclusively as Formulas**, below). Once a character learns a formula spell as a normal spell, the character can cast it as a formula without preparing it but must prepare to cast it in other ways. Characters with the Spellcasting or Pact Magic trait might want to learn a formula exclusively as a formula and accept the riskier means of casting it in order to avoid the cost of scribing the spell into a spellbook or counting it toward a limited number of spells known.

LEARNING SPELLS EXCLUSIVELY AS FORMULAS

A formula spell can be learned exclusively as a formula. Learning it this way doesn't require having the spell on the character's class list or even having the Pact Magic or Spellcasting feature. When learned this way, the spell can't be cast normally (using a spell slot) or as a ritual but can be cast as a formula. It also doesn't need to be scribed into a spellbook and doesn't count against any limited number of spells known the character might have.

CTHULHU MYTHOS FAMILIARS

The *find familiar* spell has additional options in the Cthulhu Mythos. Wizards, warlocks with the Pact of the Chain, and others who delve into the mind-bending secrets of the Mythos sometimes find that typical familiars like ravens or owls make for poor companions along their journey. They seek out stranger familiar creatures to aid them in unraveling these eldritch mysteries, such as those listed here.

Brain Cylinder. See below.

Brazen Head. A brazen head is a sentient item designed to serve as a familiar in place of a familiar spirit. It typically has its own agenda. See page 123 for more information.

Dreamlands Cat. With the GM's permission, you can bond with a fellow PC or NPC Dreamlands cat sorcerer with the Familiar Sorcerous Origin in place of a familiar spirit. Because the cat is a PC or NPC, XP the party earns while you have this familiar is divided in a way that gives the cat an equal share.

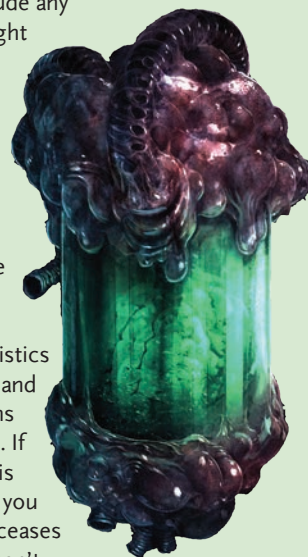
BRAIN CYLINDER FAMILIARS

Some spellcasters have developed a particularly unusual form of familiar: a mi-go brain cylinder. This eerie alien invention contains a living, thinking humanoid brain, one that can observe and interact with the world through a series of lenses, speakers, microphones and other devices built into the cylinder. For more information, see its bestiary entry on page 283.

In most cases, when a spellcaster decides to take a brain cylinder as a familiar, the caster has discovered the cylinder during exploration of a sinister laboratory or mi-go outpost. The creation of the fluid within a brain cylinder is beyond the ken of humanity, but the ritual to form an arcane bond with an existing and fully functional brain cylinder is not.

If you cast *find familiar* while within 5 feet of a willing brain cylinder (not a faulty *brain cylinder*) made from a humanoid, you can choose to make it your familiar instead of gaining a new familiar; any prior familiar is permanently dismissed. The cylinder can concentrate to use your senses exactly as you can concentrate to use its senses (which include any sensory machines that might be attached to it). The cylinder still can't move or attack as a familiar, but if you cast a spell with a duration that requires concentration, you can choose to imbue the spell into the brain cylinder. The spell takes effect as if the brain cylinder had cast it (although it uses your statistics for purposes of the spell), and the brain cylinder maintains concentration on the spell. If the brain cylinder familiar is reduced to 0 hit points or you permanently dismiss it, it ceases to be your familiar but doesn't disappear as a result of your broken bond. You can't give the brain cylinder a new form; casting *find familiar* again instead causes it to be permanently dismissed and allows you to find a new familiar spirit.

Non-Helpless Brain Cylinders. If the brain cylinder has the ability to attack or cast spells, it functions as an NPC in combat and the GM should consider its impact on the game carefully before allowing you to take it as your familiar. If the brain cylinder is an NPC, make sure to work out an equitable divide of XP, treasure, and other rewards the party earns while you have this familiar.



Learning a formula spell exclusively as a formula requires a variable amount of time depending on how it is learned. If the formula is learned from hidden clues or from independent research into alien sciences, the process takes 10 days per level of the spell. Learning from detailed instructions (as included in many Mythos tomes) takes 4 hours per level of the spell. In either case, the researcher must succeed at one of the formula's ability checks (researcher's choice of which). Failing the check means the secrets of the formula elude the researcher's understanding, though the researcher can try again.

FORMULA CASTING TIME

When you cast a spell as a formula, its casting time requires ability checks made as part of the action to continue casting the spell.

Phases. The formula's casting time is broken into five phases. At the end of each phase, you must attempt an ability check (see **Formula Ability Checks**, below) to exploit the unfathomable universal laws that the spell's

magic hinges upon. The first phase of a formula is usually the creation of an eldritch circle or other diagram. This phase's ability check is labeled "(diagram)". While not always in the shape of a circle per se, proper symbols, shapes, and glyphs are typically required.

Pausing a Formula Casting. You can pause the casting of a spell as a formula to engage in combat or take other actions, though not without consequences. If you are the primary caster, you can pause the formula casting as a bonus action. You must still maintain concentration on the spell but can take other actions until you resume the spell-casting as an action. For each round a formula is paused in this way, the DCs of all the formula's subsequent ability checks increase by 1. The formula's casting time does not elapse while paused.

COMPONENTS

Features and other effects that remove required components from spells do not apply to formula spells unless they explicitly say so (or the GM rules otherwise). Re-



quired material components commonly include specific, unusual items. Formulas frequently require material sacrifices of blood or other vital substances. Edible components must generally be consumed during the casting. Tomes are important material components to many formulas, but whether they are mandatory or simply helpful varies from formula to formula.

New Components. In addition to common sorts of spell components, a spell with the formula tag often has other more unusual requirements you must meet to cast it. These components are diagram, location, secondary caster, and time.

Optional Secondary Casters. When you start casting a spell as a formula, you can choose to include any number of secondary casters up to any limit listed in the spell's components line. Extra secondary casters can help in one of two ways, in addition to any benefit mentioned in the spell. They can make ability checks for the spell if they bring different skills to the table, and they can pad the number of secondary casters so that some can quit or lose concentration without ruining a spell that requires a minimum number of secondary casters.

DIAGRAM (D)

If a spell calls for a diagram, it is described parenthetically. Diagrams generally must encircle you or the target as indicated in the spell and cannot be moved once inscribed, even if the spell's casting is not yet complete.

LOCATION (L)

Some spells must be cast at the indicated location; they automatically fail if you cast them elsewhere. Each includes a description for its component, which might be very specific (such as one particular hill) or general (such as "open to the sky" or "an underground chamber").

SECONDARY CASTER (SC)

If a formula spell allows the participation of secondary casters (often called "acolytes"), SC is immediately followed by a parenthetical that details any maximum or minimum number of secondary casters required to cast the spell. If a spell description has no secondary caster component, that spell does not permit the assistance of secondary casters. While secondary casters can help by attempting the ability checks the primary caster assigns them, their chief purpose is to use their action each turn to continue the spell's casting (which precludes other actions, including the Help action).

To join a formula spellcasting as a secondary caster, you must use your action to provide somatic or verbal components after the primary caster begins casting the spell but before the primary caster's next turn. You need not know the spell or understand how it works in order to assist, although you must be able to follow instructions from the primary caster if you don't know the spell. The primary caster can provide these instructions as part of the action to continue the spellcasting or explain beforehand. To be a secondary caster, you must maintain concentration on the spell just like the primary caster.

Unless stated otherwise in the spell description, secondary casters must be within 100 feet and have line of sight to the primary caster and each other during the entirety of a spell's casting.

If a variable number of secondary casters is listed, the participation of any secondary casters beyond the minimum is optional. If the minimum is 0, all are optional. If you start with more than the minimum number of secondary casters involved, optional secondary casters can stop partway through (perhaps to defend the group from danger or because they were killed) without spoiling the spell. Any benefit the secondary casters provided is lost when they cease acting as secondary casters. If you were a secondary caster, you cease to be one when your concentration ends, when you end your turn more than 100 feet from or out of line of sight of the primary caster, or when your turn ends without you using your action to continue casting the spell. If these circumstances reduce the number of secondary casters to below the spell's minimum, the spell immediately fails but no spell slot is expended even if the spell was cast normally.

Secondary casters don't have to spend their actions continuing the spellcasting or remain within 100 feet or within line of sight of the primary caster while the spell's casting time is paused.

TIME (T)

Some spells automatically fail unless you cast them at a particular time listed parenthetically in the spell's components line. Time components are often astrological and require one or more stars or planets to be visible.

FORMULA ABILITY CHECKS

Casting a spell as a formula requires special ability checks as part of the action to continue casting the formula. Although a formula always requires three successes, often using different skills, one or two failures along the way won't ruin the spell. A formula's required ability checks are listed after the spell's components. One of the casters—either the primary caster or a secondary caster (see above) the primary caster specifies—attempts an ability check at the end of each phase of the casting time. The primary caster can choose a different caster at the end of each phase. These checks can't be made as a passive check. Unlike other ability checks, each individual success or failure has no effect by itself. Keep track of successes and failures until you collect three successes or three failures. The number of both is reset to zero when the formula casting ends, whether in a successful casting or not. Each time an ability check is called for, it must be the first ability check listed that the casters have not yet succeeded on. On your third success, the formula is complete, no further ability checks are required to continue casting the spell, and the spell takes effect successfully when you finish the casting time. On your third failure, the formula fails, the spellcasting ends immediately, and you and any other casters experience the formula's failure consequences. Regardless of how the formula ends, all participants experience backlash.



Rolling a 1 or 20. When you make an ability check to cast a spell as a formula and roll a natural 1 on the d20, you (but not other casters) get disadvantage on the next ability check you make to cast that spell. If you roll a natural 20 on the d20, you (but not other casters) get advantage on the next ability check to cast that spell.

DIAGRAM CHECK

A formula that calls for a diagram has an ability check listed as “(diagram)”. This is the ability check to create the diagram component of the spell.

Having an example of the diagram on hand (as is included in most Mythos texts containing a formula spell) gives you advantage on this ability check.

SPELLCASTERS

If you have the Pact Magic or Spellcasting feature, your understanding of the fundamentals of magic informs your work. Add half your proficiency bonus to an ability check to cast a spell as a formula if you don't have proficiency in that skill. If a formula ability check adds your proficiency bonus, you add one and one-half times your proficiency bonus to the ability check instead.

MYTHOS TAINT

If you have been tainted by cosmic forces, you gain a bonus on any ability check to cast a formula other than the diagram phase ability check. The bonus is proportional to the severity of the taint. The GM makes the final ruling on the severity of the taint, but as a general guideline, having a distant aberration ancestor or any dread, frightened condition, or short- or long-term madness caused by Mythos phenomena gives a +1 bonus. Belonging to a race linked to one of the Great Old Ones or other cosmic forces, or having an insanity or indefinite madness caused by Mythos phenomena, gives a +2 bonus. Being a chosen vessel of a Great Old One or other cosmic force, or having multiple insanities caused by such a force, gives a +3 bonus. These bonuses do not stack; only the highest bonus applies.

SAVING THROWS

When you cast a spell as a formula, the DC for any saving throw the spell allows (if any) is equal to 8 + the primary caster's proficiency bonus + the primary caster's Intelligence, Wisdom, or Charisma modifier (whichever is highest).

BACKLASH

Whether it succeeds or fails, any spell cast as a formula exposes the caster's mind to multiversal concepts beyond mortal limits. Normally, the primary caster takes 1d4 psychic damage per level of the spell and each secondary caster takes 1 psychic damage per level of the spell. Some

formula spells specify a different backlash. If the spell has a duration that requires concentration, backlash damage doesn't risk causing any involved casters to lose concentration on it.

FAILURE

When you fail to cast a spell as a formula (whether as a primary caster or secondary caster), you unleash unfathomable forces that take a dramatic psychic and physical toll on you and any other casters. Normally, each caster gains one level of exhaustion and becomes magically frightened of the spell's components and any associated texts and creatures until finishing a long rest. If your game uses the dread rules in chapter 4, the save DC of the three levels of dread gained instead of this frightened condition is equal to 10 + the level of the spell. Some formula spells specify a different failure consequence.

SPELLS

Mythos magic is largely a matter of understanding and exploiting alien geometries and sciences unknown to mortal cultures. Described here is a selection of the most notable and widely-known of these spells, many of which are distributed by cultists of the Great Old Ones and Elder Gods. Although they are most famously found in Mythos texts (described in Chapter 6), these spells can also be found in spellbooks as normal. A few spells associated with Outer Gods or Great Old Ones are protected secrets of their churches, however, and GMs are encouraged to decide for their own games whether they are available to player characters.



SPELL LIST NOT REQUIRED

As defined earlier in this chapter, you can learn spells with the formula tag even if you can't otherwise cast spells. If a formula spell doesn't appear on your class list, you can still learn it the same way that a character who can't cast spells would. Rules for formula spells appear in the previous section. Because they are available without access to a spell list, all spells with the formula tag are first listed together before the class lists. The spell's school is listed after the spell's name. If a spell also has the ritual tag, it appears after the spell's school.

FORMULA SPELLS

1st Level

Contact deep ones (evocation; ritual)

2nd Level

Call servitor of the Outer Gods (conjunction)

Secret mouth (transmutation)

3rd Level

Contact formless spawn (evocation; ritual)

Elder Sign (abjuration)



Lure byakhee (enchantment)
Yellow Sign (enchantment, ritual)

4th Level

Brew space mead (transmutation; ritual)
Contact yithians (evocation; ritual)
Mao ceremony (necromancy)
Protective aura (abjuration; ritual)
Venomous fangs (transmutation)

5th Level

Bind byakhee (enchantment)
Bride of Sathla (abjuration; ritual)
Call of Cthulhu (divination; ritual)

6th Level

Acid blood curse (transmutation)
Essential salts (necromancy)
Lure star vampire (enchantment)
Red Sign (transmutation; ritual)

7th Level

Bind star vampire (enchantment)

8th Level

Contact Ithaqua (evocation)
Obscene fertility rites of Shub-Niggurath (conjunction; ritual)
Summon dimensional shambler (conjunction)

9th Level

Avatar of the Black Goat with a Thousand Young (transmutation)
Call Azathoth (conjunction)
Call Father Yog-Sothoth (conjunction)
He Who Must Not Be Named (evocation)
Summon hunting horror (conjunction)

CLASS LISTS

Below are all spells added to each class's list. Each spell has its school of magic noted in parentheses. If a spell can be cast as a formula or as a ritual, the appropriate tag or tags follows the school of magic.

BARD SPELLS

1st Level

Lethargy of Tsathoggua (enchantment)
Mist of R'lyeh (illusion)

2nd Level

Call servitor of the Outer Gods (conjunction; formula)
Dream guide (divination, ritual)

3rd Level

Impossible arithmetic (divination, ritual)
Lure byakhee (enchantment; formula)
Sign of Eibon (evocation)
Song of Hastur (abjuration)
Yellow Sign (enchantment; formula, ritual)

4th Level

Powder of Ibn Ghazi (abjuration)
Third eye masterpiece (divination)

5th Level

Bind byakhee (enchantment; formula)
Chaos at the heart of everything (enchantment)
Consume likeness (transmutation)
Enlightenment of the blind idiot god (transmutation)

6th Level

Dream sending of Cthulhu (illusion)
Ferox (transmutation)
Wave of oblivion (enchantment)

7th Level

Contrary melody (abjuration)

8th Level

Pipes of madness (enchantment)
Semblance of the key and the gate (conjunction)

CLERIC SPELLS

1st Level

Contact deep ones (evocation; formula, ritual)
Lethargy of Tsathoggua (enchantment)

2nd Level

Call servitor of the Outer Gods (conjunction; formula)
Kiss of Dagon (conjunction)

3rd Level

Green decay (transmutation)
Impossible arithmetic (divination, ritual)
Song of Hastur (abjuration)

4th Level

Powder of Ibn Ghazi (abjuration)
Mao ceremony (necromancy; formula)
Remortification (necromancy)

5th Level

Call of Cthulhu (divination; formula, ritual)
Enlightenment of the blind idiot god (transmutation)
Implant dark young (conjunction)
Transport to Yondo (conjunction)

6th Level

Dread Curse of Azathoth (necromancy)
Dream sending of Cthulhu (illusion)
Ferox (transmutation)
Red Sign (transmutation; formula, ritual)

7th Level

Curse of Yig (transmutation)
Gaze of Ghatanothoa (necromancy)
Mimic form of Nyarlathotep (transmutation)
Nuclear chaos (conjunction)
Zyngaya (necromancy)





8th Level

Obscene fertility rites of Shub-Niggurath (conjunction; formula, ritual)

Semblance of the key and the gate (conjunction)

9th Level

Avatar of the Black Goat with a Thousand Young (transmutation; formula)

DRUID SPELLS

1st Level

Lethargy of Tsathoggua (enchantment)

2nd Level

Kiss of Dagon (conjunction)

Secret mouth (transmutation; formula)

3rd Level

Command of the bloody tongue (necromancy)

Green decay (transmutation)

4th Level

Brew space mead (transmutation; formula, ritual)

Mao ceremony (necromancy; formula)

Powder of Ibn Ghazi (abjuration)

Venomous fangs (transmutation; formula)

5th Level

Enlightenment of the blind idiot god (transmutation)

Implant dark young (conjunction)

Transport to Yondo (conjunction)

6th Level

Ferox (transmutation)

Red Sign (transmutation; formula, ritual)

Wave of oblivion (enchantment)

7th Level

Contrary melody (abjuration)

Curse of Yig (transmutation)

Hibernation of Ithaqua (enchantment)

8th Level

Contact Ithaqua (evocation; formula, ritual)

Obscene fertility rites of Shub-Niggurath (conjunction; formula, ritual)

Pipes of madness (enchantment)

9th Level

Avatar of the Black Goat with a Thousand Young (transmutation; formula)

PALADIN SPELLS

3rd Level

Green decay (transmutation)

4th Level

Powder of Ibn Ghazi (abjuration)

5th Level

Find shantak mount (conjunction)

RANGER SPELLS

1st Level

Contact deep ones (evocation; formula, ritual)

Mist of R'lyeh (illusion)

2nd Level

Kiss of Dagon (conjunction)

4th Level

Brew space mead (transmutation; formula, ritual)

Powder of Ibn Ghazi (abjuration)

SORCERER SPELLS

1st Level

Contact deep ones (evocation; formula, ritual)

Lethargy of Tsathoggua (enchantment)

Mist of R'lyeh (illusion)

2nd Level

Kiss of Dagon (conjunction)

3rd Level

Shrivel (transmutation)

4th Level

Orne's black (evocation)

Powder of Ibn Ghazi (abjuration)

Sarnath sigil (abjuration)

Song of Hastur (abjuration)

5th Level

Consume likeness (transmutation)

Melt flesh (transmutation)

Transport to Yondo (conjunction)

6th Level

Ancient sorcery of serpentfolk (evocation)

Grace of the King in Yellow (transmutation)

Ferox (transmutation)

7th Level

Nuclear chaos (conjunction)

8th Level

Pipes of madness (enchantment)

Semblance of the key and the gate (conjunction)

9th Level

Temporal energy nexus (transmutation)

WARLOCK SPELLS

1st Level

Lethargy of Tsathoggua (enchantment)

Mist of R'lyeh (illusion)

2nd Level

Call servitor of the Outer Gods (conjunction; formula)

Kiss of Dagon (conjunction)



3rd Level

Command of the bloody tongue (necromancy)
Green decay (transmutation)
Shadow of the nightgaunt (conjunction)
Song of Hastur (abjuration)

4th Level

Conjure dream-dwellers (conjunction)
Mao ceremony (necromancy; formula)
Orne's black (evocation)
Remortification (necromancy)
Shriek of the byakhee (conjunction)

5th Level

Enlightenment of the blind idiot god (transmutation)
Implant dark young (conjunction)
Melt flesh (transmutation)
Transport to Yondo (conjunction)

6th Level

Congel formless spawn (conjunction)
Cthugha's embrace (conjunction)
Dread Curse of Azathoth (necromancy)
Dream sending of Cthulhu (illusion)
Essential salts (necromancy; formula)
Lure star vampire (enchantment; formula)
Wave of oblivion (enchantment)

7th Level

Bind star vampire (enchantment; formula)
Curse of Yig (transmutation)
Gaze of Ghatanothoa (necromancy)
Hibernation of Ithaqua (enchantment)
Mimic form of Nyarlathotep (transmutation)
Nuclear chaos (conjunction)
Zyngaya (necromancy)

8th Level

Conjure flying polyp (conjunction)
Summon dimensional shambler (conjunction; formula)

9th Level

Cursed slumber (enchantment)
Summon hunting horror (conjunction; formula)

WIZARD SPELLS

1st Level

Contact deep ones (evocation; formula, ritual)
Lethargy of Tsathoggua (enchantment)
Mist of R'lyeh (illusion)

2nd Level

Call servitor of the Outer Gods (conjunction; formula)
Kiss of Dagon (conjunction)
Secret mouth (transmutation; formula)

3rd Level

Contact formless spawn (evocation; formula, ritual)
Green decay (transmutation)

Impossible arithmetic (divination, ritual)
Shadow of the nightgaunt (conjunction)
Shrivel (transmutation)
Sign of Eibon (evocation)
Song of Hastur (abjuration)
Voorish sign (divination)

4th Level

Brew space mead (transmutation; formula, ritual)
Conjure dream-dwellers (conjunction)
Contact yithians (evocation; formula, ritual)
Orne's black (evocation)
Mao ceremony (necromancy; formula)
Powder of Ibn Ghazi (abjuration)
Protective aura (abjuration; formula, ritual)
Remortification (necromancy)
Sarnath sigil (abjuration)
Shriek of the byakhee (conjunction)
Venomous fangs (transmutation; formula)

5th Level

Bride of Sathla (abjuration; formula, ritual)
Consume likeness (transmutation)
Enlightenment of the blind idiot god (transmutation)
Find shantak mount (conjunction)
Transport to Yondo (conjunction)

6th Level

Acid blood curse (transmutation; formula)
Ancient sorcery of serpentfolk (evocation)
Congel formless spawn (conjunction)
Cthugha's embrace (conjunction)
Dread Curse of Azathoth (necromancy)
Dream sending of Cthulhu (illusion)
Essential salts (necromancy; formula)
Grace of the King in Yellow (transmutation)
Lure star vampire (enchantment; formula)
Wave of oblivion (enchantment)

7th Level

Bind star vampire (enchantment; formula)
Curse of Yig (transmutation)
Gaze of Ghatanothoa (necromancy)
Find eremite symbiont (conjunction)
Hibernation of Ithaqua (enchantment)
Mimic form of Nyarlathotep (transmutation)
Nuclear chaos (conjunction)
Zyngaya (necromancy)

8th Level

Conjure flying polyp (conjunction)
Pipes of madness (enchantment)
Semblance of the key and the gate (conjunction)
Summon dimensional shambler (conjunction; formula)

9th Level

Cursed slumber (enchantment)
Summon hunting horror (conjunction; formula)
Temporal energy nexus (transmutation)



SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACID BLOOD CURSE

6th-level transmutation (formula)

Casting Time: 8 hours every 10 days for 50 days (8-hour phases when cast as a formula)

Range: Touch

Components: V, S, M (rare herbs and oils worth 10,000 gp, which the spell consumes), SC (target)

Formula Ability Checks: Intelligence with alchemist's supplies DC 17, Wisdom (Medicine) DC 17, Intelligence with alchemist's supplies or Wisdom (Medicine) DC 18

Formula Backlash: Two levels of exhaustion

Formula Failure: 6d4 acid damage

Duration: Instantaneous

You protect a humanoid creature you touch from acid using Tcho-Tcho alchemical techniques. You also turn the target's blood and bodily fluids highly acidic, such that they damage and corrode any material they drip upon. The target gains resistance to acid damage. The subject's highly acidic blood damages weapons that penetrate the skin. Creatures that deal piercing or slashing damage to the subject with melee attacks take 1d6 acid damage from blood spatter. Slashing and piercing weapons that damage the target also corrode unless they are magical. After dealing damage, a nonmagical weapon takes a permanent and cumulative –1 penalty to damage rolls; when this penalty reaches –5, the weapon is destroyed.

While these advantages are significant, the disadvantages are why it is called a curse. The victim's other body fluids are also acidic, though not to the same degree as the victim's blood. Any sweat will, over time, tatter and ruin all worn clothing, and any saliva will eventually tarnish and destroy eating utensils. This effect also makes it hard for the victim to have any intimate relationships except with another subject of the *acid blood curse*.

Any armor the victim wears degrades over time. At the end of every 10 days of regular use, the armor's AC is permanently reduced by 1 unless the armor is magical. When this reduces the armor's AC to 10, it is destroyed. If the subject takes piercing or slashing damage, any worn nonmagical armor's AC is reduced by 1 immediately. The Tcho-Tcho typically bestow the curse on operatives who do not normally wear armor, and usually only on Okkators whose missions don't involve infiltration, because the curse prevents them from being able to interact easily with society.

You need not follow any of the restrictions of spellcasting during the breaks in this spell's casting time. If you cast the spell normally, you only expend the spell slot when you finish the casting time. (You can use that slot normally in the interim.)

ANCIENT SORCERY OF SERPENTFOLK

6th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a component pouch worth at least 5 gp, which the spell consumes)

Duration: instantaneous

You duplicate a spell whose effect you can see within range. The targeted spell must be ongoing or, if it was instantaneous, taken effect since the start of your last turn. The target spell must be no higher than 5th spell level if it is on your spell list, or no higher than 4th spell level otherwise. The spell takes effect immediately as if you had just cast it, using your own caster level and statistics.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the maximum spell level of the target spell increases by 1 for each slot level above 6th.

AVATAR OF THE BLACK GOAT WITH A THOUSAND YOUNG

9th-level transmutation (formula)

Casting Time: 25 hours (5 phases of 5 hours and fails automatically if interrupted when cast as a formula)

Range: 60 feet

Components: V, S, D (5-foot-wide circle of blood around target), L (area under obscene fertility rites of Shub-Niggurath), SC (0 to 9, which must have proficiency in Religion or Yog-Sothothery and chant from text; +1 bonus on formula ability checks per 3)

Formula Ability Checks: Intelligence (Nature) or Wisdom (Yog-Sothothery) DC 27 (diagram), Intelligence (Religion) or Wisdom (Yog-Sothothery) DC 27, Intelligence (Religion) or Wisdom (Yog-Sothothery) DC 27

Formula Backlash: Three levels of exhaustion and 9d4 psychic damage

Formula Failure: Second-degree insanity (see page 79) or indefinite madness, and magically frightened for 10 days

Duration: Instantaneous

You bless a willing or incapacitated creature you can see with Intelligence 5 or higher that is not a construct or undead. The creature becomes an avatar through which Shub-Niggurath can manifest. An unwilling target can negate the spell's effect with a successful Constitution saving throw. As you complete casting this spell, you can choose for a daughter of Shub-Niggurath (see page 375) to burst from the target, slaying it. The daughter has some superficial features of the target but is not under your control. It serves Shub-Niggurath's will, which is as likely to entail feeding on cultists as fighting alongside them.

Rather than summoning a daughter of Shub-Niggurath, a dark young or servant of Shub-Niggurath can magically command the target to bring forth the Outer God herself at any time as an action with a DC 30 Intelligence (Religion) or Wisdom (Yog-Sothothery) check. On a failure, the servant issuing the command takes 9d6 psychic damage.



On a success, the servant takes half as much damage and Shub-Niggurath's influence escalates to stage 3 until her whims draw her elsewhere or she is defeated or banished. This causes Shub-Niggurath's new nucleus to explode forth from the avatar, slaying it. Unless Shub-Niggurath would otherwise be at influence stage 3, she falls back to influence stage 2 when her nucleus is destroyed. Only a *wish* or divine intervention can remove this avatar status from the target.

BIND BYAKHEE

5th-level enchantment (formula)

Casting Time: 1 minute (5 phases of 2 rounds when cast as a formula)

Range: 60 feet

Components: V, T (when Carcosa's star system is above the horizon, such as mid-Spring to mid-Fall on Earth's northern hemisphere), M (a magic whistle, or a whistle that has a spell on it throughout the casting time)

Formula Ability Checks: Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 16, Charisma with a wind instrument DC 16, Charisma with a wind instrument DC 16

Formula Backlash: 5d4 psychic damage

Formula Failure: Magically frightened for 1 hour and one level of exhaustion

Duration: Until task is complete, up to 10 days

You compel a single byakhee you can see and that can hear your music within range to carry out a task you choose. Traditionally this spell utilizes a whistle but any wind instrument will do

Any byakhee within range that was conjured by the *lure byakhee* spell calmly listens to the tune you play or sing as part of casting this spell until you make an error (either by not finishing the spellcasting or by failing an ability check when casting the spell as a formula), at which point all byakhee present are free to attack you or do as they wish, although they can still be affected if you successfully complete the spell. When you finish casting the spell, the target can negate your binding by succeeding at a Charisma saving throw.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level, you can bind two byakhee. When you cast it using a 9th-level spell slot, you can bind three.

BIND STAR VAMPIRE

7th-level enchantment (formula)

Casting Time: 1 hour (5 phases of 12 minutes when cast as a formula)

Range: 60 feet

Components: V, S, M (a text copy of this spell), SC (0 to 6, who must recite from text; +1 bonus to formula ability checks per 3)

Formula Ability Checks: Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 21, Intelligence (History) or

Wisdom (Yog-Sothothery) DC 21, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 21

Formula Backlash: One level of exhaustion and 7 psychic damage

Formula Failure: Magically frightened for 8 hours and another level of exhaustion

Duration: Until task is complete, up to 10 days

When you begin casting this spell, you force a star vampire you can see within range to remain within range and refrain from attacking you and any secondary casters (except while the casting time is paused). When you finish casting the spell, if the target remains within range and it can hear and understand you, you compel it to carry out a single task you define unless it succeeds on a Charisma saving throw.

BREW SPACE MEAD

4th-level transmutation (formula, ritual)

Casting Time: 24 hours every other month for 10 months (24-hour phases when cast as a formula)

Range: Touch

Components: V, S, M (various unusual ingredients which the spell consumes; alchemist's supplies or brewer's supplies)

Formula Ability Checks: Intelligence with alchemist's supplies or brewer's supplies DC 15, Intelligence with alchemist's supplies or Wisdom (Yog-Sothothery) DC 15, Intelligence with brewer's supplies or Wisdom (Yog-Sothothery) DC 15

Formula Backlash: One level of exhaustion

Formula Failure: Magically frightened for 10 days and another level of exhaustion

Duration: 24 hours, then 10 days

You create ten servings of space mead. Space mead is normally very unstable, and evaporates uselessly after only 24 hours, starting from the time the spell is completed. If consumed before that time is up, the space mead grants the drinker immunity to the effects of exposure to the vacuum of space and the drinker need not eat, sleep, or breathe for 10 days.

You need not follow any of the restrictions of spellcasting during the breaks in this spell's casting time. If you cast the spell normally, you only expend the spell slot when you finish the casting time. (You can use that slot normally in the interim.)

BRIDE OF SATHLA

5th-level abjuration (formula, ritual)

Casting Time: 20 hours (5 phases of 4 hours when cast as a formula)

Range: Touch

Components: V, S, M (incense and oils worth 1,000 gp, which the spell consumes; body of a ritually drowned humanoid), D (body cut into seven pieces and buried in a heptagram surrounding the area)





Formula Ability Checks: Intelligence (Nature) or Wisdom (Yog-Sothothery) DC 20 (diagram), Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 20, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 20

Formula Backlash: One level of exhaustion and 5d4 psychic damage

Formula Failure: Magically frightened for 10 days and another level of exhaustion

Duration: 10 years

The Tcho-Tcho use this ritual—which prevents the entry of extraplanar creatures—to protect their villages. The corpse's liver is removed, dried, and preserved as part of casting the spell. When the spell is complete, you touch a point and infuse the area around it with unearthly power. You choose the radius affected, up to 800 feet. The spell fails if this radius includes another *bride of Sathla* spell or *hallow* spell. Likewise, a *hallow* spell fails if it includes this spell's area.

Upon casting the spell, choose one or more of the following types: aberrations, celestials, elementals, fey, fiends, and/or undead. While the dried liver is within the area and the body parts remain buried, creatures of the chosen types can't enter the area. Likewise, they can't attack, charm, frighten, or possess creatures within. Creatures that enter have any ongoing attack, charmed condition, frightened condition, or possession by such creatures suppressed for as long as they remain in the area. The duration of such effects continue to elapse while the creature is within the area. If a possession effect ends

while the creature is inside, the possessing entity is driven out of the area instantly. Upon first interacting with this spell, a creature makes a Charisma saving throw. On a success, it becomes immune to that casting of this spell. On a failure, it can't try to enter again for 30 days.

CALL AZATHOTH

9th-level conjuration (formula)

Casting Time: 5 hours (5 phases of 1 hour and fails automatically if interrupted when cast as a formula)

Range: 300 feet

Components: V, M (3 *Elder Signs*, which you must break), D (10-foot-wide circle of meteorite dust around primary caster representing permutations of astronomical orbits across various planes), L (under clear sky), T (at night), SC (10 to 120, which must have proficiency in Arcana or Yog-Sothothery and chant from text; +1 bonus on formula ability checks per 20)

Formula Ability Checks: Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 35 (diagram), Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 35, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 35

Formula Backlash: 9d8 psychic damage to primary caster and 15 psychic damage to each secondary caster

Formula Failure: Second-degree insanity (see page 79) or indefinite madness, and five levels of exhaustion

Duration: Concentration, up to 1 hour



You call the Daemon Sultan of the Outer Gods from its throne at the center of existence to your vicinity. Azathoth makes a saving throw (+14 bonus). The save DC gains a +1 bonus for every twenty secondary casters. On a successful save, it ignores this spell, nothing happens, and this doesn't count as failing to cast the spell as a formula.

On a failed save, Azathoth's influence (see page 171) manifests at a random location within range accompanied by 1d4 servitors of the Outer Gods (see page 366) and 1d6 – 1 other unspeakable creatures of great power from its court. Until the duration ends, you can overhear profound cosmic truths Azathoth mindlessly touches upon and might glean potent insights at the GM's discretion. When this spell ends, Azathoth's influence remains and immediately becomes enraged.

After Azathoth arrives, you can attempt to banish it again as an action as long as you maintain concentration on this spell. Azathoth must make another saving throw. On a failed save, the influence ends and its retinue departs, and the duration of the spell ends. On a successful save, you must succeed on a Constitution saving throw against this spell to maintain concentration or it ends.

No tome is known to contain this spell, but servitors of the Outer Gods are eager to teach it or force others to perform it, as the spell requires the caster to break *Elder Signs*, which aids the Outer God's return. Unless Azathoth is banished quickly, the casting of this spell can easily lead to the utter destruction of the planet to which it is conjured.

CALL FATHER YOG-SOTHOTH

9th-level conjuration (formula)

Casting Time: 10 hours (5 phases of 2 hours when cast as a formula)

Range: 60 feet

Components: V, S, M (a complete copy of the *Necronomicon* [see page 136] and a *gate* spell connected to the nameless gulf between planes of existence, which has no effect other than serving as this spell's component), L (an elevated, ruined or desecrated temple of any deity), T (beginning at sunset), SC (0 to 8, which must be outer abominations, outer mutants, or outer spawn and chant from text; +1 bonus on formula ability checks per 2)

Formula Ability Checks: Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 34, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 34, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 34

Formula Backlash: 14d4 psychic damage to primary caster and 14 psychic damage to each secondary caster

Formula Failure: Second-degree insanity (see page 79) or indefinite madness, and five levels of exhaustion

Duration: Instantaneous

You summon Yog-Sothoth through the *gate* into your plane of existence, where its influence (see page 274) manifests

centered on the gate. Yog-Sothoth can then allow through whatever other creatures or other Elder Influence from beyond it desires.

The primary caster must be an outer spawn of Yog-Sothoth. Halfway through the spellcasting, a 20-foot-radius circle of eldritch fire appears centered on the *gate*. This fire lasts for the duration and deals 6d6 fire damage to any creature that begins its turn in it or passes through it. At the completion of the spell, Yog-Sothoth appears unharmed amid the flames.

CALL OF CTHULHU

5th-level divination (formula, ritual)

Casting Time: 1 hour (5 phases of 12 minutes when cast as a formula)

Range: Self

Components: V, S, D (circle of non-Euclidean engravings or markings centered on you)

Formula Ability Checks: Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 20 (diagram), Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 20, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 20

Formula Backlash: One level of exhaustion

Formula Failure: Magically frightened for 8 hours and 5d4 psychic damage

Duration: 1 year and 1 day

You open yourself to the awareness of Great Cthulhu, alerting him to your location and inviting him to contact you. During the duration, Cthulhu will contact you through dreams or nightmares featuring sunken R'lyeh. If you do not worship Cthulhu, you automatically gain a first-degree insanity (described in chapter 4) or an indefinite madness and draw the attention of cults of Cthulhu. During the first such dream after you cast this spell, Cthulhu can choose to provide a cryptic vision in response to up to three questions you ask. Each time you receive a dream from Cthulhu, you are exposed to the unnamable doom of his stage 1 Elder Influence (see page 205).

If you sleep on the diagram, you receive a message from Cthulhu or one of his starspawn (most often a larval starspawn) as to how you can further his goals; the entity that contacts you and the nearest cult of Cthulhu are both alerted to your location. If you don't worship Cthulhu, however, a larval starspawn (or other worshiper of Cthulhu of the GM's choice) becomes able to attack you with enchantment spells and ranged abilities that deal psychic damage or give the frightened or charmed conditions regardless of distance for as long as you remain asleep in the circle. When you take damage or succeed on a saving throw against a spell or other magical effect while sleeping in the circle, you can attempt a Charisma saving throw against this spell; you awaken on a success and the spell ends.





CALL SERVITOR OF THE OUTER GODS

2nd-level conjuration (formula)

Casting Time: 20 hours (5 phases of 4 hours when cast as a formula)

Range: 30 feet

Components: V, S, M (a text copy of this spell, a wind instrument, fresh blood from 8 Medium or 2 Large creatures, which the spell consumes), SC (2 to 9, chanting from text; +1 bonus on formula ability checks per 3)

Formula Ability Checks: Intelligence (Religion) or Wisdom (Yog-Sothothery) DC 15, Charisma with a wind instrument or Wisdom (Yog-Sothothery) DC 15, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 15

Formula Backlash: 2d4 psychic damage to primary caster and 2 psychic damage to each secondary caster

Formula Failure: Magically frightened for 2 days and one level of exhaustion

Duration: Instantaneous

A servitor of the outer gods (see page 366) appears at the center of the circle. Roll initiative for the servitor, which has its own turns. Sometimes, it may be the creature's goal to parley and offer knowledge to the casters, and at other times its primary desire is to summon a Great Old One or other horrendously destructive entity beyond the caster's control.

Convincing a servitor to assist you in exchange for furthering its goals generally requires a successful DC 13 Charisma (Intimidation or Persuasion) or Wisdom (Yog-Sothothery) check. Tricking it into giving you information when you are not willing to further its goals generally requires a successful DC 18 Charisma (Deception) or Wisdom (Yog-Sothothery) check. Other checks might be required at the GM's discretion. Servitors never agree to engage in dangerous tasks except to defend the chosen servants of the Outer Gods.

Tomes containing this spell occasionally recommend not casting it under conditions suitable for conjuring any other entities, since most servitors have the magical knowledge to conjure nearly any creature they desire after they arrive if conditions are right.

This spell's casting time can be shortened, to a minimum of 1 hour, by sacrificing spell slots. Any caster involved can sacrifice a slot this way at any point during the casting as part of the action to continue casting the spell, but the caster must have prepared (or know, if the caster doesn't prepare spells) a conjuration spell of at least the level of the spell slot to be sacrificed. Each spell slot sacrificed reduces the casting time by 1 hour per level of the slot so used.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th level, you can call two servitors. When you cast this spell using a spell slot of 7th or 8th level, you can call three servitors. When you cast this spell with a 9th-level spell slot, you can call four servitors. Ability checks to influence multiple servitors (see above) have disadvantage.

CHAOS AT THE HEART OF EVERYTHING

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You use music to imitate the discordant piping of Azathoth's court, those servitors of the Outer Gods that calm the Blind Idiot God. Choose any number of aberrations, fiends, monstrosities, and oozes that you can see and that can hear you within range. Each must make a Charisma saving throw. A creature can choose to fail this saving throw. On a successful save, the target is unaffected.

On a failed save, all effects on the target that give it the charmed or frightened conditions are suppressed until this spell ends, at which point any suppressed effect resumes if it has duration remaining. In addition, the target has disadvantage on Wisdom (Perception) checks to perceive any creature other than you until the spell ends or until the target can no longer hear you. Affected creatures become indifferent toward any creatures they were previously hostile toward until this spell ends, at which point they become hostile again unless the GM rules otherwise.

COMMAND OF THE BLOODY TONGUE

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of your own blood drawn by biting your tongue, which the spell consumes)

Duration: 1 minute

You command the target's blood to rush out of its wounds. To cast this spell, you must bite your tongue, inflicting 1 point of damage on yourself. The target must succeed on a Constitution saving throw or become susceptible to bleeding for the duration. Whenever the susceptible target takes damage, it bleeds for the rest of the spell's duration. While bleeding, the target loses 5 hit points at the start of each of its turns. If the target regains hit points in any way, or benefits from a successful Wisdom (Medicine) check against the spell's save DC, the bleeding stops until the target is





damaged again. Undead and creatures like constructs that lack blood are unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the target loses an additional 5 hit points each round that it bleeds.

CONGEAL FORMLESS SPAWN

6th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a vial of blood from a creature with Intelligence score 5 or higher, which the spell consumes)

Duration: Concentration, up to 1 minute

You empty the vial of blood, which immediately roils and seethes, becoming a formless spawn (see page 320) in an unoccupied space you can see within range. When reduced to 0 hit points, it dissolves into a thin film of revolting residue. When the spell ends, the formless spawn does not vanish but immediately leaves to seek its own mysterious goals.

The formless spawn is hostile to all creatures besides oozes and servants of Tsathoggua, to whom it is indifferent. Roll initiative for the formless spawn, which has its own turns. The formless spawn pursues and attacks the nearest non-ooze creature obviously hostile to Tsathoggua's servants. If none are available, it attacks other creatures to whom it is hostile while the spell lasts.

At Higher Levels. When you cast this spell using a 9th-level spell slot, you instead produce two formless spawn.

CONJURE DREAM-DWELLERS

4th-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (sand and a silver key worth 500 gp)

Duration: Concentration, up to 1 hour

You summon one or more creatures from the Dreamlands, which appear in an unoccupied space that you can see within range. Choose one of the options below (see Chapter 9 for statistics):

- One shantak
- Two nightgaunts
- Four moon-beasts or vooniths
- Eight Dreamlands cats or wamps

The creature disappears when it drops to 0 hit points or when the spell ends.

The Dreamlands creature is friendly to you and your companions for the duration unless it succeeds on a Charisma saving throw, in which case it acts as it wills. Roll initiative for the creature, which has its own turns. If you control it, it obeys any verbal commands that you issue to it (requiring no action from you), as long as they don't violate its interests. If you don't issue any commands to it,

it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the summoned creature doesn't disappear. Instead, you lose control of the creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled summoned creature can't be dismissed by you, and it disappears 1 hour after you summoned it.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you can choose one of the summoning options above and more creatures appear: twice as many with a 7th-level slot, or three times as many with a 9th-level slot. You can instead choose to summon a single more potent creature, so long as the spell slot is at least the indicated slot level: a Large Leng spider with a 5th-level slot, a gug with a 7th-level slot, a Huge Leng spider with an 8th-level slot, or a bhole hatchling with a 9th-level slot. If you summon a bhole hatchling, it automatically succeeds on its Charisma saving throw and may act as it wishes.

CONJURE FLYING POLYP

8th-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (an *Elder Sign* with radius at least 10 feet)

Duration: Concentration, up to 1 hour

You summon a flying polyp (see page 317) with one body, which appears in an unoccupied space that you can see within range. The polyp disappears when it drops to 0 hit points or when the spell ends.

The polyp is friendly to you and your companions for the duration unless it succeeds on a Charisma saving throw, in which case it is hostile toward you and your companions. Roll initiative for the polyp, which has its own turns. If you control it, it obeys any verbal or mental commands that you issue to it (no action required by you), as long as they don't violate its interests. If you don't issue any commands to it, it defends itself from hostile creatures but otherwise takes no actions.

You can communicate telepathically with the polyp while it is within 100 feet and you maintain concentration, but the connection can also harm you. When the polyp is reduced to 0 hit points while you concentrate, any remaining damage is dealt to you. In addition, all psychic damage dealt to the polyp while you concentrate is also dealt to you; if the polyp takes psychic damage that would reduce its hit points below 0, that additional damage does not transfer to you.

If your concentration is broken, the polyp doesn't disappear. Instead, you lose control of the creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled polyp can't be dismissed by you, and it disappears 1 hour after you summoned it.



CONSUME LIKENESS

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 8 hours

The face and appearance of a creature you touch changes to match that of another creature of the same size and creature type that you clearly recall from memory. If you have eaten any of a corpse, you can produce an appearance resembling the creature that corpse once was (at any age) even if you have never seen the creature alive. If the target creature is unwilling, it can negate this spell with a successful Constitution saving throw. The target creature's height, weight, facial features, voice, hair length, coloration, and distinguishing characteristics match the new likeness, although a successful Wisdom (Perception) or Intelligence (Investigation) check against the spell save DC can find subtle imperfections.

In addition, this spell affects how the target performs physically in ways that resemble those of the likeness. When you cast the spell, note which of the likeness's physical ability scores (Strength, Dexterity, and Constitution) is highest and which is lowest. In case of ties, the target picks one of the tied abilities. The target's ability scores don't change, but the target becomes weakened with its ability corresponding to the likeness's lowest score and becomes strengthened with its ability corresponding to the likeness's highest score. When the target makes an attack roll, saving throw, or ability check using the strengthened ability, that roll is made with advantage. Likewise, when the target makes an attack roll, saving throw, or ability check using the weakened ability, that roll is made with disadvantage.

If there is a tie between ability scores, the target chooses among the tied scores which is the likeness's strength or weakness.

CONTACT DEEP ONES

1st-level evocation (formula, ritual)

Casting Time: 1 hour (5 phases of 12 minutes when cast as a formula)

Range: 50 miles

Components: V, S, M (inscribed stones, which the spell consumes), L (any body of water, which you cast the stones into)

Formula Ability Checks: Intelligence (History) or Wisdom (Yog-Sothothery) DC 13, Charisma with a percussion instrument or Wisdom (Yog-Sothothery) DC 13, Intelligence (History) or Wisdom (Yog-Sothothery) DC 13

Formula Backlash: 1d4 psychic damage

Formula Failure: Magically frightened for 8 hours

Duration: Instantaneous

You alert the nearest twenty deep ones or deep one scions

(but not deep one hybrids) to your location and interest in communicating. You can't convey any more specific message than this. The deep ones receive a brief glimpse of your appearance and gain enough familiarity with you to contact you with *sending* or target you with *scrying*. They also get a clear enough sense of your location to teleport there with *teleport* as if they had viewed it once. The deep ones gain no further special ability to travel to you or communicate with you, however.

Typically, deep ones will cautiously learn what they can about you before approaching or otherwise making themselves known. If you appear weak and vulnerable, you might simply be abducted for questioning by their leaders.

CONTACT FORMLESS SPAWN

3rd-level evocation (formula, ritual)

Casting Time: 1 hour (5 phases of 12 minutes when cast as a formula)

Range: 1 mile or 500 miles

Components: V, S

Formula Ability Checks: Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 17, Intelligence (History) or Wisdom (Yog-Sothothery) DC 17, Intelligence (Arcana or History) or Wisdom (Yog-Sothothery) DC 17

Formula Backlash: 3d4 psychic damage

Formula Failure: Magically frightened for 8 hours and one level of exhaustion

Duration: Instantaneous

You alert the nearest twenty formless spawn of Tsathoggua to your location and interest in communicating. You can't convey any more specific message than this. The formless spawn gain no special ability to travel to you or communicate with you, but they know your distance and direction. They can recognize you and your location.

Most casters use the formless spawn as a means of contacting Tsathoggua. Typically, one or more formless spawn move to encounter you as quickly as possible, as they and Tsathoggua are always interested in new meals, new worshipers who might bring in new meals, or simply toying with fragile humanoids.

If you cast this spell inside of or within 90 feet of a temple of Tsathoggua, you have advantage on ability checks to cast it as a formula and the range is 500 miles. Otherwise, the range is 1 mile.

CONTACT ITHAQUA

8th-level evocation (formula)

Casting Time: 5 hours (5 phases of 1 hour and fails automatically if interrupted when cast as a formula)

Range: Special

Components: V, S, D (5-foot-radius circle carved from ice surrounding primary caster), L (an elevated area in a permanently wintry region, such as a high peak or polar ice cap), SC (4 to 10, who must have Mythos taint or proficiency in History or Yog-Sothothery and chant from



text; +1 bonus on non-diagram formula ability checks with 6, +2 with 8, or +3 with 10)

Formula Ability Checks: Intelligence with mason's tools or Wisdom (Yog-Sothothery) DC 24 (diagram), Intelligence (History) or Wisdom (Yog-Sothothery) DC 24, Intelligence (History) or Wisdom (Yog-Sothothery) DC 24

Formula Backlash: 8d4 psychic damage to primary caster, 8 psychic damage to each secondary caster, one level of exhaustion each

Formula Failure: First-degree insanity (see page 79) or an indefinite madness, magically frightened for 10 days

Duration: 8 hours

You call out to Ithaqua, who can hear you as long as you are on the same plane of existence. Its stage 1 Elder Influence (see page 215) can choose to arrive at any location you can see. If it chooses to appear only far off, only the dread icy winds in his wake might mark his presence. For the duration, Ithaqua remains close enough to communicate at least fleetingly and you and up to ten creatures of your choice have resistance to cold damage. If Ithaqua's influence was already present on your world, you can coax it to within 500 feet if you succeed on a Wisdom (Yog-Sothothery) check with a DC depending on its current stage: stage 1 (DC 15), stage 2 (DC 20), stage 3 (DC 25), or stage 4 (DC 30). In any case, Ithaqua generally brings at least one gnoph-keh (see page 328) and transforms all willing participants into wendigos. Unwilling participants can avoid becoming wendigos with a successful Charisma saving throw.

CONTACT YITHIANS

4th-level evocation (formula, ritual)

Casting Time: 10 hours (5 phases of 2 hours when cast as a formula)

Range: 100 miles

Components: V, S

Formula Ability Checks: Intelligence (History) or Wisdom (Yog-Sothothery) DC 17, Intelligence (History) or Wisdom (Yog-Sothothery) DC 17, Intelligence (History) or Wisdom (Yog-Sothothery) DC 17

Formula Backlash: 4d4 psychic damage

Formula Failure: Magically frightened for 5 days and one level of exhaustion

Duration: Instantaneous

You alert the nearest twenty yithians (see page 397) to your location and interest in communicating. You can't convey any more specific message than this. The yithians get a brief glimpse of your appearance and enough familiarity with you to contact you with *sending* or target you with *scrying*. They also gain a clear enough sense of your location to teleport there with *teleport* as if they had viewed it once. The yithians gain no further special ability to travel to you or communicate with you, however. You can't contact such beings in the future or past (their prin-

ciple residences), but only members of the great race who have mind-swapped with individuals in the present.

The yithians might choose to approach and interact with you if such interaction seems safe, productive, and interesting. They will terminate persistent or irritating casters they do not trust by whatever means at their disposal. From negative experience, yithians are wary of being interrogated and tortured for their vast knowledge, and their knowledge of all time makes them adept at judging whether any particular caller will prove such an interrogator.

CONTRARY MELODY

7th-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a musical instrument)

Duration: Concentration, up to 8 hours

Spells, features, and other effects that deal thunder damage, that teleport or conjure creatures or objects, or that require hearing to take effect have no effect within a 30-foot radius around you for the duration. If such effects target creatures or objects in the area or the targets of such effects enter the area, those effects are suppressed. The duration of each suppressed effect continues to elapse.

In addition, whenever an enemy in the area casts a spell with verbal components, that creature must make a saving throw using its spellcasting ability unless the spell is at least 7th level or uses a spell slot of at least 7th level. On a failed save, the creature takes 4d10 thunder damage and can't cast the spell but can choose another action. On a successful save, the creature casts the spell and takes half damage (which may force it to make a Constitution saving throw to maintain concentration on a spell, including the spell it just cast).

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the radius increases by 10 feet per slot level above 7th and the level of spells that this spell interferes with increases by one level for each slot level above 7th.

C'THUGHA'S EMBRACE

6th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an *Elder Sign*)

Duration: Concentration, up to 1 hour

You summon a fire vampire (see page 315), which appears in an unoccupied space that you can see within range. The fire vampire disappears when it drops to 0 hit points or when the spell ends.

The fire vampire makes a Charisma saving throw. If it fails, it is friendly to you and your companions for the duration. If it succeeds, you are charmed by it for the duration instead and cannot willingly cease concentrating. Roll initiative for the creature, which has its own turns. If





you control it, it obeys any telepathic commands that you issue to it (no action required by you), as long as they don't violate its interests. If you don't issue any commands to it, it defends itself from hostile creatures but otherwise takes no actions.

While the fire vampire is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see and hear what the fire vampire does until the start of your next turn, gaining the benefit of its darkvision. During this time, you are deaf and blind with regard to your own senses and the fire vampire knows your surface thoughts.

If your concentration is broken, the fire vampire doesn't disappear. Instead, you lose control of the creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fire vampire can't be dismissed by you, and it disappears 1 hour after you summoned it.

CURSED SLUMBER

9th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (white sand)

Duration: Instantaneous or until dispelled

Choose a creature you can see other than a construct or undead within range. It must make a Wisdom saving throw. The target takes 20d10 psychic damage and is stunned until the start of your next turn on a failed save or takes half as much damage and can't take reactions until the start of its next turn on a success. This damage can't reduce the target below 1 hit point. If the target is reduced to 1 hit point and has an Intelligence of at least 5, it falls unconscious, sleeping with no need of food or water (although it must still breathe) until the spell is dispelled. No violence, face-full of water, or kiss will wake the target of the *cursed slumber*. The target continues to age normally and can die of old age.

If the target remains asleep for at least 1 year, the spell grants benefits to spellcasters in its vicinity. Each creature within 30 feet of the sleeping target has advantage on Intelligence (Arcana) checks. Treat the slot level of any spell cast within 30 feet of the sleeping target as one higher if the target has been asleep at least 1 year. Effective slot level increases from multiple sources are not cumulative.

CURSE OF YIG

7th-level transmutation

Casting Time: 1 action

Range: Special

Components: V, S, M (a snake tail and a humanoid hand)

Duration: Instantaneous

You call down Yig's displeasure upon a humanoid who has betrayed a secret that you directly shared with it. You can cast the spell on any target creature on the same plane of

existence as long as you have reason to believe the target betrayed your secret. (If you are wrong in your belief, the spell is wasted to no effect.) The target must make a Constitution saving throw. On a successful save, the target forever after automatically succeeds on the saving throw against this spell when you cast it. On a failed save, one of the target's limbs (usually an arm) transforms into a viper and bites the target. The viper is a **poisonous snake** with hit points equal to half the target's maximum.

The first time the viper bites the target who has betrayed your secret, it automatically hits, dealing 1 piercing damage and 7d10 poison damage. The target automatically becomes poisoned and its flesh bloats purple around the wound, hemorrhaging throughout its body (but leaving the snake unharmed). Each time the target begins its turn with this poisoned condition, the target must succeed on a Constitution saving throw. If the saving throw fails, the target takes another 3d10 poison damage. On a successful save, the target takes no damage and the poisoned condition ends.

Roll initiative for the snake, which has its own turns. As long as it is attached to the target of the spell, the snake has advantage on attack rolls to hit the target, while the target has disadvantage on attack rolls to hit the snake. The snake knows everything the target knows, but its ability to use that information is limited by its Intelligence.

Any damage, healing, or spell targeting the snake or victim while they are attached applies to the other as well unless the other is immune. The viper is immune to poison damage and to the poisoned condition. If the target of the spell is reduced to 0 hit points, the snake detaches and moves to attack the nearest creature within 10 miles that has learned the secret, continuing on a rampage of murder until the snake is killed or no targets are left within range. The snake then becomes a normal poisonous snake.

When the viper's hit points are reduced to 0, it dies and detaches from the target. A *regenerate* spell or similar ability can restore the original limb after the viper has detached or been cut off, but only if the caster includes as an additional material component: an offering to Yig worth at least 1,000 gp, which the spell consumes. Without this offering, a *regenerate* spell causes the limb to grow back in the form of a new attached viper, which attacks the target again. If the target dies from the snake's attack or by any other cause while missing the limb, the target cannot be raised from the dead by the *raise dead* spell. Only a more powerful spell such as *resurrection* or *wish* can bring the target back to life.

DREAD CURSE OF AZATHOTH

6th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Recorded only in desecrated tombs by worshipers of Azathoth, this spell withers a creature that you can see within range. This spell reduces each of the target's ability scores



to 3 (unless they were already lower). The target can follow simple instruction and recognizes friends. It can't cast spells. Although the target gets no saving throw to resist the spell initially, the target makes a Charisma saving throw (using its new Charisma ability modifier) at the end of each of its turns. On a success, the spell ends. This spell can be ended early by *greater restoration*, *heal*, or *wish*.

At Higher Levels. When you cast this spell using a 7th-level spell slot, the duration is concentration, up to 10 minutes. When you cast this spell using an 8th-level spell slot, the duration is 1 hour. Using a spell slot of 8th level or higher grants a duration that doesn't require concentration. When you cast this spell using a 9th-level spell slot, the duration is permanent and if the target fails on its save, it must wait twice as long before making its next saving throw (2 rounds, then 4 rounds, then 8 rounds, and so on) until the spell ends.

DREAM GUIDE

2nd-level divination (ritual)

Casting Time: 1 minute

Range: 60 feet

Components: V, S

Duration: Concentration, up to 8 hours

As part of the spell's components, you weave a story so memorable and of such verisimilitude that it serves as a psychic beacon for creatures traveling into the memory-eroding Dreamlands (see Chapter 4). You target yourself and up to ten willing creatures of your choice within range that you can see and that can understand your story. If you and the targets are in the Dreamlands, you and all targets temporarily recall your waking lives. If you and the targets are in the waking world, you must fall asleep to begin the spell's duration and any targets must choose to fall asleep to gain the spell's benefits. Each creature that chose to fall asleep this way travels to the Dreamlands and becomes temporarily aware of its parallel life there. In either case, this comprehension fades when the duration ends, which can leave creatures confused as to the motive for any actions taken while under your spell. Creatures such as elves that don't dream can sleep with this spell's assistance, and they create dream forms for themselves even though they otherwise wouldn't have parallel dream lives.

The duration elapses from the perspective of the plane of existence you travel to (time in the Dreamlands might be faster than time in the waking world). If you cast the spell again before it ends, there is no interruption in the

effect for those targeted by both spells. When the duration ends, each creature that used this spell to enter the Dreamlands immediately awakens.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell does not require concentration. When you cast this spell using a spell slot of 4th level or higher, its duration increases to 24 hours and the spell does not require concentration.

DREAM SENDING OF CTHULHU

6th-level illusion

Casting Time: 1 minute

Range: Special

Components: V, S, M (a handful of sand, a dab of ink, and a holy symbol of Cthulhu)

Duration: 8 hours



This spell allows the presence of Cthulhu to enter the mind of a creature known to you, shaping its dreams. The target must be on the same plane of existence. Creatures that don't sleep, such as elves, can't be reached by this spell. You enter a trance state. While in a trance, you are aware of your surroundings but can't take actions or move.

If the target is asleep, you appear in its dreams and can deliver a message of no more than 10 words to the target in a form reminiscent of Cthulhu or his minions. The environment of the dream, including objects and images, twists into geometrically impossible ways as omens of Cthulhu saturate it. The target must then make a Wisdom saving throw to continue sleeping normally. Regardless of the success or failure of this saving throw, the target takes 4d6 psychic damage and recalls the dream perfectly when it awakens.

On a failed saving throw, the target's dream becomes a nightmare that lasts the duration of the target's sleep and prevents it from gaining any benefit from that rest. When it awakens after failing its saving throw, the target has disadvantage on ability checks until the next dawn and it must succeed on a second Wisdom saving throw or gain a first-degree insanity (generally a phobia; see insanity rules on page 79) or indefinite madness and draws Cthulhu's attention (GM's discretion as to the effect of this communion).

If the target is awake when you cast the spell, you know it, and can choose to either end the trance (and the spell) or wait for the target to fall asleep, at which point you appear in its dreams. You can emerge from the trance at any time, ending the spell early.



ELDER SIGN

3rd-level abjuration (formula)

Casting Time: 1 hour (5 phases of 12 minutes when cast as a formula)

Range: Touch

Components: V, S, M (special ink or tools worth 250 gp, which the spell consumes), D (up to 5 feet across, on object touched)

Formula Ability Checks: Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 18 (diagram), Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 18, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 18

Formula Backlash: One level of exhaustion

Formula Failure: Another level of exhaustion

Duration: Until dispelled

You create an *Elder Sign* on an object you touch. The *Elder Sign* is immune to the damage, spells, and abilities from any Elder Influence (see Chapter 8), or creatures bound to their service (including deep ones or Tcho-Tcho, and most aberrations). These creatures can't touch or pass through an object with the *Elder Sign*. Generally, an *Elder Sign* is destroyed after being within 30 feet of an Elder Influence for more than 5 continuous rounds. Note that since only the *Elder Sign* itself has immunity to various alien horrors, its protection can be unreliable. For example, a shield with the *Elder Sign* drawn on it would not be affected by a Great Old One's attack, but the monster could still strike the bearer if it avoids striking the shield (and thus the bearer's AC is not any higher than it would be with an unmarked shield). Engraving the sign upon a door or on an archway prevents such creatures from passing through the portal.

You can create an *Elder Sign* larger than 5 feet across when you cast this spell as a formula by increasing the ability check DCs by 1 each per 5 feet of the *Elder Sign*'s radius.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create an *Elder Sign* with a radius of up to 5 feet, plus 5 feet per level of the spell slot above 3rd.

ENLIGHTENMENT OF THE BLIND IDIOT GOD

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration (see text), up to 10 days

This spell crushes the mind of a creature you can see within range. The target must succeed on an Intelligence saving throw or this spell reduces the target's Intelligence score to 1. It cannot understand even simple words or phrases, although it recalls basic feelings toward friends and foes and can be guided with Wisdom (Animal Handling) checks. It can't cast spells. If you maintain concentration on the spell for 8 hours, it continues to the maximum duration without further concentration.

ESSENTIAL SALTS

6th-level necromancy (formula)

Casting Time: 1 hour (5 phases of 12 minutes and no penalty for interruptions when cast as a formula)

Range: 60 feet

Components: V, S, D (an outline of the target, generally filling its space), M (alchemical metal shavings worth 1,500 gp for diagram, which the spell consumes), SC (0 to 9, chanting from text; +1 bonus on formula ability checks for every 3)

Formula Ability Checks: Intelligence with alchemist's supplies or Wisdom (Yog-Sothothery) DC 20 (diagram), Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 20, Intelligence (Nature) or Wisdom (Yog-Sothothery) DC 20

Formula Backlash: 5d4 psychic damage to primary caster and 5 psychic damage to secondary casters

Formula Failure: Magically frightened for 8 hours and one level of exhaustion

Duration: Until dispelled

You magically alter one creature or its remains that you can see within range. For the duration, the creature can be reduced to a small amount of finely powdered essential salts. Doing so simply requires reciting an incantation called "dragon descending" as an action. While in salt form, the target can be restored to life by reciting another incantation, "dragon ascending," within 60 feet of the salts as an action or by spilling a few drops of blood from a creature of the same species as the target on the salts. The creature is revived with hit points equal to half its maximum and a -4 penalty to all attack rolls, saving throws, ability checks. The penalty is reduced by 1 each time it finishes a long rest. Incomplete remains return as a creature whose body is as incomplete as when they were reduced to essential salts (potentially leaving the creature dead, in which case the spell ends) unless the creature succeeds on a Constitution saving throw. The save DC is equal to 10 + half the target's level or challenge rating. Even ashes and disintegrated dust can be the target of this spell, but the Constitution saving throw has disadvantage if the body had no intact parts. If *essential salts* is dispelled, the creature or dust returns to the form of a living creature or remains, as it was when *essential salts* took effect.

FEROX

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature and cause its might to reflect that of nearby foes. At the start of each of the target's turns, its Strength changes to match the highest among all its enemies within 60 feet or its own Strength score, whichever is highest (up to the target's racial maximum Strength) until



the start of its next turn or until the duration ends, whichever comes first. Its Strength score doesn't change when there are no enemies within 60 feet at the start of its turn.

FIND EREMITA SYMBIONT

7th-level conjuration

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (10,000 gp in rare minerals, incense, and herbs, which the spell consumes)

Duration: Instantaneous

You gain the service of an unbound eremite symbiont (see page 309) that appears in an unoccupied space that you can see within range. The symbiont challenges you to combat unless you are evil and agree to permanently attach your body to it (and you become a monster under the GM's control). If you knock it unconscious or reduce it to fewer than 50 hit points without significant assistance, it acquiesces and agrees to serve you.

Once it agrees to serve you, the symbiont acts on your turn and generally does as you instruct as long as you remain within 5 feet of it and allow it to attach a fleshy tube to you temporarily every day. Attaching the tube is an action for the symbiont that causes the symbiont to regain 10 hit points while reducing your hit point maximum by 10 until you finish a long rest. While the tube is attached, you can cast a spell with a range of self on the symbiont. If you move more than 5 feet from the symbiont, the tube detaches.

As an action, you can temporarily dismiss your symbiont. It disappears into a pocket dimension where it awaits your summons. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 10 feet as an action.

Once it agrees to serve you, the eremite symbiont counts as a familiar, meaning that you break your bond with any existing familiar you have. In addition, any previously summoned shantak or eremite symbiont immediately becomes hostile to you.

FIND SHANTAK MOUNT

5th-level conjuration

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (5,000 gp in rare minerals, incense, and herbs, which the spell consumes)

Duration: Instantaneous

You gain the service of a shantak (see page 368) that appears in an unoccupied space that you can see within range. The shantak challenges you to combat unless you are evil and feed it a terrified living sacrifice. If you knock it unconscious or reduce it to 30 or fewer hit points without significant assistance from other creatures, or if you continue to give it offerings for 1d10 days, it acquiesces and agrees to serve you.

Once it agrees to serve you, the shantak acts independently of you, but it generally obeys your commands each round if you are mounted on it. Otherwise, it avoids combat or picks off weak creatures on either side. Issuing verbal commands requires no action from you. In combat, it acts on your turn.

As an action, you can temporarily dismiss your shantak mount. It disappears into a pocket dimension where it awaits your summons. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet as an action.

Once it agrees to serve you, the shantak counts as a familiar, meaning that you break your bond with any existing familiar you have. In addition, any previously summoned shantak or eremite symbiont immediately becomes hostile to you.

GAZE OF GHATANOTHOA

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You take on a fleeting aspect of the unspeakable form of Ghatanothoa. This aspect is only perceptible by one creature other than a construct that can see you within range. When you cast this spell and at the start of each of your turns for the duration, the target must make a successful Constitution saving throw if it is within range and can see you. On a failed save, it gains two levels of exhaustion as its body begins to rapidly stiffen and mummify.

If the creature would reach exhaustion level 6, instead it transforms into a perfectly preserved and completely immobile mummy, yet the victim does not die. It can observe the world around it (and may even take purely mental actions, including the use of magic without any components), but has the paralyzed condition. The mummification lasts until removed and the target need not eat, drink, or breathe and does not age during that time.

The mummification can only be removed by a *regenerate* spell or a spell of at least 7th level that can remove the paralyzed condition. If the target was trapped for a long time, it will likely have developed some form of insanity (see Chapter 4).

GRACE OF THE KING IN YELLOW

6th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (gold ingots worth 50 gp per 10 lbs. the target weighs, which the spell consumes)

Duration: Instantaneous

You target a humanoid you can see within range and suffuse its body with molten gold. The target must make a Constitution saving throw. On a success, the target weeps





tears of molten gold and takes 5d6 fire damage. If collected, the golden tears are worth half the value of the material components for this spell. If the saving throw fails, the target's bone marrow transforms into molten gold that expands and hardens into a golden replica of the target's skeleton, shattering the bones. The shards of bone shred the creature's insides and the molten heat sears its organs (although it doesn't harm equipment). The victim takes 5d6 + 20 fire damage and 5d6 + 20 slashing damage. If this damage reduces the target to 0 hit points, its organs are ruined and it dies. It can't be revived by *raise dead*.

A creature that survives this effect has its Strength and Wisdom scores each reduced by 1d6 + 4 from organ and bone damage. Magic that restores these ability scores ejects the golden replica of the victim's skeleton from their body and deals 5d6 slashing damage. *Resurrection* and similar spells eject the golden skeleton harmlessly. This golden skeleton is worth the same amount as the material component of the spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d8 for each slot level above 6th. You can divide these dice as you wish between fire damage and slashing damage before rolling.

GREEN DECAY

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of green mold)

Duration: Instantaneous

You accelerate the forces of decay on all undead creatures within range. Each must make a Constitution saving throw. Each undead in darkness makes its saving throw with advantage. Each undead in bright light makes its saving throw with disadvantage. Each undead with a challenge rating of 2 or higher automatically succeeds on its save. On a failed save, the undead is destroyed, decaying into a pile of harmless green mold. On a successful save, the undead can't take bonus actions or reactions until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, increase the minimum challenge rating required to automatically succeed on the saving throw by 1 per slot level above 4th.



HE WHO MUST NOT BE NAMED

9th-level evocation (formula)

Casting Time: 5 rounds (5 phases of 1 round and fails automatically if interrupted when cast as a formula)

Range: Special

Components: V, T (when Carcosa's star system is above the horizon, such as mid-Spring to mid-Fall on Earth's northern hemisphere)

Formula Ability Checks: Intelligence with navigator's tools or Wisdom (Yog-Sothothery) DC 25, Intelligence with navigator's tools or Wisdom (Yog-Sothothery) DC 25, Intelligence with navigator's tools or Wisdom (Yog-Sothothery) DC 25

Formula Backlash: 12d4 psychic damage

Formula Failure: Second-degree insanity (see page 79)

Duration: Instantaneous

This insidious ritual to draw Hastur's attention is a simple and often rapid repetition of Hastur's name. Due to its simplicity, it requires only 1 hour of study to learn, but it can only succeed if the caster understands the significance of the action and knows the precise relative location of Hastur's dim star. Upon completion of the spell, roll d100. If the result is less than or equal to your character level (or challenge rating), the magic sends a message instantaneously across interstellar space to draw Hastur's attention. The message only arrives if Hastur can draw a line of sight to you, no matter how unthinkably distant. If the message arrives, Hastur's attention is drawn to you and Hastur's Elder Influence (see page 210) arrives at stage 1 centered on the caster. The caster must then draw others' attention to Hastur in order to make them observers and subject to his presence and abilities.

HIBERNATION OF ITHAQUA

7th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a flawless emerald worth 1,000 gp, which the spell consumes)

Duration: 1 round

You fall into a sleep-like trance until the end of your next turn. You are unconscious and cannot be awakened for the duration. When you awaken, you regain all your spell slots of 4th level and lower.

At Higher Levels. When you cast this spell using a spell slot of 8th level, you regain all 5th-level or lower spell slots. If you use a spell slot of 9th level, you regain all spell slots of 6th-level or lower.

IMPLANT DARK YOUNG

5th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a small boil on a target creature you can see within range that is not a construct or undead. The target's maximum hit points are reduced by 3d6 until it finishes a long rest and it must make a Constitution saving throw. On a successful save, the boil withers and falls off within 1 round. On a failed save, the boil grows with amazing speed. At the start of your next turn, the target takes 3d6 slashing damage as an adolescent dark young of Shub-Niggurath (page 293) bursts from the boil in a shower of pus and blood. When the spell ends, the dark young does not vanish but immediately leaves to seek its own mysterious goals.

The dark young is hostile to all creatures it considers potential threats, which includes everything that is not a beast, plant, or obviously a servant of Shub-Niggurath, to which it is indifferent. Roll initiative for the dark young, which has its own turns. The dark young pursues and attacks the nearest potential threat, fighting that creature or creatures until they are destroyed, at which point it turns to the next nearest threat until the spell's duration elapses.

At Higher Levels. When you cast this spell using an 8th-level spell slot, you instead call forth an adult dark young of Shub-Niggurath.

IMPOSSIBLE ARITHMETIC

3rd-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (an offering to the Great Old Ones, which the spell consumes; see text)

Duration: Instantaneous

You gain a glimpse of a terrible truth, receiving one truthful answer regarding the Mythos. The material component is an offering to the Great Old Ones. It is up to the GM to decide if the offering is acceptable. Rarer or more obscure information requires more exotic offerings: for example, a silver holy symbol of a Great Old One would be appropriate to learn a vague clue about the components required to cast a minor formula or to learn one fact about a minor Mythos monster. A *spell scroll* of an uncommon spell of 2nd level would be suitable to learn about the goals, methods, or origins of a challenge rating 5 to 10 creature. A rare wand or one or more alchemical curiosities worth at least 1,000 gp would be suitable to learn about a challenge rating 11 monster or understand how to perform a formula without detailed instructions. An especially impressive rare magic item or occult art object worth 5,000 gp would be a suitable offering to learn the likely weaknesses of a challenge rating 17 monster or deduce what Great Old One a secretive cult is about to awaken based on vague clues, as well as some vague hints about how to stop them.



KISS OF DAGON

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a fish scale)

Duration: Concentration, up to 1 minute

This spell causes beasts with a swim speed in the surrounding region to gain an overwhelming desire to eat a target creature you can see within range. Creatures with challenge rating of 1/2 or higher must perceive the target from within 120 feet to be affected. Domesticated beasts as well as creatures with challenge rating 1/2 or higher are only compelled by a casting of this spell if they fail on a Charisma saving throw.

At the start of the target's turn each round, swarms of small fish and sea life bite at the creature as long as it is in or near water, dealing 2d6 piercing damage each round at the start of its turn. If there is a high concentration of small creatures (such as from a reef), the target must succeed on a Constitution saving throw when it takes this damage or have disadvantage on attack rolls and ability checks until the start of its next turn. If the target is within 10 feet of the water, sea life leap and climb from the water to continue the attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, it deals an additional 1d6 damage for each slot level above 2nd.

LETHARGY OF TSATHOGGUA

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

A target creature you can see within range becomes wholly complacent, desiring nothing, unless it succeeds on a Wisdom saving throw, which it attempts at the end of each of its turns, ending the effect on it with a success. A target that is immune to the frightened condition automatically succeeds on its saving throw. While affected by this spell, the target is incapacitated, standing or sitting idly, until the duration ends. If the target is attacked, damaged, or forced to make a saving throw, the incapacitated condition ends but the target can't move or take bonus actions or reactions until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target an additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

LURE BYAKHEE

3rd-level enchantment (formula)

Casting Time: 1 minute (5 phases of 2 rounds when cast as a formula)

Range: 30 feet

Components: V, M (a magic wind instrument, or a wind instrument that has a spell on it throughout the casting time), T (when Carcosa's star system is above the horizon, such as mid-Spring to mid-Fall on Earth's northern hemisphere)

Formula Ability Checks: Intelligence with navigator's tools or Wisdom (Yog-Sothothery) DC 14, Charisma with a wind instrument DC 14, Charisma with a wind instrument DC 14

Formula Backlash: 3d4 psychic damage

Formula Failure: Magically frightened for 1 hour and one level of exhaustion

Duration: Instantaneous

This spell is a short tune played on a magic wind instrument (traditionally a whistle) that calls 1d3 byakhee (page 287) through the void from their native star. Due to the spell's magic, the byakhee hear your song with their time-distorting hune organ long before you begin casting. Thus, although they have been flying under their own power for potentially a long time, they arrive immediately upon the conclusion of the casting at a location of the GM's choice within range. Roll initiative for the byakhee, which have their own turns. They are not under your control. The byakhee are hungry and liable to attack you but are content to be still and listen to singing or a tune played on magical wind instruments (whether magic items or mundane items under spells), including as part of the spell *bind byakhee*.

LURE STAR VAMPIRE

6th-level enchantment (formula)

Casting Time: 1 hour (5 phases of 12 minutes when cast as a formula)

Range: 120 feet

Components: V, M (a text copy of this spell), T (at night), L (under a clear sky)

Formula Ability Checks: Intelligence (History) or Wisdom (Yog-Sothothery) DC 18, Intelligence (History) or Wisdom (Yog-Sothothery) DC 18, Intelligence (History) or Wisdom (Yog-Sothothery) DC 18

Formula Backlash: 6d4 psychic damage

Formula Failure: Magically frightened for 8 hours and two levels of exhaustion

Duration: Instantaneous

You send a magical call across time to 1d2 star vampires (see page 397) in a nearby region of space. Each star vampire arrives under its own power by the time you finish casting the spell in a location of the GM's choice within range. Invisible, its presence is usually first recognized by a disturbing tittering. Roll initiative for the star vampire, which has its own turns. The star vampire is generally hungry and interested in eating live humanoids or warm-blooded creatures.

With a successful DC 23 Charisma (Persuasion) or Wisdom (Yog-Sothothery) check, a star vampire can be



convinced to seek out a particular creature in exchange for an immediate sacrifice to whet its appetite. If a second star vampire is present, however, it jealously attacks in response to any parley. At the GM's discretion, a star vampire might have other interests or require other ability checks. If it isn't convinced, it instead attacks you or other nearby creatures as it wills. However, a lured star vampire can't attack any creature casting *bind star vampire* until 24 hours after its arrival.

MAO CEREMONY

4th-level necromancy (formula)

Casting Time: 1 hour (5 phases of 12 minutes and fails automatically if interrupted when cast as a formula)

Range: Self

Components: V, M (a gallon of blood from the target, which the spell consumes; collecting it over the course of the casting kills the target), D (5-foot-radius circle centered on target, using the target's blood for the glyphs), SC (3 to 6, chanting from text; +1 bonus on non-diagram formula ability checks for every 3)

Formula Ability Checks: Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 19 (diagram), Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 19, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 19

Formula Backlash: 4d4 psychic damage to primary caster and 4 psychic damage to secondary casters

Formula Failure: Magically frightened for 8 hours and one level of exhaustion

Duration: Instantaneous

You sacrifice a restrained giant or humanoid you touch to replenish the primary caster's magical power. You can cast spells that deal damage to the sacrificial victim and make weapon attacks on the sacrificial victim with your action to continue casting the spell. If the victim dies within 1 minute of the casting time's completion, the primary caster gains two spell slots, each of a different level less than or equal to half the sacrificed target's challenge rating or level (maximum 5th). These spell slots can be gained in excess of the primary caster's maximum number, but they are lost after the primary caster next gains or regains spell slots by any means.

MELT FLESH

5th-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (burnt piece of flesh)

Duration: Instantaneous

Choose a target creature with flesh you can see within range. It must succeed on a Constitution saving throw or the flesh partially melts off the victim's body. On a failed save, the target's current and maximum hit points are reduced by 2d10. If this reduces its maximum hit points to

0, it dies and can't be revived except by *reincarnate*, *resurrection*, or *true resurrection* (all of which undo the effects of this spell). The target's ears, lips, eyelids, and nostrils run away or partially seal up; any ability checks that would require the use of these body parts are made with disadvantage. One of these orifices (chosen by the GM) is sealed completely, which might blind or deafen the creature, prevent it speaking or using a bite attack, or remove other senses or actions as appropriate for the body part. The orifice can't be opened without cutting the creature as an action, which deals 1d8 slashing damage to the target. The effects of this spell otherwise last until ended by *greater restoration*, *regenerate*, or *wish*.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the target's current and maximum hit points are reduced by another 1d10 and another orifice seals up completely for each slot level above 5th.

MIMIC FORM OF NYARLATHOTEP

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (holy symbol of Nyarlathotep)

Duration: Concentration, up to 1 minute

You take on one of Nyarlathotep's forms. You choose either to drop all worn and carried equipment or to merge it all into your new form. Equipment that merges has no effect until it reappears when the spell ends. You lose all special senses and movement speeds from your race but retain any features of your class, race, or other source as long as your new form is physically capable of using them.

Choose one of the following forms (see below). Its effects last for the duration. If a form lists a spell slot level, you can choose that form only if you used a spell lot of at least that spell slot level to cast this spell. Other forms with similarly potent benefits might be available at GM's discretion. While the spell lasts, you can use your action to switch from one available form to another that requires a slot equal to or lower than the slot you expended when casting this spell.

The Bloated Woman (9th-Level Slot). You become a Large humanoid monstrosity with two long tentacles in place of arms, six smaller tentacles emerging from your torso, a tiny tentacle for a nose, and five fang-filled mouths. When you assume this form, any equipment you didn't choose to drop appears as if it was melded into your body and resizes itself to be usable for your monstrous shape. You can use each of your six smaller tentacles to wield a weapon or manipulate an object; you can draw an item as part of the action to use it, such as the Attack action. You gain truesight 120 ft. and blindsight 10 ft. Your walking speed becomes 30 feet and you don't have to spend extra movement to climb or swim. Unless they are higher, your Strength score becomes 22 (+6 modifier) and your Dexterity score becomes 21 (+5 modifier). You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.





You gain two tentacle attacks and a bite attack. Your unarmed strikes deal 2d8 bludgeoning or piercing damage (depending on whether you use your tentacle or bite, respectively) and you are proficient with unarmed strikes. You gain the Extra Attack feature if you did not already have it, allowing you to attack twice (instead of once) whenever you take the Attack action on your turn. When you make an unarmed strike with a tentacle, it has the light property and a reach of 10 feet. When you hit a Medium or smaller creature with your tentacle, you can use a bonus action to initiate a grapple contest with it. All these natural weapon attacks are magic. Whenever you hit with a bite, you deal an additional 2d10 psychic damage and if the target is a creature, you regain hit points equal to the psychic damage it takes.

The Dark Demon. You become a Large humanoid monstrosity with boar-like features and ripping talons. You gain darkvision 120 ft. Magical darkness doesn't impede your darkvision. Your walking speed becomes 60 feet. Unless they are higher, your Strength score becomes 20 (+5 modifier) and your Dexterity score becomes 20 (+5 modifier). Your Armor Class without armor is equal to 13 + your Dexterity modifier. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

You gain a tusk and two claw attacks. Your unarmed strikes deal 2d8 piercing or slashing damage (depending on whether you use your tusk or claw, respectively) and you are proficient with unarmed strikes. When you make an unarmed strike to claw, it has the light property. You

gain the Extra Attack feature if you did not already have it, allowing you to attack twice (instead of once) whenever you take the Attack action on your turn. All these natural weapon attacks are magical.

The Haunter of the Dark (9th-Level Slot). You become a Huge shadow with a single, three-lobed eye. Your eye burns with magical darkness; in nonmagical darkness, it remains visible even to creatures without darkvision, although it is lightly obscured. You can close your eye to suppress this visibility, but you are blinded while it is closed. You have small tentacles and two big prehensile wings that can manipulate objects as if they were hands. You gain truesight with a range of 120 feet. Your walking speed becomes 40 feet and you have a flying speed of 70 feet and can hover. You don't have to spend extra movement to climb. You can move through creatures and objects as if they were difficult terrain, but if you end your movement inside an object, you take 5 force damage. Unless they are higher, your Strength score becomes 19 (+4 modifier) and your Dexterity score becomes 23 (+6 modifier). Your Armor Class without armor is equal to 13 + your Dexterity modifier. You have vulnerability to radiant damage. You have resistance to the following types of damage: acid, cold, necrotic, poison, thunder, and bludgeoning, piercing, and slashing damage from nonmagical attacks. You have immunity to exhaustion and the grappled, paralyzed, petrified, prone, and restrained conditions.

You have disadvantage on attack rolls and ability checks in dim light. You have disadvantage on attack rolls, saving



throws, and ability checks in bright light. If you start your turn in bright sunlight, you take 50 radiant damage (doubled to 100 damage by vulnerability).

As an action, you can make a melee spell attack to touch a creature within 10 feet. On a hit, the creature takes 3d8 force damage and it must succeed on a Constitution saving throw or take 30 necrotic damage. If it then has 0 hit points after taking necrotic damage, it dies. The target automatically succeeds on its saving throw if it previously made a saving throw against this spell since you cast it (regardless of whether it succeeded).

The Howler in Darkness (9th-Level Slot). You become a Huge, three-legged, headless monster with a tentacle extending from where your head would be. You gain blindsight 60 ft. and truesight 120 ft. You don't have to breathe. Your walking speed becomes 60 feet and you have a flying speed of 60 feet and can hover. Unless they are higher, your Strength score becomes 28 (+9 modifier) and your Dexterity score becomes 21 (+5 modifier). Your Armor Class without armor is equal to 12 + your Dexterity modifier. You have resistance to the following types of damage: acid, cold, lightning, necrotic, poison, and thunder, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.

You gain a tentacle, a bite, and two claw attacks. Your unarmed strikes deal 2d12 bludgeoning, piercing, or slashing damage (depending on whether you use your tentacle, bite, or claw, respectively) and you are proficient with unarmed strikes. You gain the Extra Attack feature if you did not already have it, allowing you to attack twice (instead of once) whenever you take the Attack action on your turn. When you make an unarmed strike with a claw, it has the light property. Your bite and claws have a reach of 10 feet; your tentacle has a reach of 20 feet. When you hit a Large or smaller creature with your tentacle, you can use a bonus action to initiate a grapple contest with it. All these natural weapon attacks are magic. Whenever you hit with an unarmed strike, you deal an additional 2d4 necrotic damage and if the target is a creature, you regain hit points equal to the necrotic damage it takes.

Finally, you can raise your tentacle to the sky and howl as an action once during the spell's duration. When you do, each other creature within 60 feet that can hear you must make a Constitution saving throw. The creature takes 4d8 necrotic damage, 3d10 psychic damage, and 4d6 thunder damage on a failed save, or half as much damage on a success. At the start of each turn you are in the Howler's form after howling, you roll a d6. On a 5 or 6, you regain the ability to howl.

The Shadow Pharaoh (8th-Level Slot). You become a Huge, sphinx-like creature with a blank surface instead of a face. You gain truesight 120 ft. To this truesight, spells and magic items emit a faint aura and you automatically know each one's school of magic, if any. You don't need to breathe and are immune to gaze attacks. Your walking speed becomes 50 feet and you have a flying speed of 60 feet. Unless they are higher, your Strength score becomes 24 (+7 modifier) and your Dexterity score becomes 19 (+4 modifier). Your Armor Class without armor is equal to 12 + your Dexterity modifier. You have resistance to blud-

geoning, piercing, and slashing damage from nonmagical attacks.

You gain two claw attacks. Your unarmed strikes deal 3d8 slashing damage and you are proficient with unarmed strikes. You gain the Extra Attack feature if you did not already have it, allowing you to attack twice (instead of once) whenever you take the Attack action on your turn. Your claws have a reach of 10 feet. These natural weapon attacks are magic. Once on each of your turns, when you hit with an unarmed strike, you deal an additional 3d6 necrotic damage and if the target is a creature, it must succeed on a Constitution saving throw or its hit point maximum is reduced by the amount of necrotic damage it took for 8 hours. If its hit point maximum is reduced to 0, it dies.

Finally, you can use your action to cloud your blank visage with cosmic images. Each creature of your choice within 60 feet that can see your face must succeed on a Wisdom saving throw or become frightened until the duration ends. At the end of each affected creature's turn, if it can't see your face, it makes a new saving throw, ending the frightened condition on a success. Each creature that succeeds on its saving throw is immune to this action for 24 hours.

MIST OF R'LYEH

1st-level illusion

Casting Time: 1 bonus action

Range: Self

Components: S, M (a vial of breath from an amphibious creature)

Duration: Concentration, up to 1 round

Your image disperses like mist blown in the wind, and you become invisible until the end of your next turn. The spell ends immediately if you attack, cast another spell, deal damage, or force a creature to make a saving throw.

NUCLEAR CHAOS

7th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

Multiple minor appendages of Azathoth extend into your current reality and lash out at everything in a 30-foot-radius sphere around a point you can see within range. Creatures in the area must make a Dexterity saving throw, taking 1d100 bludgeoning damage and falling prone on a failed saving throw, or taking half as much damage and avoiding falling prone on a successful one. Unattended, nonmagical objects in the area take half the damage rolled.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the damage increases to 2d100 bludgeoning.



OBSCENE FERTILITY RITES OF SHUB-NIGGURATH

8th-level transmutation (formula, ritual)

Casting Time: 5 days (5 phases of 1 day when cast as a formula)

Range: Self (50-mile radius)

Components: V, S (a festival of mad orgies and ecstatic violence), M (as many kinds of animals as are locally available, which are eaten during the casting), D (7 Huge stone pillars evenly spaced in a 'V' shape at least 30 feet apart, each coated in 1 gallon of blood no more than 24 hours old daily), L (wilderness), T (concluding on the vernal equinox), SC (40 to 400, at least 10% of which must be non-humanoid; +1 bonus on formula ability checks for every 50)

Formula Ability Checks: Intelligence with mason's tools DC 20 (diagram), Intelligence (Religion) or Wisdom (Yog-Sothothery) DC 25, Intelligence (Nature) or Wisdom (Yog-Sothothery) DC 25

Formula Backlash: 8d4 psychic damage to primary caster, and each caster must make a DC 10 Constitution saving throw, gaining six levels of exhaustion on a failed save, or three levels on a successful one

Formula Failure: First-degree insanity (see page 79) or indefinite madness, and magically frightened for 10 days

Duration: 1 year

You channel the fecundity of Shub-Niggurath into the surrounding region. Shub-Niggurath's Elder Influence (see page 253) manifests at stage 1 over the area for the duration. Crops are lusher, beasts and humanoids breed more easily and quickly, and fertility increases significantly in general. Additionally, 50% of all creatures born are mutated in some way. This may simply be a strange appearance and a Mythos taint that grants a bonus on formula ability checks, or as extreme as being born a Mythos satyr (see page 361) or possessing the outer mutant template (see page 352).

Collecting blood from penned animals to coat the diagram pillars does not interrupt the spellcasting. Each pillar is Huge, with AC 15, 50 hit points, and damage threshold 10. Each has immunity to fire, poison, and psychic damage and resistance to cold, lightning, necrotic, radiant, and slashing damage. If a pillar is destroyed, it is unusable for the spell (and the spell fails). During the spell casting, the first time any pillar is attacked or damaged, a mature dark young of Shub-Niggurath (see page 295) emerges from the wilderness within 120 feet to defend it and kill any interlopers. The dark young disappears when the casting is completed or ruined. This only occurs once per casting of the spell.

ORNE'S BLACK

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 10 minutes

A one-directional gloom covers a 30-foot-radius from a point you can see, making the illumination level darkness. The darkness doesn't move. Creatures in the area can see outside of the affected area normally. Creatures and objects in the area are heavily obscured and can't be located by sight. The shadow suppresses the effect of all light sources. Creatures who cannot see in darkness are effectively blinded regarding creatures and objects in the area.

If any of this spell's area overlaps with an area of light created by a spell of 3rd level or lower, the spell that created the light is dispelled.

PIPES OF MADNESS

8th-level enchantment

Casting Time: 1 action

Range: 150 feet

Components: S

Duration: Concentration, up to 8 hours

All creatures that can hear you in a 20-foot-radius sphere centered on a point you can see within range must make Wisdom saving throws. Creatures that can't be frightened automatically succeed on the saving throw against this spell. This spell causes each target that failed on the saving throw to dance madly or attack the nearest creature (50% chance of either each round) for 1 minute. Attack rolls against dancing creatures have advantage. Dancing creatures are incapacitated and have disadvantage on Dexterity saving throws. Each dancing creature that can see or hear an ally that isn't affected makes another Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

At the end of this period of frenzy, the affected creatures become catatonic, whistling the melody of *pipes of madness* for the remaining duration. If an affected subject is attacked, whether during the frenzy or during the catatonia, that subject makes a Wisdom saving throw. If it fails on this saving throw, it spends its next turn attacking the creature that attacked it. If it succeeds on this saving throw, the effects of *pipes of madness* end on it. Any creature not yet affected by this casting of *pipes of madness* who hears the whistling from within 60 feet must make a Wisdom saving throw with advantage. If the listener fails on this saving throw, the spell affects the listener, starting with 1 minute of frenzy. Upon any successful saving throw against *pipes of madness*, a creature becomes immune to that casting of *pipes of madness*.

POWDER OF IBN GHAZI

4th-level abjuration

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S, M (a tube and any fine powder)

Duration: 10 minutes



Using a tube or other implement, you blow the powder around you, causing it to cling briefly to and magically reveal all invisible objects in the area. Each creature in the area must succeed on a Dexterity saving throw to avoid the powder. All effects that bestow invisibility are immediately dispelled from powder-affected creatures and objects and no spell of 4th level or lower can make those creatures or objects invisible again for the duration. All powder-affected creatures and objects that bear magic faintly radiate their magic auras for all to see for the duration. As a bonus action, you can choose an aura and automatically recognize its school of magic, if any. You and observers can also interpret the significance of an aura with a successful DC 10 Intelligence (Arcana) check (no action required). Wiping off or otherwise removing the powder does not end its effects.

PROTECTIVE AURA

4th-level abjuration (formula, ritual)

Casting Time: 1 minute (5 phases of 2 rounds when cast as a formula)

Range: Self (5-foot-radius circle)

Components: V, S, D (circle centered on you), T (immediately before casting another spell)

Formula Ability Checks: Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 19 (diagram), Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 19, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 19

Formula Backlash: 4d4 psychic damage

Formula Failure: One level of exhaustion

Duration: Until you finish casting another spell

You siphon magical energy from another spell to shield yourself from danger. To do so, you must remain within the diagram and begin casting another spell before the end of your next turn after you finish casting this spell. Once you begin casting another spell, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and protection from extraplanar creatures while you continue casting the new spell. The protection from this spell means that all attack rolls upon creatures in the area by aberrations, celestials, elementals, fey, fiends, and undead are made with disadvantage and creatures in the area can't be charmed, frightened, or possessed by such creatures while you continue casting the new spell. Aberrations, celestials, elementals, fey, fiends, and undead can't enter the spell's area unless they succeed on a Charisma saving throw. If the saving throw fails, it can't be attempted again and the creature's movement ends.



RED SIGN

6th-level transmutation (formula, ritual)

Casting Time: 5 hours (5 phases of 1 hour when cast as a formula)

Range: Touch

Components: V, S, M (a very rare or legendary magic slashing weapon used to carve the *Red Sign* and blood from at least four creatures of the target's size, all of which the spell consumes), D (circle centered on target), L (a smooth basin filled with intelligent creatures' blood including some from the target, in which the target is almost entirely submerged), SC (3 to 9 providing verbal components, which must have Mythos taint or proficiency in Religion or Yog-Sothothery)

Formula Ability Checks: Intelligence (Nature) or Wisdom (Yog-Sothothery) DC 17 (diagram), Intelligence (Religion) or Wisdom (Yog-Sothothery) DC 17, Intelligence (Religion) or Wisdom (Yog-Sothothery) DC 17

Formula Backlash: Target is reduced to 1 hit point

Formula Failure: Target can never again be targeted by this spell

Duration: Instantaneous

This spell is known only through the direct teachings of Shub-Niggurath's dark young. When you cast it, you infuse a touched non-humanoid creature with Intelligence 2 or higher with the power of this mysterious *Red Sign*. The sign is forever after glowingly visible somewhere on the target's body. The creature's Intelligence, Wisdom, and Charisma scores each increase by 2, to a maximum of 20, and it also gains 1d6 – 1 spells of the GM's choice. It can cast the spells thrice per day if they are 5th level or lower, or once per day if they are 6th level or higher. Charisma is the creature's innate spellcasting ability if it didn't already have another one. If the spells are of particular use to the target in combat, the creature's challenge rating will generally increase by 1. Typically, the target should not gain any spell of a higher spell level than half its final challenge rating; it can't gain a 9th-level spell unless the magic weapon consumed by the spell was legendary.

REMORTIFICATION

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamonds worth 100 gp, which the spell consumes)

Duration: 1 minute

You touch a corpse (not an undead creature) and return it briefly to life with a number of hit points equal to 4d8 + your spellcasting ability modifier. It must have been dead for no





longer than 8 hours when you cast the spell. It survives only until the spell's duration ends or it is killed, even if it had been healed in the meantime. It has a –1 penalty on all attack rolls, saving throws, and ability checks for the duration.

SARNATH SIGIL

4th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You draw a magic symbol in the air and a target creature you can see within range falls under this spell if it fails on a Wisdom saving throw. Any ranged weapon attack originating within 90 feet of the target automatically veers toward this spell's target instead of the ranged attack's original target, provided that this spell's target is within the attack's long range. A creature's own ranged attacks do not loop back to target it. A new attack roll is made to hit the target of *Sarnath sigil*.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the spell also forces spells cast within 90 feet that can target this spell's victim to do so. A spell with multiple targets adds this spell's victim as an additional target if possible, redirecting from one target at random if necessary, but otherwise does not change. Spells that affect an area aren't redirected. Rays and other ranged spell attacks are redirected like weapons. Each spell depletes the potential of the *Sarnath sigil* by a number of levels equal to its spell level. Once *Sarnath sigil* has redirected a number of spell levels equal to twice the level of the spell slot spent to cast it, no further spells are affected (though the sigil remains in place and still redirects ranged weapon attacks). Spells of a higher level than *Sarnath sigil*'s remaining limit are not redirected but do not deplete the sigil's limit.

SECRET MOUTH

2nd-level transmutation (formula)

Casting Time: 5 hours (5 phases of 1 hour when cast as a formula)

Range: Touch

Components: V, S, M (rare herbs and oils worth 250 gp, which the spell consumes if cast in lasting mode), SC (the target)

Formula Ability Checks: Intelligence with alchemist's supplies DC 13, Wisdom (Medicine) DC 13, Intelligence with alchemist's supplies or Wisdom (Medicine) DC 15

Formula Backlash: One level of exhaustion

Formula Failure: Target is reduced to 0 hit points and begins dying

Duration: 8 hours or instantaneous

With this Tcho-Tcho technique, you cause an extra mouth to grow somewhere on the body of a willing or immobilized creature that you perform surgery upon during the casting time. Commonly, this mouth grows on the palm of

one hand, but its location is up to you. The *secret mouth* can speak, breathe, and eat. It is fanged, and thus able to inflict significant damage. The target can make an unarmed strike using the appropriate limb to bite. When it does, the unarmed strike deals 1d4 piercing damage and has the light and finesse properties. The bite is not innately venomous, but a Tcho-Tcho Okkator is able to hollow out the fangs of the *secret mouth* and place poison within them and others can use the spell *venomous fangs* to permanently add a venom gland.

You can cast this spell in one of two modes: temporary or lasting.

Temporary. When you cast this spell in temporary mode, it lasts 8 hours. When cast this way, the spell doesn't consume the material components.

Lasting. When you cast this spell in lasting mode, it is instantaneous, leaving the creature's body indefinitely modified thereafter. When cast this way, the spell consumes the material components.

Remove curse, *restoration*, or similar magic can remove the *secret mouth* if the target is willing to have it removed.

SEMBLANCE OF THE KEY AND THE GATE

8th-level conjuration

Casting Time: 8 hours

Range: 30 feet

Components: V, S, M (a sculpture or other work of art inspired by Yog-Sothoth; see text)

Duration: Concentration, up to 1 minute

You evoke the unfathomable omnipresence of Yog-Sothoth to conjure a portal linking an unoccupied space you can see within range to a precise location on any plane of existence (including the plane you are currently on). The portal has a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back in each location where it appears. Travel through the portal is only possible by moving through its front. Anything that does so instantly arrives in the unoccupied space nearest the front of its other location.

Deities, Great Old Ones, and other planar rulers can prevent portals like this from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name of a specific creature (not a pseudonym, title, or nickname). If you do, the portal opens in that creature's immediate vicinity and draws it through to the nearest unoccupied space on your side of the portal unless it succeeds on a Charisma saving throw. The spell automatically fails if you name a creature with challenge rating 10 or higher unless you provide as a material component a rare or rarer magic item the creature desires, which the spell consumes. You gain no special power over the creature. When the duration ends, the creature returns to where it came from unless it wishes to stay and succeeds on a new Charisma saving throw.

At Higher Levels. When you cast this spell using a spell slot of 9th level, a named creature of challenge rating 10 or lower receives no saving throw.

SHADOW OF THE NIGHTGAUNT

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an *Elder Sign*)

Duration: Concentration, up to 1 hour

You summon one nightgaunt (see page 350) that appears in an unoccupied space you can see within range. A summoned nightgaunt disappears when it drops to 0 hit points or when the spell ends. When you cease concentrating, the spell does not end immediately, but lasts until 1 hour after the nightgaunt appeared.

The nightgaunt is hostile to all creatures, including you. Roll initiative for the nightgaunt, which has its own turns. The nightgaunt pursues and attacks the nearest non-nightgaunt creature of Medium or smaller size to the best of its ability, attempting to capture the creature and carry it off to the nearest dangerous location that you are aware of.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you summon an additional nightgaunt for every two slot levels above 3rd.

SHRIEK OF THE BYAKHEE

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You utter an unearthly shriek, signaling across space and time, summoning one byakhee (see page 287) that appears in an unoccupied space that you can see within range. A summoned byakhee disappears when it drops to 0 hit points or when the spell ends. The byakhee must be one known to you or which you have researched extensively, which generally requires 10 days and a successful Intelligence (Arcana) or Wisdom (Yog-Sothothery) check against DC 15.

The byakhee makes a Charisma saving throw when it arrives. On a failed save, it is indifferent toward you and hostile toward all other creatures. On a successful save, it is hostile to all creatures, including you. Roll initiative for the byakhee, which has its own turns. The byakhee pursues and attacks the nearest non-byakhee to the best of its ability. The byakhee cannot use its own Shriek ability.

When you cease concentrating, the spell does not end immediately, but lasts 1d4 rounds, after which the byakhee vanishes at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level, you also summon a second byakhee. When you cast this spell using a spell slot of 9th level, you also summon a third byakhee.

SHRIVEL

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (exotic salts)

Duration: Concentration, up to 10 minutes

You cause a creature to suddenly shrink, although anything it is wearing or carrying is not affected. Choose a creature other than a construct that you can see. It makes a Constitution saving throw. On a successful save, the spell has no effect. On a failed save, the target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks, Strength saving throws, and Strength-based attack rolls. The shriveled creature's speed is halved and it has disadvantage on all attack rolls and Dexterity checks due to tangling in its clothing or armor until they are removed (at which point it regains its normal speed). The creature's carrying capacity is reduced by half.

If you maintain concentration on this spell for the full 10 minutes, the duration becomes permanent and the spell's effects last until dispelled.

SIGN OF EIBON

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You draw a sign in the air that enhances your magical power. Each spell you finish casting while maintaining concentration on this spell takes effect as if you had cast it with a spell slot one slot level higher than you actually expended for that spell. If you cease concentration on this spell as a result of casting a new spell, its effects are not





enhanced and *Sign of Eibon* ends. Spells enhanced in this way cannot benefit from any other effect that alters their effective slot level.

SONG OF HASTUR

3rd-level abjuration

Casting Time: 1 action

Range: 150 feet

Components: V

Duration: Instantaneous

You hum a melody that creeps into a creature's mind and drains its magical power. A target creature that you can see must make a saving throw using its spellcasting ability. On a failed save, the target loses its highest-level spell slot. On a successful save, the target loses its highest-level spell slot of 3rd level or lower. A creature with multiple spellcasting abilities uses its highest one, or one chosen randomly if there is a tie. A creature that has no spellcasting ability or no spell slots takes 4d6 psychic damage but suffers no other effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, then on a successful save, the target instead expends its highest-level spell slot of an equal or lower level to the slot you expend to cast *Song of Hastur*.

SUMMON DIMENSIONAL SHAMBLER

8th-level conjuration (formula)

Casting Time: 10 minutes (5 phases of 2 minutes when cast as a formula)

Range: 5 feet

Components: V, S, M (any dust or liquid, a knife or similar tool of unalloyed metal), D (a circle exactly the size of your space)

Formula Ability Checks: Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 22 (diagram), Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 22, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 22

Formula Backlash: 8d4 psychic damage

Formula Failure: Dimensional shambler ignores orders and waits for an opportunity to attack the caster or nearby creatures before departing

Duration: Until task is complete, up to 10 days

You summon a dimensional shambler (see page 304), which appears just outside the diagram. In order to fit all the proper sigils in the correct arrangement and allow you to stand inside without stepping out accidentally, the circle must be almost big enough for the shambler but not quite; if it's too large, the shambler can simply appear inside the circle. The purpose of the diagram is to ensure the dimensional shambler can't enter or appear inside it, so if you didn't draw the diagram exactly, it may get inside to abduct or attack you. If you don't get at least a 25 on the diagram ability check, the dimensional shambler can squeeze inside the diagram by succeeding on a DC 15 Dexterity

(Acrobatics) check. No dimensional shambler can pass through the diagram created as part of casting this spell while on the same plane of existence. The dimensional shambler always appears 1 minute before the casting is complete and acts as it wills during that time, which might involve attacking or abducting nearby creatures not also in precisely-sized protective circles. It can't, however, depart the immediate vicinity without a meal to take along to other planes.

Once the spellcasting is complete, you compel the dimensional shambler to carry out one task of your choice. It can ignore the task if it succeeds on a Charisma saving throw, which immediately ends the spell and frees the shambler to act as it will. It generally seeks out a meal before returning to other planes.

SUMMON HUNTING HORROR

9th-level conjuration (formula)

Casting Time: 5 hours (5 phases of 1 hour when cast as a formula)

Range: 60 feet

Components: V, S, M (a living creature and any other offerings, which the hunting horror consumes), T (at night, in complete darkness), SC (0 to 16, which must have proficiency in Arcana or Yog-Sothothery and chant from text; +1 bonus on formula ability checks per 4)

Formula Ability Checks: Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 22, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 22, Intelligence (Arcana) or Wisdom (Yog-Sothothery) DC 22

Formula Backlash: 10d4 psychic damage to primary caster and 10 psychic damage to each secondary caster

Formula Failure: Hunting horror ignores orders and attacks the caster or nearby creatures before departing

Duration: Until task is complete, up to 10 days

You call forth an aspect or appendage of some nameless outer entity in the form of a hunting horror (see page 336). It appears as though it is being squeezed through and billowing out of a tiny invisible opening in the air at a location of the GM's choice within range. The hunting horror remains until its task is fulfilled, until 1 minute after negotiations fail, or until it is killed or reduced to 0 hit points; it vanishes without a trace when one of these conditions is met.

The hunting horror expects to have a substantial sacrifice prepared for it, or else it seizes the primary caster as the sacrifice and then departs. If the spell is successful, the hunting horror first consumes the sacrificed creature and then claims any other offered items. A Large or larger creature of at least challenge rating 1 is sufficient, though it is written that larger and more magical beings and other bribes such as magic items make it more likely the hunting horror will act favorably. Upon consuming the sacrifice, the hunting horror is willing to parley with its summoners rather than simply destroying them immediately.

A caster must succeed at a DC 22 Charisma (Intimida-

tion or Persuasion) check to convince the horror to undertake an action lasting no longer than 10 days. The negotiating caster gains a bonus at the GM's discretion if the sacrificed creature is especially powerful and unusual (+1 or +2) or if the offering includes a rare (+1), very rare (+3), or legendary (+5) magic item. If the action requested takes no more than 10 minutes, the check is made with advantage. If the ability check fails, the hunting horror attacks until it or the primary caster is dead, or until the spell expires (see above).

TEMPORAL ENERGY NEXUS

9th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You disrupt the flow of time in the recent past, allowing you to choose 1d4+2 attack rolls, saving throws, ability checks, or damage rolls (in whatever combination you desire) that you observed since the start of your last turn and force them to be rolled again, taking the new result in place of the old. The distortion in the time-stream prevents any other aspect of the past from being changed, even if actions by other creatures in the intervening time no longer seem to make sense.

THIRD EYE MASTERPIECE

4th-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of art incorporating Aklo symbolism or the *Yellow Sign*)

Duration: 8 hours

You use complex art or acting to evoke the terrible interconnections within and beyond the universe hinted at by Hastur the Unspeakable and the King in Yellow. You can see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane, Faerie, and Shadow Plane from the material plane; if you are on any of those planes, you can see into the material plane. In addition, if a creature is scrying upon or otherwise remotely viewing any location within 60 feet of you, you can also perceive a fleeting glimpse of that creature. Glimpsing terrible creatures or especially disconcerting overlapping locations on multiple planes might incite dread (see Chapter 4), even if you can't clearly identify what's happening. You can clearly glimpse such a viewer (but not its surroundings) with a successful Wisdom (Perception) check against the viewer's spell save DC. You can identify a glimpsed viewer's plane of existence with a successful DC 15 Intelligence (Arcana) check.



TRANSPORT TO YONDO

5th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a creature, and it must succeed on a Charisma saving throw or be transported to the desert Yondo. At the end of each of its turns in Yondo, the creature must make a Charisma saving throw. On a successful Charisma save, it returns to the spot it left. If it fails on the Charisma save and is not yet shriveled, it must succeed on a Constitution saving throw or shrivel.

When shriveled, the target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the shriveling ends, the target also has disadvantage on Strength checks, Strength saving throws, and Strength-based attack rolls. The shriveled creature's speed is halved and it has disadvantage on all attack rolls and Dexterity checks due to tangling in its clothing or armor until they are removed (at which point it regains its normal speed). The creature's carrying capacity is reduced by half.

The effects of the shriveling last as long as the *transport to Yondo* spell persists. If the target has not yet returned to the spot it left when the spell ends, it returns automatically to the nearest available space to where it left.

VENOMOUS FANGS

4th-level transmutation (formula)

Casting Time: 5 hours (5 phases of 1 hour when cast as a formula)

Range: Touch

Components: V, S, M (rare herbs and oils worth 1,000 gp, which the spell consumes in lasting mode), SC (target)

Formula Ability Checks: Intelligence with alchemist's supplies or poisoner's kit DC 14, Wisdom (Medicine) DC 14, Intelligence with alchemist's supplies or Wisdom (Medicine) DC 16

Formula Backlash: One level of exhaustion

Formula Failure: 3d10 poison damage and poisoned until finishing a long rest

Duration: 8 hours or instantaneous

With this Tcho-Tcho technique, you cause a creature that you perform surgery upon during the casting time to grow a venom gland attached to one natural weapon it has, such as claws or fangs. This spell has no effect on creatures lacking natural weapons. The chosen natural weapon secretes venom once on each of the target's turns. A creature hit by an unarmed strike with this natural weapon must make a Constitution saving throw. On a failed save, it takes 1d10 poison damage and is poisoned until the end of its next turn.

*Remove curse, restoration, or similar magic can remove the gland produced by *venomous fangs*, if the target is willing to have it removed.*

You can cast this spell in one of two modes: temporary or lasting.

Temporary. When you cast this spell in temporary mode, it lasts 8 hours. When cast this way, the spell doesn't consume the material components.

Lasting. When you cast this spell in lasting mode, it is instantaneous, leaving the creature's body indefinitely modified thereafter. When cast this way, the spell consumes the material components.

VOORISH SIGN

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (your spellbook)

Duration: Instantaneous

This spell taps into your deep memories of magic. Choose a spell that you have ever prepared from your spellbook before. If you have fewer than your maximum number of spells prepared, you instantly prepare the chosen spell. If you have your maximum number of spells prepared, you can instantly prepare the chosen spell by losing one of your currently prepared spells (treat this spell as unprepared).

WAVE OF OBLIVION

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 10 days

A target creature you can see within range represses all episodic memories for the duration unless it succeeds on an Intelligence saving throw (a creature immune to the charmed condition is also immune to this spell). On a failed save, the target forgets all episodic memories it had when the spell was cast; the target retains its proficiencies and abilities, but not its own relationship to any creature or thing in the world. Friends, family, enemies, and associates seem to be utter strangers, and the target recalls only things it would have considered common knowledge about them (GM's discretion). Each dawn, the affected target makes an Intelligence saving throw, ending the spell on it on a success.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target an additional creature for each level above 6th. The creatures must be within 60 feet of each other when you target them.

YELLOW SIGN

3rd-level enchantment (formula, ritual)

Casting Time: 1 minute (5 phases of 2 rounds when cast as a formula)

Range: Touch

Components: S, M (special ink or tools worth 200 gp, which the spell consumes), D (up to 5 feet across, on object touched)

Formula Ability Checks: Intelligence with calligrapher's supplies or painter's supplies DC 15 (diagram), Intelligence (History) or Wisdom (Yog-Sothothery) DC 15, Intelligence (History) or Wisdom (Yog-Sothothery) DC 15

Formula Backlash: 3d4 psychic damage and one level of exhaustion

Formula Failure: Magically frightened for 1 hour

Duration: Until dispelled

You must worship Hastur or the King in Yellow to cast this spell; otherwise, it fails and you suffer the Formula Backlash if you cast it as a formula.

You create a *Yellow Sign* on the touched object. The *Yellow Sign* can only be noticed or identified by creatures with an insanity and creatures who have read the *King in Yellow* play or other sanity-threatening texts describing related entities. If a creature who noticed the *Yellow Sign* is not a worshiper of Hastur or the King in Yellow, that creature becomes frightened for 1 minute and must succeed on a Wisdom saving throw or be driven insane for 1 round. While insane, it can't take actions, it can't use or understand language, and the GM controls its movement, which

is erratic. On a 1 on the d20 roll for this saving throw, the temporary insanity is followed by a permanent second-degree insanity (see page 79). The creature becomes obsessed with the *Yellow Sign*, the King in Yellow, and Hastur, eventually becoming a true cultist of the King in Yellow.

Sometimes the inscriber gets carried away in crazed artistry and makes it into an elaborate baroque sculpture or hides it such that it can only be seen as graffiti on multiple buildings from a certain angle. You can create a *Yellow Sign* larger than 5 feet across when you cast this spell as a formula by increasing the ability check DCs by 1 each per 5 feet of the *Yellow Sign*'s radius.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create a *Yellow Sign* with a radius of up to 5 feet, plus 5 feet per level of the spell slot above 3rd.

ZYNGAYA

7th-level necromancy

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a clay pot filled with grave dirt and an onyx gem worth 200 gp)

Duration: Instantaneous

You transform a corpse you can see into a Mythos undead (see page 388) if the original creature's challenge rating (or level) was 7 or lower. It is loyal to the King in Yellow. Although it recognizes you as its creator, it works with you only insofar as you serve the purposes of the King in Yellow. You have advantage on Charisma (Persuasion) checks to influence the undead as long as your interests do not conflict with those of the King in Yellow. If you are capable of commanding the undead with magic or other abilities, you may attempt to use these abilities on the undead creature as it forms.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, increase the maximum challenge rating of creature you can affect by 1 for each slot level above 7th.

Even as I shot back the bolt, a single tentacle sprang out with infernal rapidity from the basin, and elongating itself across the whole room, it caught my right wrist in a lethal clutch. It was unlike anything I have ever touched, it was indescribably viscid and slimy and cold, it was loathsomely soft like the foul mire of a bog and mordantly sharp as an edged metal, with an agonizing suction and constriction that made me scream aloud

—Clark Ashton Smith



CHAPTER 6: MYTHOS ITEMS AND TEXTS

No live organism can continue for long to exist sanely under conditions of absolute reality; even larks and katydid's are supposed, by some, to dream.

—Shirley Jackson, *The Haunting of Hill House*

The arcane science of the Mythos frequently takes the form of otherworldly items, which are often composed of materials unavailable in the normal course of events. The proper use of these items can give a character the ability to confront and even sometimes overcome the horrors of the Mythos, succumb to them, or sometimes both.

While mortals can reproduce certain of these objects, more often they originate in other dimensions of space or time and are one-of-a-kind. Among the most common and well-known Mythos items are arcane books written by mad sorcerers, their dark pages explaining the true nature of reality and listing formulae by which the universe can be bent to a mortal's needs.

Because of the star-spanning nature of the Mythos, it is also common for alien races or beings to bring devices from other dimensions to the mortal realm. These invasive items are usually scientific in nature, involving advanced chemical, biological, or atomic principles, but they also draw upon cosmic forces that allow magic to interact with them as if they were magic items.

This chapter includes alchemical equipment, alien and bizarre magic items, and a number of Mythos texts. Kept under control and carefully analyzed, they can provide real benefits and pose significant risks to characters. Crafted by far more advanced entities than mortal humans, these items can be as dangerous in mortal hands as giving a revolver to a monkey.

Adventuring Gear Name	Cost	Weight
Assassin's teapot	150 gp	1 lb.
Formless spawn residue	1,000 gp	1 lb.
Metamorphic venom, ignition	250 gp	—
Metamorphic venom, strike and escape	900 gp	—
Space mead, 1 dose brewed over 1 year	150 gp	1/2 lb.
Space mead, 1 dose preserved	400 gp	1 lb.
Wine of Pnoth, 1 serving	300 gp	1/2 lb.

ADVENTURING GEAR

This section describes nonmagical items that might be used by those who know of the Mythos. These items are created by Mythos researchers, cultists, and advanced species to gain advantages over foes or serve the interests of the Great Old Ones and Outer Gods. The Adventuring Gear table lists their prices and weights.

Assassin's Teapot. This Tcho-Tcho item resembles an ordinary teapot in an elaborate style borrowed from other nearby cultures (often jade or porcelain with elegant designs). Inside lives a Tcho-Tcho creation, a sessile creature composed of a simple system of sphincters and bladders.

The creature's main bladder is filled by pouring water, tea, milk, or any desired liquid into the top of the teapot. To use the assassin's teapot, you pour whatever is in the main bladder from the spout into the victim's cup. While pouring, you can signal the creature to release a liquid from one of its three other bladders to taint the tea. This is typically a poison, but it could be a hallucinogen, a potion, or even something helpful—whatever liquid you put in the secondary bladder. The creature does not consume or expose itself to any potion or alchemical concoction stored in its bladders, which are protected by a thick layer of inert mucus.

The creature can be trained to listen to subvocalized commands, recognize keywords, or respond to slight taps on the outside of the teapot. It is not intelligent or sentient but it is able to follow these simple cues. Thus, you could pour regular tea into the cups of everyone at the table except the chosen target, who gets tea plus a dose of poison. You don't even need to hold the teapot, so long as you can drum your fingers on the table, tap your knife against a glass, hum something, or otherwise signal the teapot's inhabitant. When you signal the creature, the GM might ask you to make a Charisma (Deception) check contested by the passive Wisdom (Insight) check of observers for them to notice you are acting oddly, but if your action is innocuous, you have advantage on this check, while distracted observers might have disadvantage on their checks. The deadly applications of this device make it highly useful for those who wish to dispose of or incapacitate another person in a formal setting.

Another of the creature's bladders contains its food supply, which typically lasts for decades. When the food runs out, even then the creature does not die, but simply goes inert until it is fed again. The teapot can be opened through secret levers and latches to insert food. Tcho-Tcho usually give the creature several scoops of human brain matter for sustenance, but any high-energy fatty protein will do.

The teapot does not produce its own poison. Any ingredients you wish to dispense must be added to it.



Formless Spawn Residue. Augmented using secret reagents, the black liquid composing a formless spawn's body can dissolve anything—even glass. It can only be housed in a specially-prepared magical container. It can be thrown as an improvised weapon to expose a creature when the container shatters. Upon contact with any object or creature, the residue deals 6d10 acid damage immediately and 3d10 acid damage at the end of the target's turn (or your turn, if you hit an object). On a miss, the target is splashed for 3d10 acid damage immediately and takes no subsequent damage from the splash. Regardless of whether you hit or miss, the residue then falls in the same space, where it deals damage to any creatures or objects who come into contact with it and the surface below for the rest of its duration. One dose can dissolve about 125 cubic feet of objects (a 5-foot cube) before losing its properties.

Metamorphic Venom. An alchemical weapon developed by serpentfolk, metamorphic venom changes its effect rather than being used up after it takes effect. Many variations exist and serpentfolk alchemists readily invent more as needed. Venom is applied as an action and might be smeared on a melee weapon or a gloved finger, to be delivered with an unarmed strike.

Most metamorphic venoms have a 3- to 7-stage cycle. The venom changes color and odor between stages, so you can tell which effect is active. Each exposure to a different stage of the same metamorphic venom functions as exposure to a different poison, with separate effects and saving throws, then changes to the next stage. Non-poison stages can affect creatures that are immune to poison and potentially even objects. The venom is exhausted once the final stage has been used or when the venom dries.

A single dose can also be applied to up to a number of pieces of ammunition equal to the number of stages it has as an action. Applying the venom to multiple pieces of ammunition changes the stage of the venom, so the first piece carries the first stage, another carries the second stage, and the third carries the third stage.

Metamorphic Venom, Ignition. This metamorphic venom has three stages. Once applied, it remains effective for 10 minutes.

1st Stage (Transparent). A creature hit by the envenomed weapon must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. At the end of each of the target's turns, it makes another saving throw, ending the poisoned condition on a success.

2nd Stage (Red). A creature hit by the envenomed weapon must succeed on a DC 11 Dexterity saving throw or take 1d4 fire damage at the start of each of its turns. A creature can use its action to douse the flames if it has a cloak, blanket, water, or similar means to smother them. The crea-



Sandy's Notes

Using Strike and Escape Metamorphic Venom

1. First application. This weakens and deadens the target's vision, so he cannot track or see the user.

2. Second application. This acid can weaken the target's armor or other protection.

3. Third application. This poison makes other poisons more dangerous.

4. Fourth application. This poison weakens the target now that they cannot easily resist.

5. Fifth application. The fifth venom is applied in case the fourth application was resisted or ineffective or just to add more toxin to the victim to end the fight faster.

6. Sixth application. This produces a cloud of black smoke for the user to hide or flee behind.

7. Seventh application. This healing salve is supposed to be applied to the wounds the user has received in the fight. An uninjured poisoner might use it on an ally.

ture can fall prone as an action to extinguish the flames by smothering them with its body.

3rd Stage (Blue). You can touch the weapon to a creature or object (including yourself) as your free interaction with an object to douse any flame and make that target immune to catching fire for 1 minute. If you don't, a creature hit by the envenomed weapon ceases taking fire damage.

Metamorphic Venom, Strike and Escape. This metamorphic venom has seven stages. Once applied, it remains effective for 1 hour.

1st Stage (Brown). A creature hit by the envenomed weapon must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. At the end of each of the target's turns, it makes another saving throw, ending the blinded condition on a success.

2nd Stage (Gray). A creature hit by the envenomed weapon must make a DC 15 Dexterity saving throw. On a failure, it takes 2d6 acid damage and if the target is wearing nonmagical armor, the armor takes a permanent and cumulative -1 penalty to the Armor Class it grants. If this penalty reduces the Armor Class it grants to 10, the armor is destroyed. This penalty can be removed by the *mending* spell.

3rd Stage (Yellow). A creature hit by the envenomed weapon must succeed on a DC 15 Constitution saving throw or have disadvantage on saving throws until it finishes a long rest. At the end of each of the target's turns, it



makes another saving throw, ending the disadvantage on a success.

4th Stage (Green). A creature hit by the envenomed weapon must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. At the end of each of the target's turns, it makes another saving throw, ending the poisoned condition on a success.

5th Stage (Blue). A creature hit by the envenomed weapon takes 1d10 poison damage.

6th Stage (Black). Touching the envenomed weapon to any hard surface as an action produces a 10-foot cube of smoke that is heavily obscured for 10 minutes or until blown away by strong winds.

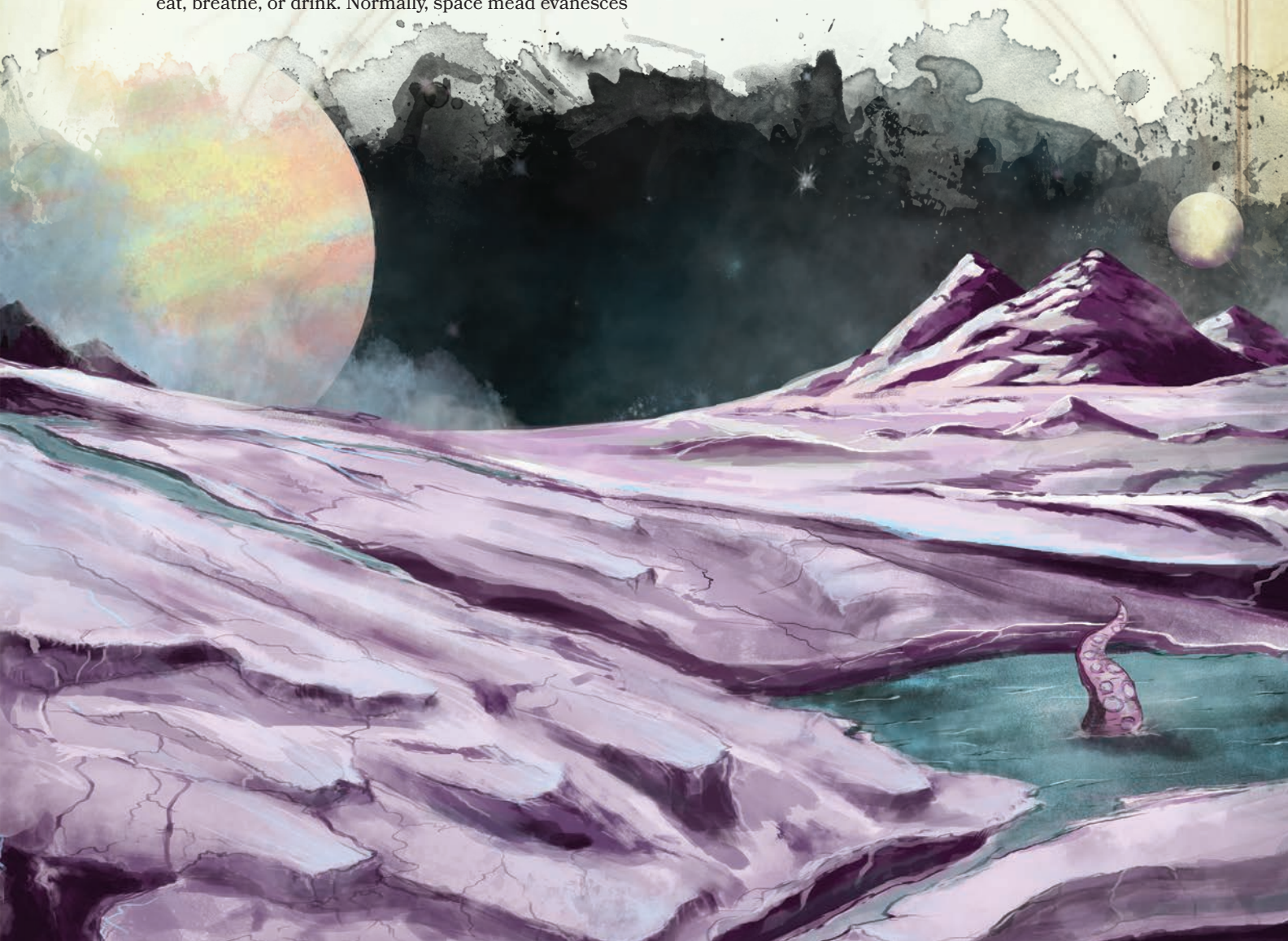
7th Stage (White). Touching the envenomed weapon to a creature as a free interaction with an object or with the Use an Object action causes that target to regain $2d4 + 2$ hit points and gives advantage on saving throws against prior exposures to strike and escape venom.

Space Mead. When drunk, this golden liquid renders you safe from all harm caused by the rigors of outer space for 10 days. While under its effects, you do not need to eat, breathe, or drink. Normally, space mead evanesces

uselessly if not consumed within 24 hours, so purchasing it requires finding a brewer with the expertise and hiring them at least a year in advance. However, some alien brewers have learned to preserve sealed canisters of the stuff.

Wine of Pnoth. This wine has the same effect as any other alcohol with one dramatic exception: the effects are permanent and never lessen without magic or other dramatic interventions. The effect of each drink can be negated with a successful DC 12 Constitution saving throw. The first time you fail on this save, you become tipsy (taking a -2 penalty on attack rolls, Dexterity checks, and Wisdom checks). The next drink makes you drunk and replaces that penalty with the poisoned condition if you fail on the save. For each drink thereafter, your Constitution, Dexterity, and Wis-

dom scores are each reduced by 1. *Protection from poison* and other spells that remove the poisoned condition remove the effects of being tipsy or drunk, but the reduction to your ability scores can only be undone with *greater restoration* or other powerful restorative magic.





ALIEN TECHNOLOGY AND MAGIC ITEMS

This section examines some of the most common and notorious magic items of the Cthulhu Mythos, both beneficial and also potentially very dangerous to the user. Such items are appropriate treasure for many of the monsters and cults described elsewhere in this book, but many are hard to find otherwise. As normal, the GM decides if any particular item is available to be crafted or purchased. The Single-Use Magic Items and Permanent Magic Items tables list all included magic items by rarity.

Alien Technology and Magic. While alien technology might not seem magical, it generally operates on the same extradimensional math and science that undergirds most of what is called magic in the Mythos. As a result, spells and effects that function on magic items generally interact with alien technology in much the same way as magic items (with exceptions at the GM's discretion). Unlike with conventional magic items, focusing on an item during a short rest to learn how it functions requires a successful DC 20 Intelligence check or DC 15 Wisdom (Yog-Sothoth-ery) check. Generally, reproducing alien technology is as easy as creating nonmagical equipment for their alien creators but impossible for others.

SINGLE-USE MAGIC ITEMS

Common

Tcho-Tcho oculus (fish eye)

Uncommon

Tcho-Tcho oculus (bird eye)

Tcho-Tcho oculus (human eye)

Rare

Abhoth slime

Atlach-Nacha venom

Pigments from Yuggoth

Very Rare

Clithni

Gorgondy

Milk of Shub-Niggurath

Selenine

Legendary

Plutonian drug

PERMANENT MAGIC ITEMS

Common

Sensory machine (speech)

Uncommon

Brain cylinder, faulty

Brazen head (uncommon version)

Digestive replacement

Disk of the Hyades

Metamorphic weapon

Seal of Hydra

Sensory machine (basic sense)

Starstone of Mnar

Tiara of Mnar

Rare

Bokrug egg

Brazen head (rare version)

Chain of the deep

Flute of the servitors

Leng glass

Lightning gun

Medallion of Y'ha-nthlei

Mist projector

Sensory machine (keen sense)

Very Rare

Brazen head (very rare version)

Gate

Idol of Cthulhu

Ring of Eibon

Sensory machine (extraordinary sense)

Silver key

Sphere of Nath

Twsha (proto-shoggoth)

Legendary

Brazen head (legendary version)

Lamp of Alhazred

Panchromatic armor

Sensory machine (extradimensional sense)

Twsha (shoggoth)

Ultra-Violet Resonator

ABHOTH SLIME

Wondrous item, rare

This strange slime is harvested straight from Abhoth's pool. It must be kept tightly corked at all times to retain its powers. You can use your action to pour the flask out onto the ground or throw it to shatter on a hard surface at an unoccupied location you can see within 60 feet. When you do, it turns into one of Abhoth's filth (see page 166) with one randomly-chosen mutation. Anyone holding a holy symbol of Abhoth can command it with a successful DC 16 Wisdom (Animal Handling) check as an action. Otherwise, it attacks the creature that most recently dealt damage to it, or else the nearest creature. It does not attack creatures displaying a holy symbol of Abhoth unless there are no other creatures within 30 feet. It dissolves into a puddle of lifeless slime after 1 minute.

ATLACH-NACHA VENOM

Wondrous item, rare

This venom is milked straight from the god. You can smear it on a weapon as an action. It has no effect if imbibed. A creature hit with a weapon smeared with the venom must

succeed on a DC 17 Constitution saving throw or be poisoned. While the poisoned condition lasts, the creature is also paralyzed. Every 24 hours thereafter, the creature makes a new saving throw, ending the effect on itself on a success. Once applied, the venom is effective until you hit with the weapon, up to a maximum of 1 minute.

BOKRUG EGG

Wondrous item, rare

This clammy iron sphere allows you to summon a ghost of 1b (see page 176) as an action when you hold it in hand. The ghost remains for 10 minutes before disappearing. Each round, you must concentrate (as if concentrating on a spell) to give the ghost commands (which requires no action). If you give it no orders while you maintain concentration, it attacks creatures that have attacked it or does nothing. If your concentration is broken, the ghost becomes hostile to you. The egg can't be used this way again until the following dawn.

BRAIN CYLINDER, FAULTY

Wondrous item, uncommon

Able to briefly preserve a living brain, a faulty brain cylinder is less effective than the fully-functional mi-go design because it lacks the mi-go's unique multidimensional fluid (see Brain Cylinder on page 283). This bizarre and grisly cylinder of glass and metal allows the removal and storage of a creature's brain.

First, the empty cylinder must be attached to the head of a helpless living creature as an action. It automatically begins the process of removing the creature's brain, which takes 1 minute, after which the brain is extracted and the body dies. A successful DC 17 Constitution saving at the end of the minute causes the process to fail, dealing 10d6 piercing damage to the victim's skull, but unless removed, the cylinder begins the process again on the following round.

Once the brain is extracted, the device permits communication with the brain. Because of the trauma in removing the brain, the wielder of the cylinder may only ask the stored brain up to 1d6 questions before the victim becomes too distressed to communicate coherently. A brain expires 24 hours after removal from its body unless the cylinder's energy is resupplied. With a successful DC

15 Wisdom (Yog-Sothothery) check or DC 20 Intelligence (Nature) check as an action, you can charge it enough to run for 1 day by willingly gaining one level of exhaustion as the brain cylinder siphons energy from your body. It can't be recharged again until the next dawn.

The cylinder can hold only one brain at a time. The living brain's body can be restored if the brain is removed from the cylinder and immediately targeted with *regenerate*. The body can't be revived by the *raise dead* spell at all. To be revived after the brain dies, the brain must be targeted by *reincarnate*, *resurrection*, or *true resurrection*.

BRAZEN HEAD

Wondrous item, rarity varies (requires attunement)

This half-scale brass bust stores spells you cast into it, holding them until you command it to cast the spell (which requires an action). The bust can hold a limited number of levels of spells, according to its rarity. You can cast a spell of a level up to the bust's maximum into the bust by touching the bust as the spell is cast. The spell has no effect, other than to be stored in the bust. If the bust can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it occupies in the bust.

While within 100 feet of the bust and attuned to it, you can cast any spell stored in the bust. The spell uses the slot level, spell save DC, spell attack bonus, and spellcast-





ing ability of the original caster and it originates from the *brazen head* but is otherwise treated as if you had cast the spell. The spell cast from the bust is no longer stored in it, freeing up space.

If you cast *find familiar* while attuned to the *brazen head*, you can choose to make it your familiar instead of gaining a new familiar; any prior familiar is permanently dismissed. The head still can't move or attack as a familiar, but if you cast a spell with a range of touch, you can choose to imbue the spell into the *brazen head*, where the spell remains dormant until a creature that is a valid target for the spell touches the brazen head, until you regain that spell slot, or until you cast a new spell with a range of touch for the *brazen head* to deliver, whichever comes first. If a valid target touches the brazen head, the spell automatically affects that target. While bonded as a familiar, the brazen head gains 3 charges that are replenished each dawn. As an action while attuned to and within 100 feet of your brazen head familiar, you can cause it to cast one of the following spell by spending 1 charge: *alarm*, *bane*, *hold person*. The save DC depends on the head's rarity. If the *brazen head* familiar is reduced to 0 hit points or you permanently dismiss it, it ceases to be your familiar but doesn't disappear. You can't give the *brazen head* a new form; casting *find familiar* again instead causes it to be permanently dismissed and allows you to find a new familiar spirit.

The *brazen head* has AC 18 and 12 hit points. It is immune to poison damage.

Sentience. Each *brazen head* is a sentient chaotic neutral wondrous item with an Intelligence of 10, a Wisdom determined by its rarity, and a Charisma of 10. It has proficiency in the Yog-Sothothery skill (see page 37). It has

hearing and darkvision out to a range determined by its rarity.

The item can speak, read, and understand Aklo and Common. While you are attuned to it, the *brazen head* also understands every language you know.

A *brazen head* is obsessed with learning and deducing more about the Cthulhu Mythos. If its owner goes more than 10 days without telling it new information for it to process on that topic (or at least telling it about an earnest effort that failed), conflict arises at the next sunset.

A *brazen head* can cast stored spells on its own like a magic trap at initiative count 20 (losing all ties), but it only does so for self-preservation or when doing so will directly give it new insights about the Cthulhu Mythos.

Uncommon. An uncommon *brazen head* can hold one spell of 1st level. It has a Wisdom of 13 and adds its +2 proficiency bonus on Wisdom (Yog-Sothothery) checks, for a total modifier of +3. Its senses extend to a range of 30 feet. If you make the uncommon brazen head your familiar, the save DC is 13 for its spells.

Rare. A rare *brazen head* can hold 3 levels of spells. It has a Wisdom of 15 and adds its +3 proficiency bonus on Wisdom (Yog-Sothothery) checks, for a total modifier of +5. Its senses extend to a range of 60 feet. If you make the rare *brazen head* your familiar, the save DC is 15 for its spells.

Very Rare. A very rare *brazen head* can hold 5 levels of spells. It has a Wisdom of 17 and adds its +4 proficiency bonus on Wisdom (Yog-Sothothery) checks, for a total modifier of +7. Its senses extend to a range of 90 feet. If you make the very rare *brazen head* your familiar, the save DC is 17 for its spells and you can expend 3 charges to cast shriek of the byakhee (see page 193).





Legendary. A legendary brazen head can hold 8 levels of spells. It has a Wisdom of 19 and adds its +5 proficiency bonus on Wisdom (Yog-Sothothery) checks, for a total modifier of +9. Its senses extend to a range of 120 feet and it also has truesight. In addition, its understanding of higher-dimensional physics is such that it can lose spells that sum to 7 or 8 stored slot levels to cast teleport. If you make the legendary brazen head your familiar, the save DC is 19 for the spells it gains and you can expend 3 charges to cast shriek of the byakhee (8th-level version; see page 193)

CHAIN OF THE DEEP

Wondrous item, rare (requires attunement)

This strange, green-silver necklace shimmers as if constantly wet. While you wear it and are attuned to it, you and all deep ones and deep one hybrids within 30 feet of you constantly gain a +1 bonus to attack rolls and saving throws.

CLITHNI

Potion, very rare

This clear, emerald liquid, when ingested, extends the drinker's natural lifespan. It makes you more youthful by subtracting 1d10 years from your current age.

DIGESTIVE REPLACEMENT

Wondrous item, uncommon

This set of fungus-animal hybrid tissue is engineered by mi-go to help human allies/slaves survive in unusual environments. You can have it surgically grafted into your body with 2 hours of surgery if you have a digestive system, although you take a -4 penalty on attack rolls, saving throws, and ability checks while recovering afterward. The penalty is reduced by 1 after every 5 days of recovery, until it ends after 20 days. This is accomplished through complete surgical removal of your gastrointestinal tract and support organs (i.e., pancreas, liver, etc.), which the mi-go then replace with a whole new set of organs designed to handle whatever the fungi desire you to be able to subsist upon.

These replacements can take a variety of forms. For example, if you are going to be visiting an area with many heavy metals or other toxins, you might be given filtration mechanisms to handle the load, or even to break down likely chemical poisons into usable carbohydrates and vitamins. If you need to live in the deep forest or mountains for a while, you might be given the ability to digest cellulose, allowing you to survive by eating wood chips and leaves. If you are sent to a deserted island, you might be given the power to drink sea water and excrete the salt safely, or perhaps the capacity to digest sand or rock.

After-Effects. Undergoing digestive replacement leaves you looking somewhat changed. Your body shape might be slightly distorted, or your skin might become a different color. If you were modified to be able to digest and use toxins, you might take on a cyanotic tint to your skin. If you eat heavy metals, you might take on a sort of dull leaden sheen.

The fungi normally do not change your mouth or teeth, as humans often need to be able to speak to be useful. This could mean you need special instruments to pre-process your new food before you can digest it. For instance, even if you are given the power to digest wood, you still can't chew a solid lump of wood. You need to grind it down to sawdust before you can swallow it. The fungi's digestive changes also don't affect the taste of the new food. As a result, you might want to spice up or modify the food to make it more palatable, with varying ease of success.

Finally, the worst effect of this digestive replacement is that you typically lose some or all ability to process normal food and will henceforth be poisoned by what was once a staple. In the end, many people who undergo digestive replacement come to lament their condition, considering themselves monstrous rather than the super-beings they were promised they would become.

DISK OF THE HYADES

Wondrous item, uncommon

This strange, emerald disk is covered in glowing runes. When you present it strongly to one or more undead creatures you can see within 30 feet as an action, each must succeed on a DC 13 Wisdom saving throw or be held at bay. Undead held at bay are unable to attack you or your apparent allies for as long as you continue to present it as a bonus action on each of your turns. Any undead that succeeds on this saving throw or is attacked by a protected creature is immune to that *disk of the Hyades* until the next dawn.

FLUTE OF THE SERVITORS

Wondrous item, rare

When used to play even a single note (an action), this musical instrument imprints an alien melody on the mind of all creatures that can hear it within 60 feet, including you. Once heard, the melody makes it difficult to concentrate for 1 minute. No save is allowed against this effect. Whenever a listener makes a Constitution saving throw to concentrate or makes an ability check before the melody ends, it rolls a d4 and subtracts the number rolled from the saving throw or ability check. A listener must succeed on a DC 10 Constitution saving throw at the end of its turn to concentrate on a spell during the effect, and must attempt this saving throw each turn they try to concentrate.

GATE

Wondrous item, very rare

A *gate* is a physical item that sits in one place and can't be moved. It has 100 charges. It regains 1d10 charges each dawn, but a cosmic alignment can recharge it completely. When a creature passes through the gate, that creature instantly teleports to a specific other gate that can be anywhere or at any time. 10 charges are expended for each creature thus transported.

A gate can take various forms, from a stack of rocks to a set of odd golden pillars to a house with very precise angles built into its walls and doors.



GORGONDY

Potion, very rare

This dark, evil liquor must be kept in strong, heavily armored iron bottles to retain its potency. If you drink it, it shifts your alignment one step closer to evil unless you succeed on a DC 14 Charisma saving throw. If you are evil before drinking this compound, your soul will be destroyed upon death and your corpse will arise as a Mythos undead.

IDOL OF CTHULHU

Wondrous item, very rare (requires attunement by a servant of Cthulhu)

This small clay sculpture of the great god Cthulhu has 3 charges. As an action, you can spend 1 charge to cast *dream sending of Cthulhu* (save DC 17; see page 101). This sending doesn't cause the target any detrimental effects aside from insanity. Once during the duration of each *dream sending of Cthulhu*, an affected target can also cast *commune* to ask questions of Cthulhu. Additional castings of *dream sending of Cthulhu* do not worsen this insanity. The idol regains all charges at dawn.

LAMP OF ALHAZRED

Wondrous item, legendary

This odd stone lantern seems out of place no matter where it is located. When lit as an action in a dark area with 1 pint of oil, the light it casts on any wall reveals visionary windows to another time and place. If no time and place is specified when the lamp is lit, a random one manifests. The viewed location must have a surface of at least comparable size for the window to appear on. This window is two-way but does not allow travel. If creatures viewed can traverse the distance on their own, however (such as via teleportation), they might confront the lamp's user by their own means. The chosen subject can be in the future or the past and at any location, although the location is accurate only to within 100 miles and the time is accurate only to within 10 years.

Extinguishing the lamp closes the window. If fuel remains and the lamp is relit, it shows nothing unusual. A new window cannot be opened until the lamp has burned for 1 hour total, using up the entirety of its fuel. Extinguishing the lantern and adding a new pint of oil to refuel it is required before the lantern can open another window.

LENG GLASS

Wondrous item, rare

This thin, strange, jagged piece of glass is about 1 foot long. When any creature looks through the Leng glass, it sees brief glimpses of random other places in the universe

and in other planes of existence. A viewer can control the glass for 1 minute with a successful DC 15 Wisdom (Yog-Sothothery) check after spending an action each round for 1 minute to do so. The glass can only be used to target a place, not a creature. Even if the ability check succeeds, the location revealed is a random one within 1d100 – 1 miles of the desired location. Once a viewer has successfully controlled the glass, that glass can't be controlled again until the next dawn.

LIGHTNING GUN

Weapon (unique), rare

This strange technological device created by the great race of Yith weighs 15 pounds and is wielded in two hands by Medium or Small creatures and gnorri (although a yithian and most other Large creatures can wield it one-handed). The range of its attacks is 150/600 feet and it has 20 charges. By expending any number of charges up to a maximum of your Intelligence bonus

(minimum 1) as an action, you can fire a small lightning bolt from it at one target. You make your attack roll with advantage if your target is wearing or made at least partly of metal. On a hit, the *lightning gun* deals 1d10 lightning damage per charge expended. Treat this as a spell attack using your Intelligence modifier for the attack roll and to modify the damage.

You add your proficiency bonus on attack rolls with this magic weapon if you are a yithian, if you are proficient with all martial weapons, or if you know or have prepared any spell that deals lightning damage. You can use the Extra Attack feature or other means to make multiple attacks in conjunction with activating the *lightning gun* as if it were a weapon, but if you fire the *lightning gun* after you have already spent charges equal to your Intelligence bonus this round, you can only spend 1 charge on your new attack. The *lightning gun* regains 1d20 charges at dawn.



MEDALLION OF Y'HA-NTHLEI

Wondrous item, rare

When worn, this amulet allows you to breathe underwater and see as if the water were perfectly clear regardless of any sediment (though it does not grant darkvision). You don't have to spend extra movement to swim. Finally, it protects you from any harm due to deep water, such as cold or pressure.

METAMORPHIC WEAPON

Weapon (any metal), uncommon

On a hit with this magic weapon, the target takes 1d6 poison damage.

Serpentfolk have used alchemy to transform the physical mass of this weapon into an amorphous blob, a loose chain that can be worn as a belt, or some other innocuous form weighing the same amount as the original weapon. Tapping the weapon sharply with a dull bluish trigger of specially-forged metal as a bonus action chemically awakens the transformed weapon, which unfurls into its original form. Another tap with the same metal returns the weapon to its disguised form. The trigger itself is typically a short rod some 1 or 2 inches in length, but it could also be crafted as part of a brooch or ornament. The disguised weapon remains made of the same material as its true form and retains its AC and hit points even when disguised. Spells can't detect that it is magical.

MILK OF SHUB-NIGGURATH

Potion, very rare

When you drink this purple liquid, it cures you of poison, removes the blinded and deafened conditions from you, and ends one effect reducing your Strength, Dexterity, or Constitution score. It also begins your mutation into a monstrous hybrid creature. After 10 days, your Strength and Constitution scores each increase by 2 (to a maximum of 20). Unless you succeed on a DC 17 Constitution saving throw, you transform into an outer mutant devoted to Shub-Niggurath (see page 253) after another 10 days. A second dose of this milk accelerates the process, causing your mutations to become more prominent and stranger and reducing the transformation time to 5 days per stage. If you take a third drink, you become an insane monster at the end of your next turn.

Anything that removes curses or neutralizes the poisoned condition ends the milk's effects before the transformation is complete; selenine (page 128) does so automatically. After the transformation is complete, only divine intervention, a *wish* spell, or slaying the creature and returning it to life with *true resurrection* or *reincarnate* can undo the effect.

MIST PROJECTOR

Wondrous item, rare

This device of the mi-go weighs 8 pounds and is wielded in one hand. It has 2 charges. You can expend 1 charge as an action to expel freezing mist in a 30-foot cone. Anything within is frozen over. Each creature in the area must make a DC 15 Constitution saving throw, taking 9d6 cold damage on a failed save or half damage on a success. Each creature that fails this saving throw has its speed reduced by 10 feet until the start of your next turn. If you are profi-

cient with the mist projector, which requires you to choose it as a tool proficiency, the save DC is 8 + your proficiency bonus + your Intelligence modifier or 15, whichever is higher. All surfaces in the area become icy difficult terrain.

With a successful DC 15 Wisdom check with it, DC Wisdom (Yog-Sothothery) check, or DC 20 Intelligence (Nature) check as an action, you can restore 1 charge by accepting one level of exhaustion while holding the mist projector as it siphons your life energy. The mist projector can't be recharged again until the following dawn.

PANCHROMATIC ARMOR

Armor (full plate), legendary (requires attunement)

This suit of full plate normally has a shimmering, multi-colored surface. Many but not all suits of *panchromatic armor* are designed for serpentfolk wearers and might not fit other creatures well. As an action, you can change the armor's color to one of those listed below until you remove the armor or choose another option.

Multicolored. +3 bonus to AC.

Black. You are immune to psychic damage and the paralyzed and charmed conditions.

White. You are immune to the petrified condition and to transmutation spells unless you are willing.

Red. You are immune to fire damage.

Orange. You are immune to electricity damage.

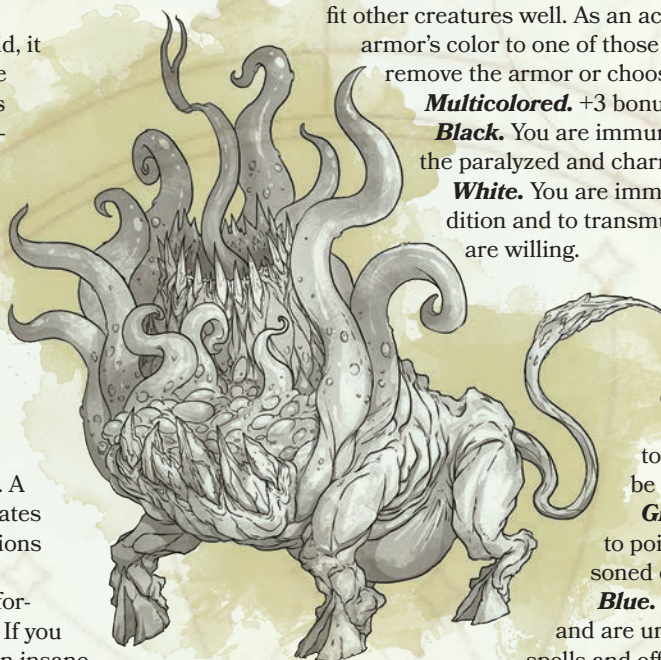
Yellow. You are immune to radiant damage and can't be blinded by light.

Green. You are immune to poison damage and the poisoned condition.

Blue. You don't need to breathe and are unaffected by water-based spells and effects. You don't spend extra movement to swim or cross snowy or icy surfaces (including climbing them). You can see through fog, sleet, and snow as if it weren't there.

Indigo. You are immune to necrotic damage.

Violet. You are immune to cold damage.



PIGMENTS FROM YUGGOTH

Wondrous item, rare

When these pigments are used to illustrate or write something, they are always visible, even in the darkness. In addition, they are indelible and not even magic can remove them. For example, if the pigments are used to write the name of an inn, then the name remains visible even on a moonless night, and once the name of the inn is painted, it can never be removed. Even trying to paint over it doesn't work—the paint above dissolves. Only *universal solvent* can remove *pigments from Yuggoth*.

A typical small pot of pigments can cover at least 25 square feet (a 5-foot square).

PLUTONIAN DRUG

Potion, legendary

When you take this drug, you gain a vision of another time. This works as the spell *divination*, except that you can ask a question about any point in the past or the future.

RING OF EIBON

Ring, very rare (requires attunement)

When you wear this ring, it grants you glimpses of the future. As a result, you can't be surprised and you have advantage on initiative rolls. The ring has 3 charges. As a bonus action, you can speak the ring's command word and spend 1 charge to focus your future sight. Until the start of your next turn, attack rolls to hit you are made with disadvantage and you have advantage on attack rolls, ability checks, and saving throws. In addition, if you use the Ready action this turn, you do not have to specify an action that will trigger your reaction; you can make your reaction as a result of any movement or action by any creature or object you can perceive. If you cast a spell this way, you don't have to cast it until you use your reaction.

The ring regains 1d3 charges daily at dawn.

SEAL OF HYDRA

Wondrous item, uncommon

While you carry this seal, any creature that attempts to pickpocket you finds that they cannot move the targeted item, and you become instantly aware of the attempted theft. If you touch the seal to a container and speak a command word as an action, no one can open or steal from the chest without first destroying the seal or by saying another command word as an action. In all other ways, the chest is warded by *arcane lock*. Attempts to open the warded container mentally alert you regardless of distance. The seal and any warded container have at least AC 20 and 30 hit points. While attached to a container, the seal's command word can't be learned by focusing on it during a rest or by using the identify spell.

SELENINE

Potion, very rare

When you take it as an action, this compound cures you of any and all forms of disease, cancer, arthritis, and other disorders related to the body attacking itself. In addition, it removes supernatural and alchemical mutations and ends any effect reducing your maximum hit points or ability scores.

SENSORY MACHINES

Wondrous item, rarity by machine

The fungi from Yuggoth create devices that can mimic any sense. They can also make devices for senses which are not possessed by humanoids but are unique to alien races, such as the ability to sense gamma rays or life-force or perceive concepts impossible for humans to understand.

One use of these machines is to plug them into brain cylinders (page 283), allowing captured entities to perceive the world outside their cylinder by some means. The mi-go can also perform a surgical operation on a living being, in effect creating a permanent "socket" on that person, where they can insert their machine's cords. This operation requires materials worth 125 gp and 1 hour of effort for the mi-go.

The sockets are typically metal-rimmed holes in the recipient's body. The fungi recommend that these holes be filled with wooden or ceramic plugs when not in use to avoid gathering dust or lint.

Any sensory machine can be plugged into any socket. Plugging or unplugging a sensory machine into a socket is an action. When you receive input from more sensory organs than you are accustomed to, you risk being sickened by the sensation for 1 minute whenever you perceive a new strong stimulus. A successful DC 10 Wisdom saving throw negates this condition. If you roll a 1 on the d20, you are incapacitated for 1 round.

A sensory machine typically weighs 3 pounds.

Added senses fall into several broad categories:

Speech (Common). This machine lets you speak directly from it as if from a human mouth.

Basic Sense (Uncommon). This machine grants one sense of humanoid quality: hearing, smell, sight, taste, touch, temperature sense, and pain, or possibly more obscure senses. If it grants you sight, it includes darkvision with a range of 60 feet. For example, if you are blinded you could plug in a vision machine and then be able to see through the machine (which you might have to carry around). If you are sighted, you could plug in a vision machine to effectively see through two sets of eyes. The second machine could even be placed some distance from you (with a long cord) to grant a sort of closed-circuit camera system.

Keen Sense (Rare). A keen sense machine gives input in the normal human range, but with superhuman sensitivity. You have advantage on Wisdom (Perception) checks relying on the machine's sense. If the machine's sense is vision, it includes darkvision with a range of 120 feet.

Extraordinary Sense (Very Rare). Some senses are extensions beyond the normal, such as the ability to hear



subsonic or ultrasonic sound or the power to see ultraviolet light or heat. One useful option is the ability to sense pressure waves in the air with keen awareness, much like a fish's lateral line sense, or the ability to use echo-location like a bat. While it may take a period of adjustment, any human mind can generally adapt to understanding an expanded sense in 1 day with a successful DC 15 Wisdom check. Until then, you can't take reactions and can't use the new sense in any useful manner. Generally, an extraordinary sense gives you either tremorsense 40 feet or blindsight 40 feet.

Extradimensional Sense (Legendary). Some aliens have senses that no earthly being is able to process. When input from these senses is sent to a humanoid brain, the result is a severe shock to the system. In a game using dread (page 72), this generally functions as a disturbing discovery that shakes a person's sense of self to the core, inflicting disadvantage on the Wisdom saving throw against dread. The more alien the sense, the more horrifying and brutal the psychotic break the victim suffers (and the higher the save DC). The only way a human or similarly limited being can ultimately manage to handle a completely alien sense is to gain an insanity (see page 74). At that point, they are able to manage the alien sense normally. Insanity is no obstacle to the mi-go's use for such humans, and the fungi may well set them up as special sentries or guardians for their human contact cult. Extradimensional senses effectively grant the benefits of truesight to a range of 120 feet and also allow seemingly random glimpses into nearby planes of existence such as the Astral Plane, the Ethereal Plane, the Faerie Plane, or the Shadow Plane.

SILVER KEY

Wondrous item, very rare or legendary (requires attunement)

As long as you touch it and are attuned to it, this small, elaborate silver key grants you the benefit of the Dreamer feat (page 67). If you already have the Dreamer feat, the key allows you to travel to the Dreamlands even if your dream-form is dead. While you use the key to travel to the Dreamlands, it vanishes from your body and reappears upon your awakening. If you die in the Dreamlands, the *silver key* vanishes.

In addition, the key has 3 charges. While you are attuned to it, you can spend 1 charge to use the key to cast *plane shift* or *teleport*. The key regains 1d3 expended charges daily at dawn.

Time Travel. Some particularly powerful *silver keys* allow you to travel to another time with either spell, but you arrive only within 1d100 years of your intended time if you do. Such a *silver key* is a legendary item, as rare as a minor artifact.

SPHERE OF NATH

Wondrous item, very rare

When you hold this dark, palm-sized glass sphere, it lets you borrow the magical attributes of another location you

are familiar with regardless of distance. For example, you can use the advantage of magical standing stones on a mountaintop while you are actually in a basement many miles away, an underwater cavern, or your own wizard's tower. In a sense, you are in two places at once. The effects of the sphere do not extend beyond your person, so your companions do not gain any protective benefits of the location.

The sphere's magic also allows you to remotely meet any location component of a spell, such as a summoning that must be conducted in a particular place. A spell you cast with the aid of the sphere still takes effect from your location, not from the location the sphere is connected to.

STARSTONE OF MNAR

Wondrous item, uncommon (requires attunement)

While you hold this stone in hand and are attuned to it, you get a +3 bonus on Intelligence, Wisdom, and Charisma saving throws against the abilities of aberrations, monstrosities, oozes, and all creatures closely associated with the Cthulhu Mythos (GM's discretion).

TCHO-TCHO OCULUS

Potion, common (fish eye) or uncommon (bird or human eye)

A small bottle of brine preserves this eye, chanted over and pickled in special drugs and spices. Human eyes are traditional and most effective, but other eyes are also useful. When you consume the oculus (an action), you gain a benefit according to the type of eye.

Bird Eye. The eye of a keen-eyed animal such as a bird grants advantage on Wisdom (Perception) checks for 10 minutes and allows you to make passive Intelligence (Investigation) checks to foil illusions that you can see during that time. (You do not gain advantage on these checks.) You also have advantage on initiative rolls.

Fish Eye. The eye of a weak-eyed animal such as a fish grants advantage on Wisdom (Perception) checks that rely on sight for 1 minute.

Human Eye. A humanoid eye grants advantage on Wisdom (Perception) checks that rely on sight for 8 hours and allows you to make passive Intelligence (Investigation) checks to foil illusions that you can see clearly during that time. You have advantage on all saving throws against sight-based illusions and Intelligence checks to foil illusions until the magic ends.

TIARA OF MNAR

Wondrous item, uncommon

This small tiara always glistens like it's just been polished. While you wear it, you are immune to exhaustion. Each time the tiara prevents you from gaining one or more levels of exhaustion, it stores that many charges. When the tiara is removed, all the charges are expended and you must make an equal number of DC 10 Constitution saving throws. For every failure, you gain one level of exhaustion.

TWSHA

Wondrous item, very rare (proto-shoggoth) or legendary (shoggoth)

You can manipulate this small blob of protoplasm to control the actions of one specific shoggoth or proto-shoggoth from which the blob was taken. You must maintain constant mental focus while clutching and controlling the blob with both hands as an action each round to maintain control. If you cease concentrating (as if on a spell), the shoggoth or proto-shoggoth escapes your control and can act normally until its *twsha* is used again. To use the *twsha*, a successful Wisdom (Animal Handling) check is required every 10 minutes or the creature is released (DC 17 for a proto-shoggoth, DC 19 for a shoggoth). After 10 minutes of uninterrupted concentration, you can attempt to bring a shoggoth back under control with a successful Wisdom (Animal Handling) check (DC 19 for a proto-shoggoth, DC 21 for a shoggoth). Because the creature can sense who uses the *twsha*, the item is extremely hard to come by, and rarely will one be found for sale.

ULTRA-VIOLET RESONATOR

Wondrous item, legendary

The ultra-violet resonator has 7 charges. When activated as an action, it consumes 1 charge and conjures 1d4 random entities from other planes of existence (as a conjure fey spell, but they can also be any creatures from Chapter 9) into its plane of existence, allowing creatures in the resonator's vicinity to see them, touch them, and communicate with them. The entities remain for only 1d6 rounds, then return to their proper plane of existence. The resonator regains 1 charge every 30 days.

ARTIFACTS

LESSER PALLID MASK

Wondrous item, artifact (requires attunement)

Lesser pallid masks are masks that have been shed from the original *Pallid Mask* belonging to the King in Yellow (see page 221) and retain some of its cosmic power. They possess three random properties, as well as bestowing the abilities of *Cutting Insights* and *Undetectable Presence* on the wearer.

Random Properties. Each *lesser pallid mask* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Cutting Insights. While wearing the *lesser pallid mask*, you have advantage on all Intelligence- and Wisdom-based checks.

Undetectable Presence. Observers do not notice your presence unless you interact with them personally while you wear the mask. Even interactions between you and other creatures that the observer has already noticed do not alert observers to your presence. Once your presence is known, you can be observed normally by that observer until the next dawn. This feature does not hide you from senses other than vision, hearing, and scent.

Destroying a Mask. A *lesser pallid mask* appears fragile but is impervious to damage. It shatters if worn in a *zone of truth* while the wearer hears the King in Yellow speak a secret truth.



R'LYEH DISK FRAGMENT

Wondrous item, artifact

This jagged green stone slab looks like it's a part of a strange puzzle. There are multiple fragments, each a part of the original *R'lyeh Disk*. In addition to the item's random properties, the possessor of a *R'lyeh Disk fragment* can call upon aid from the deep

and participate in awakening Cthulhu.

Random Properties. Each *R'lyeh Disk fragment* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Aid from the Deep. Any aquatic aberration (and other entities closely associated with Cthulhu at the GM's discretion) within 50 feet of the fragment has advantage on Constitution saving throws. Whenever such a creature hits with a weapon attack, it deals an additional 1d6 damage of the weapon's type. Finally, each such creature gains 10 temporary hit points when it enters this area. The temporary hit points last until the next dawn. A creature can't gain temporary hit points this way again until the next dawn.

Awakening Great Cthulhu. Once all the pieces of the *R'lyeh Disk* have been put together and bound in a special ritual known to few, the complete disk can be used to awaken Cthulhu. He is not under the awakener's control.

Destroying a Fragment. When an *Elder Sign* (see page 102) is inscribed on a *R'lyeh Disk fragment* using the blood of a starspawn, the fragment disintegrates.

R'LYEH TABLET

Wondrous item, artifact

This green stone slab is marred by deep cracks. It is covered in eldritch markings. The tablet has unknown and potent properties, and also conveys dark dreams of R'lyeh upon all daring or foolish enough to sleep within its vicinity.

Random Properties. The *R'lyeh Tablet* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Dreams of R'lyeh. Any creature that sleeps within 100 feet of the *R'lyeh Tablet* has constant dreams of Cthulhu and being in R'lyeh. During these dreams, all subjects psychically enter that place, as if by an *astral projection* spell, returning when they awaken from sleep. If the astral body is holding an object when its physical body awakens and the astral body vanishes, the object teleports to the awakening physical body; the item appears in the creature's hand when it wakes. Any dreamers that are killed, knocked unconscious, or imprisoned while dreaming cease to exist outside R'lyeh, and all memory of their outside existence is erased. A creature can retain its memory of the vanished individual with a successful DC 20 Intelligence saving throw.

Destroying the Tablet. The *R'lyeh Tablet* is immune to damage, but only when it is not in R'lyeh. While there, it can be damaged normally (AC 17; 100 hp; resistance to fire damage; immunity to poison and psychic damage).

SHINING TRAPEZOHEDRON

Wondrous item, artifact

Through the shining surfaces of this massive crystal trapezohedron, one can see through all time and space. At first glance, it appears to be a many-faceted egg-like or nearly-spherical stone about 4 inches across. Its facets are distinctly irregular. The crystal is nearly black and has red striations. Typically, the *Shining Trapezohedron* is kept in a lidded metal box that can be opened or closed with the Use an Object action.

Although its creation is beyond the skill of any humanoid, it is probably not unique. Multiple *Shining Trapezohedrons* are likely scattered across various planets where alien intellects seek Nyarlathotep's knowledge and power. Their powers vary, but all can grant visions out of time and

summon the Haunter of the Darkness.

Random Properties. The *Shining Trapezohedron* has the following random properties:

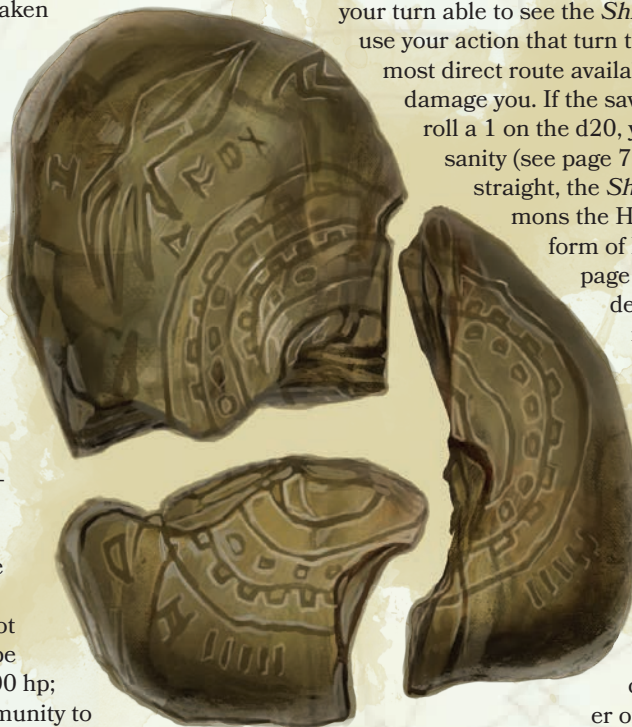
- 2 minor beneficial properties
- 1 major beneficial property
- 1 major detrimental property

Visions out of Time. For every 4 rounds that you look into the *Shining Trapezohedron*, you can cast *divination* without using a spell slot; when you do this, you must also succeed on a DC 10 Wisdom saving throw or become magically frightened of the *Shining Trapezohedron* for 1 hour. The response is always a vision of another world, potentially in another time, and it might relate only very distantly to your question. The GM decides what you glimpse, which always reveals some truth, principle, or secret, but often not the one you sought. If you are already frightened and fail on your saving throw, for the next hour, if you start your turn able to see the *Shining Trapezohedron*, you must use your action that turn to Dash away from it by the

most direct route available that wouldn't automatically damage you. If the save fails by 10 or more or you roll a 1 on the d20, you gain a second-degree insanity (see page 74). If you watch for 40 rounds straight, the *Shining Trapezohedron* summons the Haunter of the Dark (an avatar form of Nyarlathotep described on page 233). The Haunter is not under your control. If the Haunter is slain, it can't be summoned again until the stars are right to restore its connection to the *Shining Trapezohedron*, which might take many years.

Summons in Darkness. When the *Shining Trapezohedron* spends an entire round in complete darkness (such as if it is in a lightproof box that is closed), it summons the Haunter of the Darkness. The Haunter is not under your control and is likely to attack and eat you and any nearby creatures. If the Haunter is slain, it can't be summoned again until the stars are right to restore its connection to the *Shining Trapezohedron*, which might take many years.

Destroying a Shining Trapezohedron. The *Shining Trapezohedron* has AC 23 and is immune to acid, bludgeoning, necrotic, piercing, poison, and slashing damage. It is vulnerable to radiant damage. It has 200 hit points and regains all its hit points at the start of each round. If it is reduced to 0 hit points, it implodes catastrophically in an interdimensional vortex that spreads for miles around in an instant. The vortex exchanges all creatures, objects, and terrain within a 10-mile-radius circle with those within 10 miles of whatever location it last glimpsed as part of the trapezohedron's Visions out of Time.





TEXTS OF THE CTHULHU MYTHOS

Ancient tomes of lore and their various translations and versions are a core theme and signature of the Mythos. These texts are a major source of power, for both heroes and villains alike, and even the grisly monsters of the Mythos value them. These texts are as rare and difficult to acquire as magic items, and their availability is up to the GM to decide.

Mythos texts teach not only the rituals and summoning ceremonies for entities of the Mythos, but also provide useful information about the history, nature, and threat posed by them. Knowing how the dark young of Shub-Niggurath prefer to serve their terrible Mother constitutes useful information when negotiating with one.

These texts also pose a threat. The information they provide can boost a person's knowledge of Yog-Sothothery, but it also tends to destroy the reader's sanity and grip on reality. If your game uses the dread rules in Chapter 4, reading such a text for the first time is always at least a minor disturbing discovery, and each book can contain multiple such discoveries.

Each Mythos text is unique, even if multiple copies exist. Different versions of the same text may vary widely in structure and even content. The terrible truth is that all versions are authentic in their own way, and seeking to reconcile even two copies of the same text has driven many a researcher hopelessly mad.

A number of the more famous Mythos texts are listed starting on page 133 with some of their traits and features. Many others exist, safely beyond the bounds of mortal knowledge—for now. Because these books are obscure and precious things, each has a rarity like a magic item rather than a price.

RESEARCHING A TEXT

Comprehending the nuances of one of these texts is a challenging process of research that uses the following rules.

Every Mythos book has an ability check DC, which represents the intricacy or confusing nature of the book's contents, and a save DC, which reflects the dangers of investigating the topics in the books for a mortal mind.

To research a specific topic or question within a book, you must succeed on an ability check, using one of the skills or tools listed in the book's entry. Each book also has a minimum DC for ability checks using that book. If an ability check is to learn or recall information with a higher DC, use the higher DC.

Attempting an ability check to research a text requires an uninterrupted 8-hour period of research, which can't be made as a passive check. Each 8-hour period of research on the same question grants a cumulative +1 bonus to the ability check. If you stop researching a given topic in the same book for 30 days or more, you lose any relevant bonuses gained for researching in that book thus far. One additional character can use the Help action to assist a primary researcher if both characters have their own copies of the text or another text on the same topic. The helper must assist for 8 hours to grant the primary researcher advantage.

Succeeding at an ability check to research reveals facts as normal for a successful ability check. This information might be incomplete or misleading or simply reveal that this book lacks the information but that another book has it, as appropriate for the topic and the text in question. For every 5 points by which the ability check exceeds the DC, further details on

the topic (if any) are revealed. If the researcher rolls a 20 on the d20 for this ability check, an additional relevant fact is revealed. Conversely, if the researcher rolls a 1 on the d20 for this ability check, the check is automatically a failure, and any dread resulting from that research check increases by one level (if the researcher's saving throw fails; see below).

THE RISKS OF MYTHOS RESEARCH

Every research check made with one or more Mythos books exposes the reader (and anyone providing aid) to concepts unhealthy for mortal minds to contemplate. Regardless of whether the ability check succeeds, each reader must make a saving throw against dread (described

in chapter 4). The save DC of this dread is either equal to the text's listed DC or as normal for a disturbing discovery relevant to the topic being researched, whichever is higher. Because disturbing material permeates each text, no topic can be researched that avoids this risk, except in very unusual circumstances (entirely at the GM's discretion). The dread from this research lasts until the character finishes two long rests without gaining dread in between or the normal duration for the disturbing discovery, whichever is longer.

Non-Combat Experience. Researching one of these books can provide useful experience for characters, and the GM is encouraged to award experience points for successful discoveries, whether the characters acquire dread or insanity or resist it. Award an amount of experience as if the characters defeated a foe of a challenge rating equal to one-fifth to one-third the book's complexity, depending on the level of risk and challenge.





Without Dread. If your game doesn't use the dread rules in Chapter 4, always use the save DC listed for the text and failure always results in a long-term madness. Failing when already maddened this way produces an indefinite madness. If your game also doesn't use madness, treat the researcher as frightened of everything related to the book and the research topic for the noted duration.

ABILITY CHECK BONUS

Due to the depth and complexity of its content, each of these books grants a bonus on all ability checks made to research that book, including formula rituals (see chapter 5) within.

When successfully researched, a text's lore also provides useful clues on related topics even when the text isn't being actively consulted. Once you succeed on an ability check to research the text, you gain the ability to use the listed bonus on one other ability check with that skill. The ability check must be attempted within 30 days or the bonus is lost. You can choose to apply the bonus after rolling the ability check but before the GM says whether the check succeeded. You lose the bonus after it is used, when a month passes, or when you gain another bonus from the same or another text.

SPELLS AND MAGIC ITEMS

Many Mythos books contain spells, especially formulas, which are not generally apparent to a casual reader. A reader notices them after a successful ability check to research the text. Some texts also include instructions for creating magic items or alchemical adventuring gear described earlier in this chapter. A spell in a Mythos text is the same as a spell in a spellbook; a wizard can copy any such wizard spells without an ability check once it is detected. All spells in these texts are found in Chapter 5.

MYTHOS TEXTS

Uncommon

The Celaeno Fragments
The Eltdown Shards
R'lyeh Text
The Zanthu Tablets

Rare

The Book of Dzyan
The Book of Eibon
Cryptical Books of Hsan (one book)
The Pnakotic Manuscripts
Revelations of Gla'aki

Very Rare

Cryptical Books of Hsan (all seven collected)
Cultes Des Goules
De Vermis Mysteriis
Von Unaussprechlichen Kulten

Legendary

The King in Yellow
The Necronomicon

TEXT DESCRIPTIONS

Adventurers and investigators can find and research the following texts, which are summarized on the Mythos Texts table by rarity. Note that while these texts have rarities like magic items do, they are rarely as useful as permanent magic items. If you as the GM choose to place a text as treasure, think of it like a single-use magic item in terms of its effect on the game.

THE BOOK OF DZYAN

Text, rare

Ability Check DC 20

Ability Checks +2 Arcana, +2 Yog-Sothothery
Save DC 15

This work is an ancient text from a far-away land, which contains "unwelcome truths": cosmic revelations inimical to any human mind, which the Book tries to reconcile. As such, it describes accounts of mental and physical rites which are protective to mortals, as well as details about otherworldly threats and how to deal with them.

Formulas. This book contains the following formulas: *protective aura* and *secret mouth*. You get a +2 bonus on ability checks made to cast these spells as formulas while consulting this text.

Other Spells. This book contains the following spells: *contrary melody* and *impossible arithmetic*. If you cast bard spells, you can learn a spell in this book in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell.

THE BOOK OF EIBON

Text, rare

Ability Check DC 22

Ability Checks +2 Arcana, +2 History, +2 Yog-Sothothery
Save DC 17

Written by the antediluvian wizard Eibon, this is one of the strangest and rarest books on the Mythos. It contains accounts of the many deeds and events of Eibon's life, as well as those of his contemporaries in ancient Hyperborea, but also recounts his oft-fearsome and compelling prophecies. Eibon traveled to distant worlds, dealt with Tsathoggua face-to-face, and wielded powers so impressive they have lingered in lore and occult tales for tens of thousands of years.

Formulas. This book contains the following formulas: *bind byakhee*, *contact formless spawn*, *Elder Sign*, and *lure byakhee*. You get a +2 bonus on ability checks made to cast these spells as formulas while consulting this text.

Other Spells. This book contains the following spells: *cursed slumber*, *lethargy of Tsathoggua*, *sign of Eibon*, *transport to Yondo*, and *Voorish sign*. If one of these spells is on your class list, you can learn that spell in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell. If you have the Mystic Arcanum feature, you



can lose one 9th-level Mystic Arcanum spell to gain *curse slumber* in its place by succeeding on an Intelligence (Arcana) check to research the new spell.

THE CELAENO FRAGMENTS

Text, uncommon

Ability Check DC 18

Ability Checks +1 Religion, +1 Yog-Sothothery

Save DC 14

This was originally a bundle of transcripts written by Dr. Laban Shrewsbury, who claimed to have visited the fabled library of Celaeno in a distant star system. It contains notes about the library itself, other works that are found there, and what Shrewsbury calls the “pantheon” of Outer Gods. Most scholars view the Fragments as an attempt by Shrewsbury to apply logic to the horror and chaos of the universe. But in this attempt, many useful truths are brought to light that test the limits of mortal perception.

Spells. This book contains the following spells: *hibernation of Ithaqua*, *pipes of madness*, and *song of Hastur*. If one of these spells is on your class list, you can learn that spell in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell. If you have the Mystic Arcanum feature, you can lose one 7th-level Mystic Arcanum spell to gain *hibernation of Ithaqua* in its place by succeeding on an Intelligence (Arcana) check to research the new spell.

CRYPTICAL BOOKS OF HSAN

Text, rare (one book) or very rare (all seven collected)

Ability Check DC 20

Ability Checks varies

Save DC 15

These are ancient scrolls penned by Hsan the Greater over two thousand years ago. Each book has a different topic and contains discussions and instructions to execute spells and rituals related to that topic. Successfully researching one of the Cryptical Books applies a boon to a particular spell of your choice. Generally, the spell must be of a level lower than the highest-level spell you can cast, not counting spells you can only cast as a formula. Changing which spell the boon applies to requires successfully researching the book again. Some editions of these books also contain spells of the relevant type.

These books are most often found individually, rather than as a group, and there is a legend of an eighth Cryptical Book, which is the rarest and most powerful.

Book One (+2 Arcana, +2 Medicine, +2 Nature). This book discusses the works of the Yellow Emperor and his amazing healing abilities. It improves spells dealing with resurrection and life. When you successfully research the book, choose a spell that restores hit points. When you cast that spell using a spell slot, you add the spell slot level to the hit points restored.

Book Two (+2 Arcana, +2 Religion). This book covers cannibalism, necrophagy, and the disposal of corpses. It improves spells dealing with ghouls, wamps, and other scavenger-beings. When you successfully research the book, choose a spell that can target a creature. When you cast the spell targeting a scavenger, the target takes a -3 penalty to any saving throws against the spell.

Book Three (+2 Arcana, +2 Yog-Sothothery). This book explains the characteristics of the entities of the air. It improves spells that affect flying beings such as byakhee or hunting horrors. When you successfully research this book, choose a spell that can conjure or target a creature. When you cast the spell to target a creature with a flying speed, that creature takes a -3 penalty on any saving throws against the spell. When you cast the spell to conjure a creature with a flying speed, the creature's flying speed increases by 10 feet while the spell's duration lasts.

Book Four (+2 Arcana, +2 History, +2 Yog-Sothothery). This book examines entities of the earth and subterranean areas. It improves spells that summon or influence bholes, gugs, and other burrowing beings. When you successfully research this book, choose a spell that can conjure or target a creature. When you cast the spell to target a creature with a burrowing speed, that creature takes a -3 penalty on any saving throws against the spell. When you cast the spell to conjure a creature with a burrowing speed, that creature's burrowing speed increases by 10 feet while the spell's duration lasts.

Book Five (+2 ability checks with alchemist's supplies, +2 Arcana, +2 History, +2 Yog-Sothothery). This book lists entities of time and other dimensions. It contains the spell *conjure hound of Tindalos* as well as a pharmacopeia of drugs that can be used to glimpse other times and to survive space travel (including Plutonian drugs and space mead). When you successfully research this book, choose a spell that alters time's flow (such as *haste* or *slow*) or that conjures a creature alien to time's normal flow (such as a hound of Tindalos). When you cast the chosen spell, its maximum duration is doubled.

Book Six (+2 Arcana, +2 History, +2 Yog-Sothothery). This book presents a study of the plateaus of Leng and Kadath, as well as their histories and inhabitants. It includes the instructions for *gates* that lead to these areas and also to the Dreamlands. When you successfully research this book, choose a spell that can target a creature. When you cast it on a creature from Leng or Kadath, that creature takes a -3 penalty on its saving throw.

Book Seven (+2 Religion, +2 Yog-Sothothery). This book is devoted to the general pantheon of the Outer Gods, focusing especially on Nyarlathotep and Azathoth. It invents a very bureaucratic organization for these deities. When you successfully research this book, choose a spell associated with Nyarlathotep and Azathoth (such as *enlightenment of the blind idiot god* or *nuclear chaos*). When you cast the chosen spell using a spell slot, you treat it as if you had cast it using a spell slot of the next level higher. This benefit isn't cumulative with any other effect that increases a spell's effective spell slot level.

CULTES DES GOULES

Text, very rare

Ability Check DC 24

Ability Checks +3 Arcana, +3 Religion, +3 Yog-Sothothery
Save DC 18

Written by the Comte d'Erlette several centuries ago, this work has two main thrusts. In part, it discusses the structure and beliefs of cults that worship the Great Old Ones and the Outer Gods, though in a rather general way. Second, it is a work of the deadliest black magic: a grimoire that contains all necessary information for performing a wide variety of rituals and magic effects. Its greatest weakness is that it has few dismissal or protective effects; rather, it focuses on loosing dangerous creatures upon an enemy and spells that harm others.

Formulas. This book contains the following formulas: *acid blood curse*, *avatar of the Black Goat with a thousand young*, *obscene fertility rites of Shub-Niggurath*, *summon dimensional shambler*, *venomous fangs*, and *Yellow Sign*. You get a +3 bonus on ability checks made to cast these spells as formulas while consulting this text.

Other Spells. This book contains the following spells: *consume likeness*, *ferox*, and *melt flesh*. If one of these spells is on your class list, you can learn that spell in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell.

THE ELTDOWN SHARDS

Text, uncommon

Ability Check DC 18

Ability Checks +1 History, +1 Nature, +1 Yog-Sothothery
Save DC 14

These fragmentary writings were found in an early Triassic stratum on Earth. Two discoveries of the shards were made in different locations. One consisted of 23 separate tablets, while the second discovery was of 42 tablets, seven of which were common to the first find. Most of the individual shards are incomplete and some are fragmentary in the extreme. Though discovered from an era in which the great race of Yith ruled that planet, the Eltdown Shards seem to have been written by an enemy of the yithians. They contain information on many pre-human and long-lived races and entities, as well as extensive lore on the nature and weaknesses of the yithians.

Formulas. This book contains the following formulas: *contact Ithaqua* and *contact yithians*. You get a +1 bonus on ability checks made to cast these spells as formulas while consulting this text.

Other Spells. This book contains the following spells: *enlightenment of the blind idiot god*, *mist of R'lyeh*, and *wave of oblivion*. If one of these spells is on your class list, you can learn that spell in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell. If you have the Mystic Arcanum feature, you can lose one 6th-level Mystic Arcanum spell to gain *wave of oblivion* in its place by succeeding on an Intelligence (Arcana) check to research the new spell.

THE KING IN YELLOW

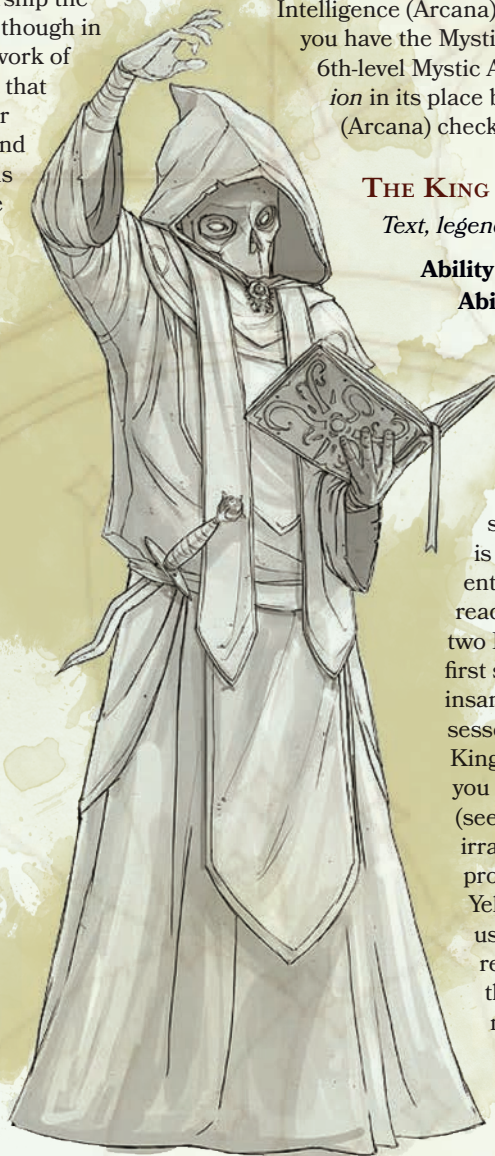
Text, legendary

Ability Check DC 20

Ability Checks +2 Religion, +2 Yog-Sothothery
Save DC 20

This fabled play might have been penned by the King in Yellow himself. It has two acts and is rarely performed. The first act is simple, almost banal; the second act is of unearthly, poisonous beauty that enthralls the mind and soul. When you read it for the first time, you must make two DC 20 Wisdom saving throws. If the first save fails, you gain a third-degree insanity (see page 79), becoming obsessed with seeking out and serving the King in Yellow. If the second save fails, you also gain a second-degree insanity (see page 79), generally obsession or irrational hatred. While the play does provide indirect clues about the King in Yellow, Hastur, and their interests, it is usually deemed far too dangerous to read. Reading this play usually draws the attention of the King and his minions, who might quickly appear. On those rare occasions when the play is performed on stage, the entire audience is exposed as if they had read the play and must make Wisdom saving throws as described above.

Formulas. This book always contains the ritual *He Who Must Not Be Named*. There is a 50% chance the book contains the following additional formulas: *bind byakhee* and *lure byakhee*. You get a +2 bonus on ability checks made to cast these spells as formulas while consulting this text. If you cast bard spells, you can learn *bind byakhee* or *lure byakhee* in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell.





THE NECRONOMICON

Text, legendary

Ability Check DC 25

Ability Checks +3 Arcana, +3 History, +3 Nature, +3 Religion, +3 Yog-Sothothery

Save DC 19

This is hands-down the most famous and most lethal of all the ancient books of the Mythos. The original version was penned by Abd al-Azrad and is also known as Kitab al-Azif. It always contains specific sections about the following:

- Creatures that live beyond the threshold of material space
- Information on other planes of existence
- Formulae for resurrecting the dead, opening *gates* to other dimensions, and performing dark rituals
- Instructions for making certain artifacts and alchemical powders and potions
- Passages with information about a wide variety of Great Old Ones and creatures

The *Necronomicon* is easily the most complete tome of Cthulhu Mythos knowledge widely known to mortals. However, most copies of the book are incomplete and no two printings (or transcriptions) are even mostly alike. The book is heavily layered in symbolism, Aklo-based allegory, and other methods of obfuscation.

Formulas and Other Spells. Almost any Mythos spell can be found within, including most or all of those in Chapter 5. You get a +3 bonus on ability checks made to cast these spells as formulas while consulting this text. If one of these spells is on your class list, you can learn that spell in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell. If you have the Mystic Arcanum feature, you can lose one Mystic Arcanum spell to gain a spell in the book from your class list of an equal spell level in its place by succeeding on an Intelligence (Arcana) check to research the new spell.

THE PNAKOTIC MANUSCRIPTS

Text, rare

Ability Check DC 21

Ability Checks +2 Arcana, +2 History, +2 Nature, +2 Yog-Sothothery

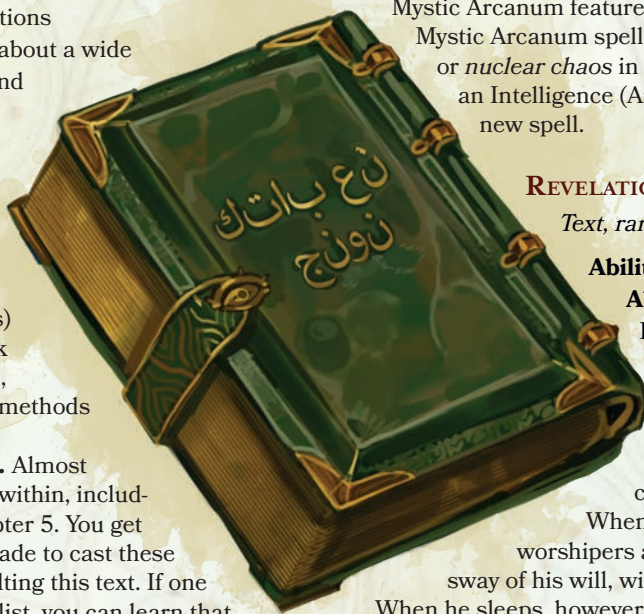
Save DC 16

Created originally by the great race of Yith, there are over a thousand individual fragmentary bits of scroll that comprise these manuscripts. They started as excerpts from the great race's pre-Pleistocene records, but were later expanded upon by pre-human entities, then again in

the Dreamlands. They contain scientific, geographic, and historical lore, as well as accounts of dealings with many Mythos beings. For example, fragment 595 contains a lengthy sequence which tells of a battle between yithian forces and some of Cthulhu's starspawn allies. Because of the incomplete nature of the Manuscripts, the accounts are often frustrating, but they do provide fascinating glimpses into the pre-human universe.

Formulas. This book contains the following formulas: *brew space mead* and *contact yithians*. You get a +2 bonus on ability checks made to cast these spells as formulas while consulting this text.

Other Spells. This book contains the following spells: *ancient sorcery of serpentfolk*, *gaze of Ghatanothoa*, and *nuclear chaos*. If you cast sorcerer spells, you can learn *ancient sorcery of serpentfolk* in place of one of your 6th-level or higher spells known by succeeding on an Intelligence (Arcana) check to research the new spell. If you have the Mystic Arcanum feature, you can lose one 7th-level Mystic Arcanum spell to gain *gaze of Ghatanothoa* or *nuclear chaos* in its place by succeeding on an Intelligence (Arcana) check to research the new spell.



REVELATIONS OF GLA'AKI

Text, rare

Ability Check DC 21

Ability Checks +2 Arcana, +2 History, +2 Yog-Sothothery

Save DC 16

This is the holy text of the worshipers of Gla'aki, a Great Old One whose cultists are largely undead.

When Gla'aki is awake, his slaves/worshipers abide completely under the sway of his will, without minds of their own.

When he sleeps, however, they become autonomous, and during one such period, some of his cultists wrote down fragments of what they remembered from Gla'aki's mind and their own activities, and what they see as the true nature of the universe. The serious psychoses and breaks with reality suffered among Gla'aki's victims make the Revelations non-sequential and difficult to interpret. They provide a terrible and wonderful peek into an alien god's brain.

Spells. This book contains the following spells: *green decay*, *mimic form of Nyarlathotep*, and *zyngaya*. If you cast warlock spells, you can learn *green decay* in place of one of your 3rd-level or higher spells known by succeeding on an Intelligence (Arcana) check to research the new spell. If you have the Mystic Arcanum feature, you can lose one Mystic Arcanum spell of the same spell level to gain *mimic form of Nyarlathotep* or *zyngaya* in its place by succeeding on an Intelligence (Arcana) check to research the new spell.

R'LYEH TEXT

Text, uncommon

Ability Check DC 19

Ability Checks +1 History, +1 Yog-Sothothery

Save DC 15

Written in approximately 11,000 BCE, the *R'lyeh Text* deals most extensively with the deep ones, Father Dagon and Mother Hydra, Great Cthulhu and his starspawn, and so forth. Other related beings (such as Ghatanothoa) are also described, albeit in less detail. It contains prophecies, some of which were long ago fulfilled (such as the sinking of Mu), and others which have not yet been fulfilled (such as the rising of R'lyeh, and the unleashing of the other-wise-unknown Thing That Waits in Darkness).

Formulas. This book contains the following formulas: *call of Cthulhu* and *contact deep ones*. You get a +1 bonus on ability checks made to cast these spells as formulas while consulting this text.

Other Spells. This book contains the following spells: *curse of Yig*, *dream sending of Cthulhu*, and *kiss of Dagon*. If one of these spells is on your class list, you can learn that spell in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell. If you have the Mystic Arcanum feature, you can lose one Mystic Arcanum spell of the same spell level to gain *curse of Yig* or *dream sending of Cthulhu* in its place by succeeding on an Intelligence (Arcana) check to research the new spell.

DE VERMIS MYSTERIIS

Text, very rare

Ability Check DC 24

Ability Checks +3 Arcana, +3 History, +3 Yog-Sothothery

Save DC 18

Written by Ludvig Prinn, an ancient alchemist and necromancer who was burnt at the stake, *De Vermis Mysteriis* is an eldritch and bizarre spellbook. Its pages are full of spells and rituals that summon strange entities, familiars, and creatures from beyond space and time. It also has a number of rituals for contacting and dealing with Great Old Ones, Outer Gods, and their minions.

Formulas. This book contains the following formulas: *bind star vampire*, *call servitor of the Outer Gods*, *essential salts*, *lure star vampire*, *Red Sign*, and *summon hunting horror*. You get a +3 bonus on ability checks made to cast these spells as formulas while consulting this text.

Other Spells. This book contains the following spells: *command of the bloody tongue*, *implant dark young*, *remortification*, *shrivel*, and *temporal energy nexus*. If one of these spells is on your class list, you can learn that spell in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell.

VON UNAUSSPRECHLICHEN KULTEN

Text, very rare

Ability Check DC 23

Ability Checks +3 Arcana, +3 Religion, +3 Yog-Sothothery

Save DC 17

Also nicknamed "The Black Book," this work is most concerned with the history and nature of cults of the Great Old Ones and the Outer Gods, including their organization, beliefs, ceremonial practices, and areas of operation. Many extinct cults are described but also many active ones. Some spells and rituals are here, as well as information on matters like where the corpses of ancient, once-worshiped alien beings are interred.

Formulas. This book contains the following formulas: *bind star vampire*, *bride of Sathla*, *call Father Yog-Sothoth*, *He Who Must Not Be Named*, and *lure star vampire*. You get a +3 bonus on ability checks made to cast these spells as formulas while consulting this text.

Other Spells. This book contains the following spells: *dread curse of Azathoth*, *powder of Ibn Ghazi*, and *Sarnath Sigil*. If one of these spells is on your class list, you can learn that spell in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell. If you have the Mystic Arcanum feature, you can lose one 6th-level Mystic Arcanum spell to gain *dread curse of Azathoth* in its place by succeeding on an Intelligence (Arcana) check to research the new spell.

THE ZANTHU TABLETS

Text, uncommon

Ability Check DC 18

Ability Checks +1 Arcana, +1 History, +1 Religion

Save DC 13

This is a slim pamphlet-sized translation of carvings from ancient Mu. Originally written by the wizard Zanthu, it contains a history of the lost continent of Mu and discusses the various Great Old Ones worshiped by the Muvians, including Shub-Niggurath and Ghatanothoa.

Formulas. This book contains the spell *Mao ceremony*. You get a +1 bonus on ability checks made to cast this spell as a formula while consulting this text.

Other Spells. This book contains the following spells: *grace of the King in Yellow* and *Orne's black*. If one of these spells is on your class list, you can learn that spell in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell.



CHAPTER 7: CULTS OF THE MYTHOS

The things had filed ceremonious in one direction, the direction of the noisome wind, where the light of their torches showed their bended heads—or the bended heads of such as had heads. They were worshiping before a great black factor-belching aperture which reached up almost out of sight...

—H. P. Lovecraft, “Imprisoned with the Pharaohs”

Mythos cults typically center around the worship of a particular Great Old One or Outer God. They seek to please or at least placate this deity figure in order to avoid its dreadful attention, earn some tiny fragment of its vast power or knowledge, or nudge its terrible influence toward a personally satisfying end, such as destroying the cult’s enemies, real or perceived.

In general, Mythos cults are not concerned with theology or esoterica, and the bulk of cultists are almost entirely disinterested in spiritual matters. Instead, they are materialistic, wholly focused on immediate or near-future rewards. No one expects an afterlife within these cults; though immortality is certainly one of the rewards some cults crave, they do not look toward any kind of heaven.

The Mythos gives rise to hundreds of different cults, of which a selection is presented in this chapter. The list includes cults to several of the most imposing Mythos entities, but almost any important entity could have a cult grow up around it. For example, if your campaign features Atlach-Nacha, feel free to adjust the details of one of the included cults (such as replacing the goat themes of the Cult of the Black Goat with spider themes).

Gifts. Each cult entry offers a list of “gifts” associated with the cult. These include character options for which the cult trains its members, items the cult crafts, spells it teaches, services it provides, and unusual and strange benefits of association.





CULT OF THE BLACK GOAT

The Cult of the Black Goat worships Shub-Niggurath as a perverted fertility goddess. Its members revel in lust and gluttony and often react to any interaction with anger and aggression for while they are not necessarily stupid, their raw emotions rule rather than intellect. Their cult rituals seem like bloodthirsty orgies to outsiders. Their own lives no longer matter compared to service to the goddess and her needs.

Many of Shub-Niggurath's cultists are lowly deviants, rejected from society as perverts or lunatics. Higher class devotees often start out as dilettantes and hedonists but soon make the changeover to full, paranoid madness. Most members eventually become depraved and licentious serial killers.

Though insane, cultists of the Black Goat generally manage to keep their madness under wraps most of the time, allowing them to appear normal around others. They

live a secret life, in which they are devoted to the Goat, alongside a normal life, in which their neighbors and friends may have no idea about the awful horrors beneath the surface.

Like other Mythos sects, the cultists of the Black Goat are not focused on any kind of coherent afterlife: their reward is in the here and now. Indeed, the cult's massive orgies are their reward for worship. Finding new members increases the pleasure and depth of these demented worship services, in which the awful offspring of the Black Goat take full part. Constantly seeking new meat for their goddess's pleasure, cultists evangelize and lure unsuspecting recruits deeper into the mysteries with promises of increasingly intense carnality.

Sometimes cultists are able to build up a cult in a city or developed area, but more often they restrict their activities to the woodlands and wilderness. Depravity can be found everywhere, and the Goat is flexible and indiscriminating.

Typically, the cult leaders of the Goat are not human: Shub-Niggurath prefers dark young, fungi from Yuggoth, Mythos ghouls, brain cylinders, and other monstrous

forces to lead the lesser human mob. Monstrous minions are often more reliable, particularly compared to human minds warped by the orgies and rituals of the Black Goat's worship. Also, if and when the authorities descend upon such a cult, seeding the ranks with monstrous combatants helps the cult survive. The mi-go make particularly effective masters of these cults, infusing the organization with their alien technology and using the mad humans as expendable resources.

Some cults of the Black Goat take over entire communities. In these cases, they often encourage or force most community members to cross-breed with satyrs and other monsters and drink of the mother's milk, thus devolving into monstrosities themselves. In due course, entire villages of monsters can arise in which everyone is a Mythos satyr, ghoul, or other hybrid. The most deformed villagers stay in hiding except after dark, of course, while those who look more normal wear clothing in an attempt to conceal their true natures. If the cult is careful, other folks may travel through or even visit the cursed land and never know the truth.

GIFTS OF THE BLACK GOAT

Cultists of the Black Goat might have access to any of the following benefits.

Fertility. The cultists' fields, animals, and even their persons are all subject to the influence of Shub-Niggurath's horrific fertility powers. Their cattle might all birth triplets for milking and slaughter, though these offspring are likely to be two-headed or otherwise deformed.

Frenzy. The cultists' total devotion to their emotions allows them to go berserk in combat, ignoring their own safety in their bloodlust. This makes them surprisingly dangerous in a fight, even when unarmed. They often become barbarians and choose the Path of Delirium on page 43. They favor the Frenetic Haste, Inhuman Shriek, and Star Strider features.

Gift of the Mother. Shub-Niggurath often gives her cult leaders and those who have done her services special "presents": living horrors they can (mostly) control and keep for their own. These monsters include mutated animal companions, outer mutant familiars, and even dark young.

Milk of the Mother. Shub-Niggurath's own maternal secretions have amazing mutagenic powers. See the milk of Shub-Niggurath on page 127.

Treasures. Goat cultists led by the fungi from Yuggoth can sometimes procure their technology, including *faulty brain cylinders*, *mist projectors*, and *sensory machines*.



CULT OF THE CRAWLING CHAOS

Nyarlathep, the Crawling Chaos, is notorious for his thousand forms, every one representing a different aspect of the god. Inspired by these varied shapes, each of his cults functions differently, often worshipping a different aspect to suit Nyarlathep's needs for that time and place. All are designed to cause chaos, evoke horror, and sow madness among mortal societies.

Nyarlathep does not often have large or well-organized cults but instead instigates worship as needed for specific jobs or purposes. His devotees are mostly members of small organizations rejected by society: witch covens, gangs of political dissidents, or outcast tribes.

Cultists of Nyarlathep hope that, in gaining his approval, they will also curry favor with the Outer Gods he serves. Perhaps they are correct or perhaps not, but the natural laws of the universe seem to bend to aid them. They tend to have more good fortune, their spells are likelier to work, and random or haphazard events often come out in their favor.

GIFTS OF THE CRAWLING CHAOS

Cultists of the Crawling Chaos, regardless of the aspect they worship, might have access to any of the following benefits.

Command Monster. Cultists are given special privileges with all monsters associated with Nyarlathep in Chapter 8, including hunting horrors, flying polyps, and favored ones of Nyarlathep. They may still need to pay a hunting horror's price to get its services, but the monster will not attack them.

Emissary of the Outer Gods. Service to Nyarlathep means cultists are also accepted, at least to a degree, by the other Outer Gods that he serves. Such entities are less likely to harm or impede such mortal emissaries, assuming they maintain Nyarlathep's favor.

Million Favored Ones. As they age and progress through life, each of Nyarlathep's favored followers will wither and devolve into one of the million favored ones (see page 314): mindless wraiths that accompany Nyarlathep and do his behest in service to the other Outer Gods. It's not much of an afterlife, but it is eternal.

Treasures. Cultists can often gain access to *brazen heads*, *gates*, *Leng glass*, a *lamp of Alhazred*, *space mead*, and *yithian lightning guns*.

COVEN OF THE BLACK MAN

Nyarlathep can choose to take the form of an ordinary human with flesh, eyes, teeth, and nails of blackest pitch. In this form, he presides at the meetings of warlocks and wizards that worship him. The Black Man has no true cult in the sense of an organization, but his awakened followers occasionally work together to learn spells and secrets from the god.



GIFTS OF THE BLACK MAN

The Black Man's students might have access to the following gifts.

Bloody Contract. The Black Man demands that the student sign a contract in blood. In exchange, the student gets access to one or more rare spells.

Pact Magic. This is the form Nyarlathotep most often takes to enter into pacts with solitary warlocks, and with them he favors serving as the Elder Influence patron (see page 57) and typically makes the Pact of the Tome.

CULT OF THE HAUNTER

In this form, Nyarlathotep can only exist in the absence of light, so he typically makes his appearance in underground caverns or windowless structures. As the Hunter of the Dark, he creates cults which are (at least on the surface) respectable religions. They may have structures built right in the middle of cities, where all can see them, and present the semblance of legitimate faith whilst hiding their true nature. Most of the rituals and services do not invoke the Hunter directly but instead focus upon its emblem: a *Shining Trapezohedron* (page 131). Even the trapezohedron need not be physically exposed to the congregation's eyes. It can be kept inside a container or a statue, and thus even many of the actual cultists are deceived as to the true nature of their faith.

The Hunter likes to prey physically upon his own cultists, to keep them from straying or simply as a terrifying surprise for them. This partially sates Nyarlathotep's need not only for devastation but also for human madness and terror.

GIFT OF THE HAUNTER

Cultists of the Hunter might have access to the following significant and ruthless benefit.

The Hunter Strikes. On moonless nights, the priests can send forth the Hunter to destroy those who oppose them. When used to find information about a victim of the Hunter, divination spells and even direct communion with one's god are limited by the Hunter's power. Anyone trying to find out what caused a person's death can only learn that it was the Hunter of the Dark, but not who sent forth the Hunter or for what reason it was done. Nyarlathotep's power absorbs any other attempts to uncover the nature of his cult. He can even block *wishes* and other powerful means of discovery. Cultists thus have a useful means of murder at a distance, which cannot readily be traced back to them.

CULT OF THE HOWLER

As the Howler in Darkness, Nyarlathotep takes the shape of a gigantic thing that, instead of a face, has a long tentacle that reaches quivering to the stars while it shrieks a litany to the Outer Gods. This is one of the most-feared aspects of the Crawling Chaos, and as such, it is a very commonly-worshiped aspect among his cults. After all, the safest way to avoid the god's enmity is to serve him.

The Howler inspires large groups of cultists, such as lost tribes, whole villages, or breakaway sects, all of them seeking the Howler's favor in their quest to seize power. Typically, the entire social unit of the local area is devoted to the Howler, who enthusiastically serves Nyarlathotep's purposes.

To maintain the Howler's form for any length of time or to awaken his presence, his cult must unleash significant death, pain, and madness. Only when the chaos has reached a fever pitch can the ritual to summon the Howler to the mortal world be completed. This normally means that a large and organized body of cultists must work together to bring about the Howler's presence, inevitably sacrificing secrecy and causing significant harm even before they conjure up their dark god.

GIFTS OF THE HOWLER

Cultists of the Howler might have access to any of the following benefits.

Flight. The cultists of the Howler gain the ability to *fly* as the spell. They can do this for the entirety of his howling.

Summoning. When the Howler appears, normally one or more of Nyarlathotep's monstrous minions arrive with him. These typically remain behind after the Howler departs, and the cult can call upon their services for an extended period of time.

Unhallowed Sap. The Howler's form drips a hideous sap from his chest which can be collected and stored for later use. When a creature is covered in the sap (this typically requires a quarter gallon or more), they can *fly* as the spell until the substance dries out, which typically takes 1d3 hours.

CULT OF THE SHADOW PHARAOH

The Shadow Pharaoh is worshiped by the underside of society, typically in large cities or nations. His cultists operate in secret; they are inspired by his will to overthrow the current political or social order. They do not seize the authority they overthrow, but instead they replace the existing social order with the horror and anarchy of the Crawling Chaos.

The Shadow Pharaoh's clandestine forces operate in effect like an organized crime family focused on fomenting nihilism and destruction. Some disenfranchised individuals may begin by joining the Shadow Pharaoh's cult in the hopes of disrupting a corrupt social order or to bring about the dawn of a new age. Over time, however, they sink into madness and hatred and their original goals are subsumed in the devastation his worship unleashes.

GIFTS OF THE SHADOW PHARAOH

Cultists of the Shadow Pharaoh might have access to any of the following benefits.

Contagious Madness. With a ceremony, the Shadow Pharaoh can infect his cultists and an audience with a type of frenzied lust for destruction. This effect creates a dangerous mob that contaminates other people as they draw near, spreading their insanity and vandalism wide. Entire cities can be destroyed in the process. This result of the Shadow Pharaoh's cult requires a sort of critical mass, as well as the Shadow Pharaoh's physical presence during the frantic demolition process. When the Pharaoh leaves, those who were once his militant foes come to their senses, usually horrified by what they have wrought. Inevitably, some few among them exult in secret and find themselves

hoping for more of the same. These the cult seeks out to refresh its numbers.

One-time Adjunct Spells. By signing his dread contract, the Pharaoh's most loyal cultists gain a spell (regardless of whether the cultist could normally cast spells) which they can use one time only to serve his ends (whether intentionally or not). Cultists so blessed must summon the Shadow Pharaoh again and do his bidding before they can receive another spell.

Secret knowledge. The Shadow Pharaoh knows the weaknesses and dark hidden things of those whom his forces would wish to destroy. With this knowledge, they can expose the failings of the high-born, undermine important religious or social leaders, or blackmail the mighty.

RETINUE OF THE BLOATED WOMAN

As the Bloated Woman, Nyarlathotep personally favors a small group of devoted followers. They are secretive and operate outside normal society, in a somewhat similar fashion to the more cerebral followers of the Shadow Pharaoh, but the Bloated Woman's followers are emotional, instinctive, and radical.

GIFTS OF THE BLOATED WOMAN

Cultists of the Bloated Woman might have access to any of the following benefits.

Berserker Frenzy. Cultists are unable to resist the Bloated Woman's every whim and madly seek out her favor. They will do anything to be once more permitted into her presence, and so are the most loyal of fanatics. When prevented from serving her, they fly into mad rages. They favor the barbarian class and the Path of the Berserker.

Contagious Madness. The Bloated Woman's contagious madness is similar to that brought about by the Shadow Pharaoh, except that the mob tends to be more focused on killing people en masse, rather than vandalizing structures. The Bloated Woman herself presides over such episodes of carnage.

SEEKERS OF THE DARK DEMON

The Dark Demon is rarely worshiped directly, and usually manifests only as an adjunct to another Crawling Chaos cult. Occasionally, a person who seeks contact with Nyarlathotep may summon the Dark Demon by accident, not realizing the true horror of the Dark Demon's possession until it is too late.

A husk transformed by the Dark Demon's effect (see page 233) is sometimes revered as one touched by their god and is sometimes mocked and reviled as a fool.





CULT OF GREAT CTHULHU

The sole purpose of a Cthulhu cult is reverence for—and service to—Great Cthulhu and his siblings, the Great Old Ones. Their goal is to provide sacrifices for abyssal monsters, to keep the cult secret by murdering nosy outsiders, and ultimately to awaken Cthulhu when his time inevitably comes.

Cultists believe that after Cthulhu rises—when he will roam wild across the world—they will be free to consume, kill, and take pleasure as they please along with him. Naturally, his cult attracts the vilest of individuals.

Cthulhu's cult recruits almost exclusively along the coasts and from among those who live on ships. Landlocked would-be cultists cannot easily access the wealth that Cthulhu offers, so typically they follow other Great Old Ones.

The cult of Cthulhu has three main categories of members:

Humanoids. Normal humanoids who worship Cthulhu form the vast bulk of the cult, seeking two distinct rewards. First, they are promised that when Cthulhu

comes to clear the world, they will be free to engage in indiscriminate violence, as described above. Second, they gain deep-sea bounty and wealth via contact with abyssal horrors. This wealth often takes the form of valuable objects (statuettes or jewelry) made of gold or silver that mysteriously appear in their fishing nets.

Strange Hybrids. If the deep ones are in an area, they almost always organize as a cult of Dagon (a subset of Cthulhu followers). Humans in such a cult who interbreed with the deep ones produce hybrid offspring who start out looking human but over the years degenerate into the full deep one form. The promise for the humans is that their children will be immortal, while the promise for the hybrids is that they will one day join deep one society. And of course, once the entire community is composed of hybrids—a process that takes only a single generation—their deep one heritage ensures loyalty to the Great Old One's goals.

Deep Ones. The deep ones are not an ancient species and did not interact with the true primordial entities, such as the yithians or elder things. They were created a few thousand years ago by the starspawn, Cthulhu's own race, who sought to form a species which could communicate with, monitor, and if need be, wipe out humanity or the

other surface folk. The deep ones possess the same physical realities as a normal species: bones, digestion, a need to breathe, and so forth. Where they diverge is in their ability to cross-breed with any other vertebrate species, even one that should be completely incompatible from an evolutionary perspective. The deep ones are absolutely loyal to Cthulhu and work to advance his aims whenever possible.

GIFTS OF GREAT CTHULHU

Cultists of Great Cthulhu might have access to any of the following benefits.

Abyssal Horrors. Starspawn recognize and work with human cultists. Usually, the starspawn is in charge, but occasionally Cthulhu sets things up the other way around for unknown reasons.

Blessed of Cthulhu. Certain special cultists are given the mark of Cthulhu. This generally means that part of the cultist's body is transformed into one or more worm-like tentacles. For instance, a blessed one might have an eye replaced with a tendril or their hand might become a cluster of writhing worm-like protrusions. Other possibilities include a circlet of tentacles on the chest or a forest of them in place of hair. Typically, the transformed part of the body—the mark—is kept hidden by the cultist except during special ceremonies. This transformation bestows no special attacks, but does give the cultist advantage on Charisma checks made to influence Cthulhu cultists and indicates Cthulhu himself is more likely to listen when the blessed one interacts with him.

Dreams. Cultists frequently receive special instructions and information from Cthulhu via dream telepathy and the spell *call of Cthulhu* (see page 95).

Shoggoth-twsha. Certain deep ones are appointed to become shoggoth-twshas, specialists able to control shoggoths. The shoggoth-handlers do so with a small amount of enchanted tissue of their personal shoggoth, which they carry with them at all times (see *twsha* on page 130). Unlike other twsha-users, these handlers are able to control shoggoths without an ability check due to Cthulhu's blessing. Each shoggoth-twsha has one particular shoggoth. These individuals are, naturally enough, guarded by the cult, because their death leads to a dangerously uncontrolled shoggoth. Usually, only deep ones gain this blessing, but very rarely, a human might be granted a shoggoth to control, such as if the creature is needed far inland where deep ones prefer not to tread.

Y'ha-Nthlei. Human cultists know how to contact the deep ones off almost any coast, generally using the ritual *contact deep ones* (page 98).

Treasures. Cultists often have access to *chains of the deep*, *idols of Cthulhu*, *starstones of Mnar*, *tiaras of Mnar*, and yithian *lightning guns*.



CULTIC MADNESS OF THE NUCLEAR CHAOS

Scholars know of Azathoth as the chaotic nucleus at the center of the universe, and as such call it the Nuclear Chaos. Azathoth itself is blind, idiotic, and incapable of caring about any kind of worship process, let alone responding to it. Azathoth is essentially the bleak, impersonally destructive nature of the universe made into awful, living reality. As a result, no one in their right mind ever wants this uncontrolled force to come to their world, as such a calamity would lead to nothing but destruction.

Those who want Azathoth's favor typically go about it by worshipping the Crawling Chaos instead. But there exist occasional outbreaks of those who worship Azathoth directly, despite the lack of obvious benefits. Perhaps a servitor of the Outer Gods (see page 366) orchestrated the irrational worship or maybe a mortal found a secret she should not have seen, but it only takes one spark for the madness of Azathoth to begin to spread.

The cult of Azathoth is, by the above definition, composed of maniacs, and will usually call attention to itself eventually. Awareness of Azathoth that spreads too far starts to contaminate people. Madwomen begin to dance frantically in the street. Lunatics shriek and gnash their teeth. Those already insane start to focus their madness on Azathoth and the uncaring, hostile universe around them. This sudden outbreak of contagious madness in a region may come as the result of one of the Crawling Chaos's plots reaching fruition or of Azathoth being summoned to the area and staying too long. It has no understandable purpose other than its own propagation: insanity for its own sake.

Other Mythos cults have insane individuals in their service, but they usually try to conceal their madness, either by caution or isolation. In an epidemic of Azathoth worship, those affected make no effort to hide their growing psychosis. They may believe they are someone else and loudly proclaim their true identity, experience severe mood swings of mania and stark depression, or descend into dementia, violence, or paranoia. They frequently see visions and hear voices, sometimes real, but other times just from their own minds. Regardless of its apparent form, their lunacy is also channeled into service to the Blind Idiot God.

Usually, the spread of the Azathoth cultic madness burns itself out, typically when the authorities wipe out its members, but it can cause great damage during its duration. If the cultists manage to awaken Azathoth and bring it into dire reality in their dimension, it can ravage entire lands or even continents. In the worst-case scenario, a whole solar system can be destroyed by an uncontrolled spread of Azathothic knowledge.

GIFTS OF THE NUCLEAR CHAOS

Those maddened by the Nuclear Chaos might have access to any of the following benefits.

Manifest Lunacy. Each worshipper's madness is



amplified and brought into terrible reality by Azathoth. For example, a cultist with multiple personalities that generally manifest only as different voices or occasional dissociative episodes might have each personality become a distinct person (via illusory or shapechanging magic), wearing unique costumes and having their own separate class levels. If a cultist hallucinates voices, those voices become actual physical entities that can act (at least similar to *unseen servants* but potentially as servitors of the Outer Gods; see page 366). If a cultist is withdrawn, she might become rock-like and immune to all damage except force, psychic, and radiant. Each case is unique and profoundly unsettling.

Treasures. Cultists often have access to *Abboth slime*, *gates*, and *flutes of the servitors*.



CULT OF THE OPENER OF THE WAY

The Opener's followers are typically lone sorcerers, wizards, or other outcasts who seek Yog-Sothoth's power and knowledge. They walk a reckless path, as the Opener wants them to help him return to the world, which would likely destroy everything mortal. His worshipers view their role as support for the Opener and his minions: the god itself is supposed to do the greatest tasks while his worshipers merely assist.

Generally, followers of the Opener owe him their loyalty out of carnal obsession or familial obligation. Yog-Sothoth often breeds with them, producing outer mutants, abominations, or spawn. Thus, the follower's descendants can inherit the world.

At times, a group of like-minded spellcasters may band together under Yog-Sothoth's guidance for a short time, but the Opener's worship more often produces a wider, looser fraternity. Such a far-flung network involves wizards

in several places, all working together, who maintain contact through periodic travel, sending of familiars, or spells. Joseph Curwen leads such a loose-knit group in Lovecraft's *The Case of Charles Dexter Ward*.

More importantly, Yog-Sothoth is a widely known entity among those who study the arcane, so wizards almost everywhere can access his powers, summon him or his servants (by mistake or otherwise), and try to tap into the arcane influence he commands. While Yog-Sothoth's own cult may be loose and small, other Mythos cults respect, fear, and speak highly of the entity himself. Almost any cult's members can access Yog-Sothoth's eldritch powers and summon his monsters. The Opeener's purpose is always the same and quite direct—to expand his influence and enter the world.

GIFTS OF THE OPENER

Cultists of the Opeener might have access to any of the following benefits.

Channel Power. Many of the Opeener's worshipers have great mystical might but lack physical strength. They can channel mystical power into their own bodies to gain physical strength and prowess when fighting. They favor spells like *divine favor*, *ferox* (see page 102), and *magic weapon*.

Immortality. The Opeener can greatly extend the life of his worshipers, though there is always a cost. Always. *The Case of Charles Dexter Ward* contains one such cost: the horrific demise of one's descendants to allow for self-resurrection.

Summoning. The Opeener can be brought physically (at least in part) to the mortal realm, where he can carry out his will, including the creation of outer mutants, abominations, and spawn (see page 351).

They Break Through. Yog-Sothoth's followers are more easily able to create gates to other places, or portals through which the Old Ones can come. In addition, the gates they create can often access times or realms unavailable to other cults. Followers of the Opeener have an easier time procuring obscure material components or acquiring the sigil sequences for the *plane shift* and *teleportation circle* spells. If they are wizards, they favor the School of Ritualism (see page 61) for their Arcane Tradition.

Time and Space. When a cultist of the Opeener is traveling through space or time via magic or technology, the Opeener can act as a guide so they make no error, ensuring they arrive where they intend.

Treasures. Cultists often have access to *Abhoth slime*, *gates*, *Plutonian drugs*, *space mead*, and *silver keys*.



CULT OF THE SLEEPER

Tsathoggua is keenly interested in worshipers because he is always hungry for sacrifice. His cult follows the same natural cycle in almost every case (see below). All the stages of the cult may be present simultaneously on a world or continent, but in any one region or nation, only one stage manifests at a time.

At all times and at all stages, the primary function of the cult is to keep Tsathoggua fed so that he continues to reward his worshipers. Unlike other Mythos cultists, cultists of the Sleeper are often sane and rational, if callously so. Tsathoggua places no premium on madness or destruction for its own sake, and thus his cult can operate in an ordered society—at least for a while.

THE SLEEPER CULT FOUNDED

Initially, only a few unlucky individuals in any given region know about Tsathoggua. The Great Old One may make personal appearances or his formless spawn may contact likely individuals. These people begin worshiping Tsathoggua and start organizing services for fellow cultists. Tsathoggua's cult at this early stage often seems more or less harmless. Only animals (dogs, cows, etc.) are sacrificed to their foul deity, and the obvious benefits of the cult make it seem attractive, at least to those of a low moral nature.

At this stage, the cult may be limited to a particular clan, race, or guild, but it always looks to expand. The cult is not an exclusionary organization and welcomes outsiders as adherents.

THE RISE OF THE SLEEPER CULT

Eventually, the Cult of the Sleeper becomes large and forms a proper church. At this point it is grouped into congregations, each of which has formal worship services, one or more temples, and an organized hierarchy with initiates, acolytes, and priests. These congregations work together as groups to capture and provide victims for the awakening of Tsathoggua. When possible, they attempt to bring their cult to a position of importance in their land.

At this stage, the cult is strong and bold enough to begin kidnapping humans and other intelligent victims to sacrifice to their god. The benefits they receive from this are obvious, even to outsiders, and the cult continues to grow. Typically, the cult still attempts to keep the sacrificial nature and true purpose of the religion at least somewhat hidden.

DOWNFALL OF THE SLEEPER CULT

Unless the cult can achieve a stranglehold on an entire nation, eventually its prominence leads to disaster. The cult's vile practices, kidnappings, and murders, as well as its dealings with hideous formless spawn and other monsters (such as serpent folk), lead the forces of law and order to strike back and try to suppress the Sleeper.

Even if the Sleeper Cult does manage to gain support in high places (for example, by converting a nation's king



or vizier to its number), this can lead to a mass revolt against the horrors it perpetrates. The natural response to the Sleeper is a call for its official ban or even a pogrom against the cult. Sleeper worshipers go into hiding or engage in pitched battles with the authorities. Usually the Sleeper Cult is exposed before it has grown too powerful to be stopped, which spells its doom and near destruction.

But even then it is not gone.

THE SLEEPER IN SECRET

A few cultists almost always remain, often the most intelligent and potent, who believe themselves the true heirs to the Sleeper's legacy. Often, they were warned about the impending destruction through Tsathoggua's *energy nexus* gift (see below) and either believe they were not meant to warn others in the cult or chose not to do so out of jealousy or antipathy. They carry on the lore and the legend of their god. Even if most of the cult dies out, lone individuals sometimes find out about and choose to serve the Sleeper.

These few isolated cultists must function within an overall society in which worship of the Sleeper has been banned. But they still remember the purpose of their god—and, even in secret, kidnap people to provide victims for Tsathoggua.

THE SLEEPER FORGOTTEN

Ultimately, the memory of the Sleeper Cult's crimes fades into history and society forgets the danger the cult poses or even its name. The cycle begins anew with small bands of cultists, just as at first.

GIFTS OF THE SLEEPER

Cultists of the Sleeper might have access to any of the following benefits.

Ancient Sorcery. Tsathoggua's connections enable cultists to learn obscure or rare spells directly from him without the need of texts or magical research.

Cursed Slumber. A cultist can call upon the power of Tsathoggua to enter sleep without interruption for weeks, days, or months. During this time, the cultist needs no sustenance. This can be useful to hide for prolonged periods, which is particularly helpful during a time of suppression.

Energy Nexus. Tsathoggua's powers of precognition will warn a cultist before something terrible happens, either personally or to the cult, often through an item such as a ring of Eibon (page 128) or a spell such as *divination*, *fore-sight*, or *temporal energy nexus* (page 115). This is a key way Tsathoggua's cult endures otherwise total destruction at the hands of authorities.

Items and Lore. Church-based cultists always maintain a temple, which contains either a magic portal leading to Tsathoggua, or else a special statue through which the god can manifest. In return for their service, Tsathoggua, when he manifests, grants them knowledge of minor magic spells or limited-use magic items, including temporary versions of permanent items that last only until it is time to feed again.

Treasures. Cultists often have access to *clithni*, *gates*, formless spawn residue, and *rings of Eibon*.



CULT OF THE WINDWALKER

Those who worship Ithaqua the Windwalker know that their ultimate fate is likely to become a wendigo—a cannibalistic monster that moves with the wind. The Windwalker attracts mostly wild folk, trappers, or other explorers who dwell in the polar regions and form unsophisticated but brutal and murderous cults. In a very real sense, worship of the Windwalker is not a choice, but a logical consequence of his followers' increasing blood lust and ferocity.

Typically, such a cult cannot coexist alongside an agrarian civilization and so forms only on the outskirts of a more civilized land. Raiders or nomads sworn to the Windwalker often maintain a high standard of living parasitically by preying on others. They pillage and loot more stable cities or lands, taking what they will and destroying the rest.

The Windwalker cult starts out small and grows through three stages until it reaches a bloody crescendo of cannibalistic carnage. When the Windwalker's cult reaches a certain critical mass, it begins to spread as a plague, and waves of frantic cultists hurl themselves against entire nation-states, destroying them and moving on as their thirst for plunder and destruction requires.

THE LONELIEST CULTIST

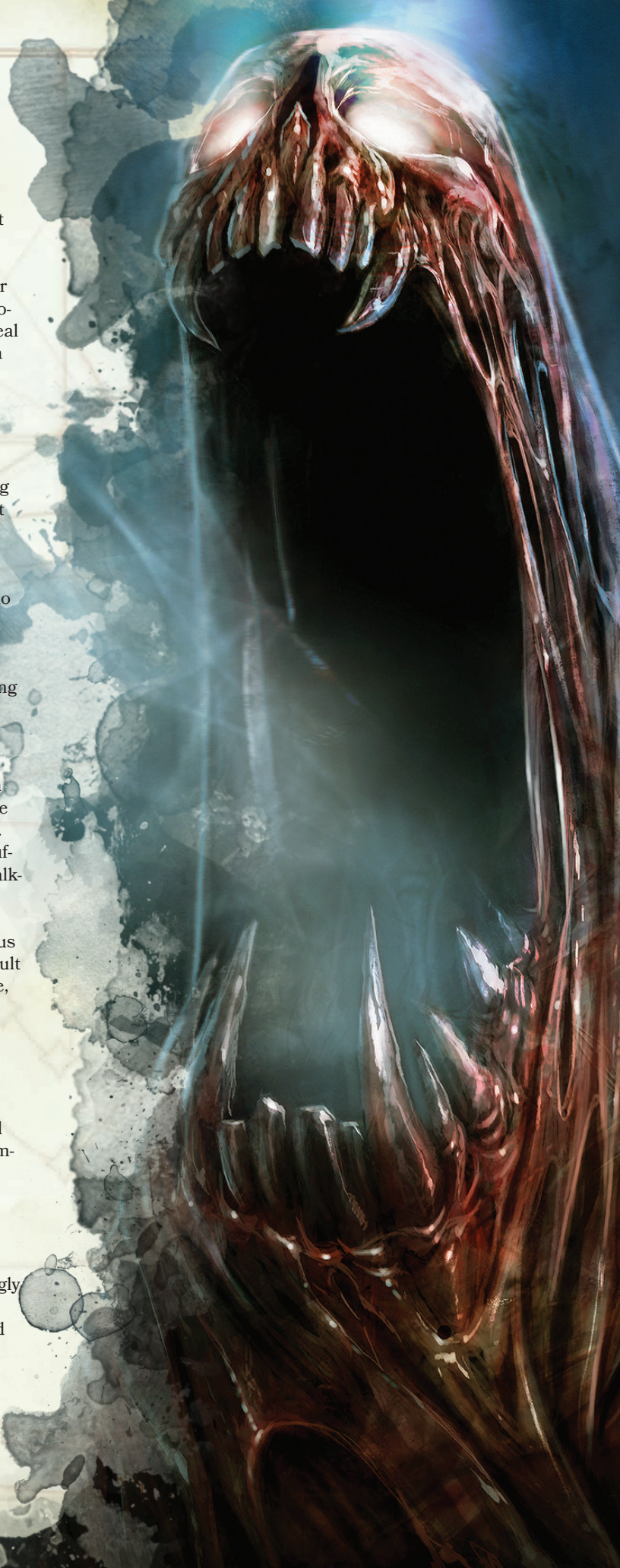
To most, Ithaqua is a horrendous monster. He preys on individuals, driving them mad until they begin to eat the flesh of their own kind and one day turn into wendigos. Over time these cannibalistic criminals may grow to sufficient numbers to form a cult in service to the Windwalker, their faith born of shared madness.

During this period of founding, the Windwalker primarily acts as the source of some particularly dangerous wilderness predators. He is not determined to craft a cult but merely to give rise to as many wendigos as possible, sowing the seeds of madness and destruction.

THE ROBBER BAND

Eventually, enough would-be wendigos and their allies create an organization of criminals to prey on others. At first, they may only strike at outlying homes or small groups of wanderers, then eventually escalate their campaign to attacking small settlements. They may participate in piracy.

At this point, Windwalker cultists often encounter a gnoph-keh, and some of their number are well on the path toward becoming wendigos. All are inspired by Ithaqua's personality and look forward to his increasingly common visits to the mortal realm. By this time, they make dangerous, organized opponents to a whole band of adventurers. They may even have a home base from which to operate.



THE ICE CRUSADES

As multiple rapacious bands combine and Ithaqua's influence spreads, eventually whole tribes may fall under his sway, and in the end, Ithaqua's awful army goes on the march. The winter winds howl and the snow blasts as the Great Old One and his minions descend upon the rest of the world in the fury of total war. Heedless of the outcome, they throw themselves with unholy abandon at the forces of rationality, civilization, and learning, desiring only to rend and devour flesh.

GIFTS OF THE WINDWALKER

Cultists of the Windwalker might have access to any of the following benefits.

Cannibalistic Healing. The cultist begins the process of becoming a ravenous wendigo (page 394). Eating dead humanoids heals a cultist more quickly and hastens the next stage of the transformation. Cultists gain the Tcho-Tcho's Cannibalize trait (see page 35).

Frozen Flesh. Cultists of the Windwalker never suffer harm from exposure or harm from cold weather.

Howling Wind. Cultists of the Windwalker often become barbarians and choose the Path of Delirium on page 43. They favor the Howl of Lunacy, Alien Shriek, and Star Strider features.

True Ferox. The Windwalker's cultist becomes savage and deadly, toughening skin into natural armor, fingernails into claws, and teeth into fangs. The cultist gains the bite, claws, and Multiattack action of the ravenous wendigo (see page 394).

The Greater Transformation. Rare and difficult, this gift begins the process of turning a wendigo into a windwalker wendigo (page 396). This process is harder than the transformation into a wendigo, but the end result is far more terrifying.

Treasures. Cultists often have access to *disks of the Hyades* and *mist projectors* taken from mi-go.



CULT OF THE YELLOW SIGN

Cultists of the Yellow Sign tend to have an artistic temperament and to view their horrible master, the King in Yellow, as the ultimate performance artist. They see the destruction and havoc he wreaks as a great display, and in a sense, they are absolutely correct. Of course, only the cultists are fully able to appreciate the king's creativity. The cult also reveres Hastur to varying extents, but the cultists are never clear on the relationship between the two entities.

Many Yellow Sign cultists are cunningly insane: deceptively refined serial killers and urbane sociopaths. Often, they only "realize" they are devoted to the Yellow Sign after years of compulsive cruelty, always "in the name of art."

The Yellow Sign gives cultists free rein to their whims while the cult provides aid for their goals and machinations.

The King in Yellow is among the most accessible of all the Great Old Ones, and his cultists enjoy a great deal of his personal patronage. Wise beyond belief and unusually attentive to his followers, the King in Yellow appears periodically at cult services or the doorsteps of those who believe in him, ready to dispense gifts or knowledge. He might leave a single pot of paint with a cultist or group, that they might create the perfect color for their mural. He might instead leave a small razor, for use in carving away the body feature that prevents their loved one's physical perfection.

Exploiting their madness, the King in Yellow often communicates with cultists in ways undetectable to sane individuals. For example, a cultist might derive meaning from a random phrase overheard on the street, from the direction that a bird flies overhead, or from the distorted shape of a tree's shadow in the late afternoon. Or perhaps what the cultist interprets becomes the King's intent. It's hard to say because to a follower of the King in Yellow, madness, reality, and art become one.

The King's holy text is also a play, simply entitled *The King in Yellow* (page 135). Either reading the play or watching it performed can lead to madness and worship of the King. Those aware of the danger it poses are constantly at risk of being exposed to the Yellow Sign and being magically compelled to serve the King in Yellow, since it is easy to create and innocuous to the uninitiated.

CULT ORGANIZATION

The Cult of the Yellow Sign is not as tightly-organized as many cults. Cultists occasionally meet in groups for activities other than worship, as signaled to them through the King's insane mental dramas. For instance, a cultist might realize that his cat's persistent meowing for food is a call from the King, while another might hear the summons by looking closely at the pattern formed by wine she accidentally spilled.

The Yellow Sign does not have persistent cult leaders. When they meet, regardless of how they came together



this time or originally, one of them naturally takes the lead. This may be a different cultist each time. Usually, the person who takes over is the one most suited for the task at hand. For instance, if they need to capture a certain individual and torture him for information, a cultist who has a deep sadistic nature might become the leader. If they must organize a performance of the King's play, the most artistically-inclined might take over instead.

Because of the King in Yellow's foreknowledge, he can send his cultists to seek out and extract wisdom from other beings. For example, they make a regular practice of hunting down those possessed by the great race of yith and also round up non-humanoids for creative torture, whether to learn secrets or for no obvious reason. Even ghouls and deep ones fear being taken by the Yellow Sign's cult, whose ingenuity and extravagance in causing pain is beyond compare.

GIFTS OF THE YELLOW SIGN

Cultists of the Yellow Sign might have access to any of the following benefits.

Communion with the King. The King himself, at his pleasure, can give the cultists information, useful items, or direction. Usually, this is not in person, but one might, for example, recognize the King's handiwork in something scrawled on a wall.

Desecration. Creative atrocities can cause the King in Yellow to manifest and bless cultists and their activities.

Passion. When cultists focus on something (spellcasting, an *objet d'art*, a dance, or the like), their concentration often consumes them. They favor the Mad Passion feat (page 68).

The Pallid Mask. A cultist can become an avatar of the King in Yellow (page 221) by wearing the Pallid Mask. After an avatar has departed or been destroyed, a *lesser pallid mask* (page 130) remains behind.

Third Eye. Cultists can see other realms more easily than others, either in divinely-granted glimpses or by way of the *third eye masterpiece* spell (page 115), and only their madness helps them comprehend what they see. This also tends to make Yellow Sign cultists take actions that seem even more bizarre and crazy to those who only exist in the normal plane of existence.

Treasures. Cultists often have access to *clithni*, the lamp of Alhazred, pigments from Yuggoth, selenine, and wine of Pnoth.



LESSER CULTS

Many of the Elder Beings not noted above have cults, though they are rarer and less powerful, but not necessarily less dangerous.

CULT OF ABHOTH

Abthoth is not known to have traditional mortal worshippers such as humans and the filth it spawns are in no way devoted to their maker. However, the twin blasphemies Nug and Yeb, of which little is known, occasionally lead cults of monsters that worship Abthoth. Normally subterranean, these monstrous cults focus primarily on using and abusing the filth. They abuse rather than worship Abthoth's spawn, including sacrifice and consumption, gruesome rituals, and horrible experiments. Often these cults attempt to draw portions of Abthoth into subterranean lairs in their own regions where its body does not already abide.

CULT OF ATLACH-NACHA

A proper cult of Atlach-Nacha is a rare thing, as the Great Old One knows only two drives: to eat and to spin the Forever Web. Organizations that follow Atlach-Nacha may support these desires—providing convenient prey in the form of sacrifices and largely getting out of the way of Atlach-Nacha's spinning—but their primary purpose is typically the acquisition of lore and hidden knowledge.

Sages and magicians may study the web to learn arcane dimensional secrets or spells hidden in the pattern. In tracing its paths and connections, students can use the web to travel more easily between locations and to other dimensions. They may seek to speak personally with Atlach-Nacha to learn deeper secrets, in which case they must bring along a live meal for him. As Atlach-Nacha does not enjoy distractions, such conversations usually last exactly as long as it takes the Great Old One to consume the offered meal. A cultist who calls upon Atlach-Nacha without a prepared meal usually becomes one.

The cult is far from harmless, particularly if it focuses specifically on helping its master complete the Forever Web. Atlach-Nacha spins the web at locations across the universe: once it is "complete" on a region or planet, that location collapses into a singularity, destroying it utterly. Various cult sects attempt to divert or manipulate Atlach-Nacha's path such that he completes the web as an act of mass destruction against an enemy or an entire world. The sect will defend key vulnerable portions of the web to prevent their own destruction—at least until they have also destroyed their enemies. They may also seek to use the remnant of a destroyed world for their own purposes, possibly contrary to Atlach-Nacha's intentions.

GIFT OF ATLACH-NACHA

Cultists of Atlach-Nacha might have access to the following benefit.

Venom. Atlach-Nacha sometimes gifts his venom to his servants (see page 122).

CULT OF THE WATER LIZARD

Since the extermination of the beings of Ib, Bokrug's worship has been much reduced. While some deep ones and gnorri may worship him with fervor, other races worship him only to prevent his wrath.

In areas where land-dwelling races have taken over swamps, river deltas, or seashore regions from aquatic races, the conquerors may unfortunately find that the defeated foe worshiped Bokrug, and the cessation of their placating worship serves to enrage the Great Old One. In these cases, they must constantly atone for their sins to avert destruction, persuading Bokrug that their worship is a suitable replacement for that of their predecessors.

Aquatic species who serve Bokrug wield his power against their enemies to ruin roads and break cities.

GIFTS OF THE WATER LIZARD

Cultists of the Water Lizard might have access to any of the following benefits.

Ghosts of Ib. Bokrug's servants are often given Bokrug eggs (see page 123) to call forth ghosts of Ib when Bokrug does not deign to make a personal appearance.

Return to the Past. Ultimately with Bokrug's aid, cultists can completely revert enemy lands to their wild primordial state.

CULT OF BYATIS

Cults of Byatis provide it with sacrifices so that it can grow, and in return, Byatis may provide worshippers with spells or wisdom. They may also have as their goal access to other Great Old Ones or Outer Gods through the gates that Byatis will create once sufficiently nourished. Because places where Byatis has been summoned suffer from his amnesia-inducing power, cults that retain knowledge of what they worship necessarily dwell some distance away and must periodically make pilgrimages to worship and interact with their god. However, this is in part a boon: enemies who follow pilgrims on this journey soon come under the mental influence of Byatis, forgetting their mission and purpose. As a result, they often find themselves drawn down to its lair as a meal.

Some cults that grow around Byatis live in its vicinity, generally under the leadership of a powerful magician who may have first summoned it there. In these cases, the magician is inevitably overcome by Byatis's influence and eaten. When this occurs, the general membership of the cult will eventually forget exactly what it worships or why its members feel compelled to offer it sacrifice. They may even let Byatis loose on the neighboring countryside periodically. Visitors and adventurers may thus sincerely be told that the dark being that dwells in yonder dungeon is a dragon, demonic monster, or some other creature—anything but Byatis. None know the truth, even those who worship the Great Old One itself.

CULT OF CHAUGNAR FAUGN

Cults of Chaugnar Faugn avoid working without an avatar of their god present. To call him forth, they must first create a statue of their deity from expensive materials with masterwork craftsmanship and potent enchantments. The massive effort and lavish resources invested in this process often attract attention, which can lead to the destruction of the cult then and there. Assuming the cult can deflect suspicion, they complete the idol and summon Chaugnar Faugn himself. The Great Old One generally lingers so long as the cult plies him continuously with sacrifices and power, though eventually he becomes sated and departs. For this reason, cults may produce multiple statues from which they can summon the Great Old One, so that they need never risk being without direct access to the god.

Chaugnar Faugn derives worship primarily from his own creations, such as the amphibious monstrous race of miri nigri and the Tcho-Tcho, whose development he guided. Like other Great Old Ones, Chaugnar Faugn knows vast numbers of secret spells and possesses great wisdom and knowledge, which he happily imparts to devoted cultists. He also has a predilection for using his proboscis to alter the flesh of creatures, especially worshipers. For example, he may reshape a cultist or several cultists together into his own image (see the Curse of Chaugnar Faugn on page 182). Chaugnar Faugn also creates new creatures by taking apart or combining existing ones, potentially creating any kind of hybrid creature (such as a yothan amalgam or outer mutant). These sculpting actions always seem intended to improve or uplift the physical form of his chosen canvas, at least in his own alien eyes.

CULT OF CTHUGHA

Cthugha, the pinnacle of achievement and development among fire vampires, is an unusual object of worship due to its fleeting activities around distant stars. The fire vampires do, however, have a use for mortals: with the proper ritual preparation and ordination, the souls of humans and other intelligent mortal races can add to Cthugha's power as part of a grand psychic collective.

The number of the immortal fire vampires is limited, and the greatest height they can reach without external support is the formation of Cthugha. When cultists are added to the equation, however, greater collectives can be realized. The goal of these cults is to form such a stage

beyond that of Cthugha: a supernova that can destroy entire worlds. There are stages even beyond this, which can potentially cause a massive explosion so powerful it can birth entire universes. Some sages believe this is how our own reality came to be, at the dawn of creation.

Mortal worshipers of Cthugha are sophisticated and, in their own odd way, high-minded and forward-looking. They believe it inevitable that the natural and supernatural forces of death, darkness, and cold will someday overtake all existence. In replicating the unimaginably powerful event that they believe birthed the universe by forming a mega-Cthugha, they hope to reset this course and extend the life of the universe. Gathering enough souls dedicated to such a cause may require populations larger than a single world, perhaps requiring an entire star system of worshipers bonding with fire vampires in a great collective ritual. Then and only then, the cult of Cthugha can bring about the death of this universe and the birth of a new one.



CULT OF FATHER DAGON AND MOTHER HYDRA

All deep ones honor and follow Father Dagon, and they form cults such as the Esoteric Order of Dagon to force their human followers and hybrid spawn to worship him. This worship strengthens him and empowers his supernatural abilities. A major purpose of the cult is to carry out the military, political, and religious functions of deep one society.

Less well known to non-deep ones (even among their land-dwelling allies and hybrid children) is their servitude to Mother Hydra. As with Father Dagon, the deep ones do not truly worship her but pay her homage as the one in charge of continued development of the species. Deep ones sworn to Mother Hydra may be mutated or keep deep-sea monsters as pets.

Father Dagon and Mother Hydra give their cultists many of the same gifts as Great Cthulhu does.

CULT OF GHATANOTHOA

Cultists of Ghatanothoa primarily work to appease their dread deity so that it does not issue forth from its fiery lair and destroy those who live in the volcano's vicinity. To this end, they offer sacrifices to placate Ghatanothoa, who prefers live sentient creatures. Unlike most Mythos cults, this one serves a useful purpose and its priests see worship as a civic duty. The cult estimates the number of sacrifices required each year to stay the god's wrath, works with political and military leaders to ensure a sufficient number are obtained, and carries out the necessary rituals. For example, the local general captures as many war prisoners as possible by raiding, and then the priests hold lotteries among their own people to determine who will be sacrificed to make up the remainder.

One might think it madness that people dare to reside so near to Ghatanothoa's volcano, but the constant mixture of lava and ash makes the soil of the surrounding countryside fertile and lush. The cult can also beseech Ghatanothoa to project gnarled roots or otherwise shift the nearby land, so as to neutralize an invading army. Also, those aware of the curse of Ghatanothoa's presence in lands where it is worshipped rarely have an interest in raiding or otherwise directly interfering with the people there.

The cult has spread at times to other lands, geographically far from Ghatanothoa's volcano itself. These cults are heinous groups, often led by a lich or demilich mummified by Ghatanothoa, which use the god to further their own ends. In their rituals, they open a magical portal to the distant volcano's interior that they might reveal Ghatanothoa and deliver sacrifices, in return for which their god extends rootlets of itself through numerous portals to attack and torment the cult's foes. Additionally, constantly viewing the Great Old One and invoking its presence allows its mummified spellcasting worshipers to form accurate illusions of it as needed to aid in terrifying and destroying enemies.

CULT OF NYOGTHA

Cults to Nyogtha worship it as the inverse of existence. Studying and learning from it reveals to devotees the nature of pure negation or anti-creation. They may seek oblivion for themselves, their entire world, or all of creation. Worshipers frequently become undead in their journey of faith, though even the negative energy of undeath does not approach the horrible infinite nothingness of the Thing that Should Not Be.

Since Nyogtha tends to dwell in darkness and the vast emptiness of subterranean caverns are reminiscent of its nature, cults worship it at entrances to the underworld. In some cases, the living worship under the sun beside a shrine and the undead cultists worship in the dark beneath the same shrine.

CULT OF THE GREEN FLAME

Cults of the Green Flame serve Tuzscha. They seek all manner of eldritch knowledge and the secrets of the Outer Gods, with whom Tuzscha dwells at the center of existence. They accomplish this primarily by summoning an avatar and gazing into its light. Tuzscha may reveal specific secrets, driving its worshippers to take a particular course of action, such as seeking out enigmatic tomes, so their secrets can be revealed in Tuzscha's light. It might illuminate pathways of travel through time and space, sending its followers into maddened frenzies as they search for buried secrets in other galaxies or even other streams of time. It may even manipulate them into unwittingly summoning Azathoth the Daemon Sultan itself, though to what end no one can say.

Cults may also weaponize their god by summoning Tuzscha in areas occupied by their enemies, where all a foe's secrets will be exposed, and the people be driven mad by the sight of the Outer God. Indeed, cults love to summon the god as frequently as possible to protect them, expose enemy agents, and provide an inexhaustible amount of knowledge and magic.

CULT OF YIG

The Father of Serpents is worshipped primarily in lands abundant with venomous snakes. Even there, the worship he receives is usually mere propitiation to avert his wrath during seasons in which snakes are most active and breeding. Yig jealously seeks vengeance against anyone who slays a snake in areas he rules. Usually, the wrongdoer is slain quickly by a messenger of Yig, but sometimes the god takes his revenge by cursing the offender or its future offspring to transform into reptilian mutants, which are sometimes pitiful and other times robustly monstrous.

Some peoples, after years devoted to preventing Yig's wrath, convert completely to worshipping him as their chief god. In time, Yig rewards them such that they can be counted among his own children.

GIFTS OF YIG

Cultists of Yig might have access to any of the following benefits.

Poison Immunity. First, they become immune to the venom of the snakes their nation once feared and loathed, which are now their siblings. They are immune to poison damage and the poisoned condition.

Serpentfolk Alchemy. Cultists of Yig often use serpentfolk alchemy to produce metamorphic venom (see page 120).

Spells. Cultists may obtain magic and spells from Yig, usually related to poisons, snakes, shapeshifting, and curses. The most feared is *curse of Yig* (see page 100).

Transformation. Ultimately, after all the above blessings, cultists mystically mutate and degenerate into a sort of snake-like hybrid race, or they may eventually become unintelligent venomous snakes, slithering amidst the fallen wreckage of their civilization. This degeneration can happen surprisingly quickly—in only one or two generations after the folk have fully devoted themselves to Yig.



TCHO-TCHO CULTURE

The Tcho-Tcho are an unusual subset of humans, whose long separation from others of their race has resulted in a subtly different evolutionary pathway. They rarely intermarry with outside folk—human or otherwise—and do not engage in many friendly transactions with other cultures (a Tcho-Tcho merchant is rare, for example). The Tcho-Tcho as a group tend to share certain physical traits: they tend to be small in stature, for instance, and heavily pitted with acne scars. Almost all Tcho-Tcho file their teeth, which tend to be slightly larger than those of humans. Their hair, skin tone, and other physical features resemble those of the humans they split off from; the most well-known group has black hair and light brown skin.

TCHO-TCHO TECHNOLOGY

The Tcho-Tcho are not master metalworkers nor builders. Instead, they are highly knowledgeable about the ways of the Mythos, as well as biological and otherworldly science. Their leaders can produce cancerous growths, deadly plagues, parasites with horrendous abilities, and magical infections.

Tcho-Tcho devices include the *assassin's teapot* and *Tcho-Tcho oculus*. More innate modifications generally rely on formulas like the *acid blood curse*, the *secret mouth*, or the *venomous fangs*. The Tcho-Tcho also know how to manufacture *selenine* and can even emulate *mi-go digestive replacement*.

The difference between Tcho-Tcho and average humans exists largely within the brain and the psyche: fundamentally, Tcho-Tcho do not think like other humans. It is hard to tell how much of the difference is cultural and how much is inherent, but there is clearly a difference. The Tcho-Tcho are far more ruthlessly cunning and heartless than most sentient beings and almost never make emotional decisions.

Also, the Tcho-Tcho have almost no sense of pride: a Tcho-Tcho will happily grovel or crawl before a stronger enemy with no hesitation. The Tcho-Tcho almost never engage in warfare, preferring a longer game. When a stronger group attacks their tribe, they immediately surrender, then promptly begin subverting their conquerors, often by bribing or extorting the enemy leaders. Notably, the Tcho-Tcho never seek revenge for wrongs committed against them. They will certainly destroy their enemies, but it is always coldly-calculated, and they are as likely to bring doom to a neighboring tribe who has never harmed them as to their most hated foe.

The neighbors of the Tcho-Tcho hate and fear them not because of Tcho-Tcho raids or attacks, but due to other forms of duress. Quite commonly, the Tcho-Tcho will send an emissary to a neighbor and demand tribute—often in the form of nubile youths, male and female. Failure to obey results in dreadful retribution in the form of manufactured diseases and other such scourges.

Tcho-Tcho disease vectors are not restricted to sentient beings. If the Tcho-Tcho want to destroy an elf forest, for example, they blight the trees themselves and leave the region a wasteland. If rival groups take over Tcho-Tcho

grazing lands, their cattle or goats often end up with hideous growths, start giving poisoned milk, or suffer from other horrific ailments.

Because the Tcho-Tcho never engage in open warfare, most of their weapons are designed for assassination, extortion, and ambushes rather than open battle. To the Tcho-Tcho, a blowgun that fires a deadly spider is more useful than a two-handed axe. Almost all the Tcho-Tcho weapons are envenomed in some way. They favor poison, disease, and sleep drugs, but they also use hallucinogens, mind-control drugs, and magic potions.

TCHO-TCHO SOCIETY

The Tcho-Tcho are organized into tribes. All Tcho-Tcho in a given area belong to the same tribe, and each tribe controls an area that might be as large as a province or as small as a single valley. These tribes are often separated by a considerable distance, though they do send messengers back and forth to maintain communication. The Tcho-Tcho view all their separate tribes in the world as part of the same group, and their people are interchangeable between tribes.

Tcho-Tcho do not mix well with other peoples and rarely live among them. Some large cities have Tcho-Tcho “ghettos,” which are notoriously dangerous.

The alien nature of the Tcho-Tcho mind inverts expectations of their power structure. Their leaders are not the most ambitious and selfish among them (as is often the case among other sentient beings), but rather the most single-minded, dedicated, and unselfish of the Tcho-Tcho. Leaders live to serve the tribe and the Great Old Ones (not necessarily in that order). The leaders are “touched” by the Great Old Ones and Outer Gods and behave accordingly. Tcho-Tcho leaders, though granted amazing powers by biomagical science and the entities the Tcho-Tcho serve, often burn out quickly and live short lives, after which another leader must be selected.

In addition, the Tcho-Tcho can use their biomagical power to enhance their leaders. For example, if they have a need for keen calculation, they may modify their chosen leader’s brain size to swell massively, causing the leader’s brain to protrude, at the expense all other limbs, which necessitates that the leader be kept in a tub (or on a throne). Or they may select a Tcho-Tcho to be modified to become astonishingly sexually attractive, intended to be used in seduction of a rival civilization’s leaders.

THE TCHO-TCHO OKKATOR (ASSASSIN-ENFORCER)

The fact that Tcho-Tcho don’t engage in warfare doesn’t mean they are incapable of fighting. Quite the reverse, in fact: they have a whole system of unique martial arts. Certain members of the tribe are selected and trained to be their enforcers, called the Okkator (this word is both plural and singular).

Tcho-Tcho biomagic and alchemy enable truly terrifying modification of the Okkator. They can grow venomous fangs, sprout extra limbs, or develop the ability to spit acidic webs from their mouths.

The basic Tcho-Tcho “martial art” is primarily based on assassination rather than face-to-face fighting. They are trained to hide for hours motionlessly, only to burst into explosive action when the time is right. They are extraordinarily silent and skilled at climbing and other athletic feats.

A few of the Okkator are modified so that sharp bones protrude from their joints, giving them built-in natural weapons they may further enhance with Tcho-Tcho biomagic. Their joints can all dislocate, enabling them to make amazing surprise attacks (kicking someone by moving their leg up over their shoulder, for instance). Naturally, the assassins feel pain when dislocation occurs, but their training and concentration allow them to overcome this. Such Okkator usually stay inside the tribal lands rather than hiring their services out, as the exposed bone spurs cannot easily be concealed.

All Okkator have a technique of inserting small, razor sharp blades under their skin, then letting their flesh heal over the wounds. Thus, when captured, they always have a hidden knife available somewhere on their body. All that is required is to open the wound and slide out the weapon, which is primarily used to cut bindings. They rarely use any other weapons, having no need for them.

Almost all Tcho-Tcho Okkator possess a modified bite attack, as well as potent talent and training in its use. They strengthen their jaws with exercise, drugs, and magic until they can bite like a wolf or barracuda. Okkator warriors have long and thick but mobile necks and bulging jaw muscles.

Many Okkator are physically modified to make them harder to grip in battle: their ears might be amputated, for instance, and/or their noses removed. They may have the last joint in each finger removed, to make stabbing with the fingers more powerful. Alternatively, they may have their fingernails artificially grown, hardened, and poisoned for effective claw attacks.

The most dangerous Okkator have their lips removed and their mouths widened to expose a full set of teeth, all of which are sharpened (even the molars). Their jaw muscles, naturally, have to be modified to accommodate this change. The result is a creature with a shaved head, no ears, no nose, and no lips. The most potent Okkator often looks more like an undead horror than a living assassin.

For obvious reasons, these top-tier Okkator wear masks, not only to conceal their terrifying features but also to keep dirt and grit out of their faces. They only remove their masks to eat, fight, or bathe.

To further their frightening mystique, Tcho-Tcho killers almost always eat the corpses of their victims, at least in part. They do everything they can to spread their fearsome reputation, which does much to preempt the need to actually fight on many occasions.

DEEP ONE CULTURE

The deep ones are an incredibly strange species. Though they live undersea, they are capable of operating on land. They are unusually fecund and can interbreed with other species, producing (eventually) more deep ones rather

than hybrids. They are able to grow (or shrink) to different sizes, based on diet. They have their own culture, ancient and independent, yet integrally tied to and invested in humanity and other mortal cultures.

The key to the deep ones' strange nature is that they are an artificial species, created by Great Cthulhu to interact with and possibly supplant humanoids. Although not an ancient race compared to many in the Mythos, their culture is older than those of most humanoids. Physically, they are roughly similar to humanoids (in that they are bilaterally symmetrical and have four limbs), so that they can interact more effectively.

LIFE CYCLE

The deep ones can reproduce with almost any other species of appropriate size. Initially, the resulting young look like the non-deep one parent. Thus, if a deep one mates with a shark, the spawn looks like a shark. If it mates with an elf, the spawn looks like a baby elf.

Over time, as the spawn grows and matures, eventually it will begin to make the transformation into a deep one. In humanoid races, such as orcs, humans, or dwarves, this starts usually a decade or two after the spawn reaches physical maturity and takes a significant amount of time to complete. In humans, the hybrids would usually be in their 30s before the metamorphosis begins, and in another decade, they resemble deep ones. Psychic or emotional trauma or shock can accelerate or stimulate the change.

The more different the mate is physically from the deep one (particularly in terms of bone structure), the longer the metamorphosis takes. For example, a dolphin may take two or three times as long to complete the change as a human.

Once the deep one change is complete, the entity typically joins the rest of the deep ones beneath the waves. Ideally, the deep ones are aware of their spawn and keep in contact with them, even putting together social constructs to educate and control such individuals (such as the Esoteric Order of Dagon).

The transformation process does not always go well. Some hybrids never manage to complete the change and stall partly into the process. Other genetic errors can occur, and sometimes disease or heredity affects the change for the worse. These malformed hybrids rarely gain a formal position within deep one society but instead become hangers-on. The deep ones or more fortunate hybrids sometimes use them as tools or pawns.

UNDER THE SEA

Deep ones are generally one of the most socially and magically sophisticated races of the sea, in their own unsettling way. They construct large and complex cities deep under the waves. When these are located near a shore, the local population is often subverted by the deep ones in many ways.

Deep one society is stratified and controlled by its older, higher ranking members. One feature of deep one biology is that, if fed sufficiently, they continue to grow to indefinite size. Their leaders ensure that this only proceeds

under their control: only those deep ones that are needed to be huge in size are permitted to grow unhindered. On occasion, there have been entire cities of gigantic deep ones, but in a typical city, only a few individuals exceed the normal size because a large population of huge deep ones requires more food than most cities can support. Also, giant deep ones cannot breed easily with the mortal races.

When deep ones grow to Large size, they do not necessarily stay humanoid in appearance. Their body form continues to mutate and adapt, and so extremely large individuals may look very different from their smaller kin (for instance, Dagon and Hydra). The deep ones have great skill in biology and genetics, and thus can often control and direct such growth to suit their nefarious purposes.

Deep ones are also capable of domesticating and using other types of undersea creatures, particularly Mythos beings such as shoggoths.

RELATIONS

The deep ones maintain constant surveillance and contact with the surface world near their homes. Their ultimate purpose is not their own prerogative but determined by Cthulhu's design. They not only monitor mortal activity for the Great Old One but may someday be used to supplant the mortal realm.

Their hybridization and interbreeding is one important tool toward that goal, for it allows them to blend in with mortals. The hybrids, of course, know they will one day become full deep ones, and thus fully support the deep ones' goals.

Deep ones are known to have originated many magic items, including the *medallion of Y'ha Nthlei*, *seal of Hydra*, *starstone of Mnar*, and *tiara of Mnar*. They also practice a profoundly dangerous method of creating *twshas* to control shoggoths and proto-shoggoths.

MYTHOS ENTITIES AND RELIGION

The most consistent quality among Mythos religions is that they are, at their core, self-centered. Cthulhu is worshiped not for his greatness and glory, but because when he returns to power, his worshipers will be able to kill and take joy as they please. The King in Yellow provides his cultists with wisdom and emotions beyond the ken of normal folk. Nyarlathotep inspires endless indulgence and appeals to cultists' greed and base desires.

Nowhere is this more obvious than among the aberrations and outsiders who serve the Great Old Ones and Outer Gods. In almost every case, they worship these powerful entities because they were made to or because they receive specific blessings from them.

Almost all Great Old Ones and Outer Gods are crassly materialistic in terms of the rewards they bestow upon worshipers. No heaven or afterlife is offered, but rather treasure, magical power, and wisdom. Perhaps the Great Old Ones envy more conventional gods, who are served with true love and self-sacrificing service. Who can say?

DEEP ONES

As genetic constructs of Cthulhu himself, the deep ones are hard-wired to serve the starspawn. They do not “worship” Cthulhu so much as they are part of his cult’s essential infrastructure: they serve not a deity but a *purpose*. The sub-cults of Dagon and Hydra are designed to increase the deep ones’ population and “footprint” on the surface world, thus extending Cthulhu’s reach by proxy.

GHOULS

Mythos ghouls owe homage to no deity as a matter of course, but they are happy to participate in ceremonies in exchange for services rendered. For example, the Black Goat Cult frequently includes ghouls as participants in its rites, not just because the ghouls have wisdom beyond normal mortals, but also because many ghouls were former Black Goat cultists who carried their lusts and gluttony too far. Ghouls also provide the added convenience of disposing of the evidence when sacrifices need to be carried out.

FUNGI FROM YUGGOTH

The alien mi-go typically serve Shub-Niggurath and foster her worship through cults. As fungus organisms, fertility and growth are obviously central to their existence, and Shub-Niggurath’s fecund nature helps bolster them. The mi-go frequently try to recruit humans to help them on a planetary surface, and they propagate a cult to help structure the humans’ activities. Though they sometimes serve as priests, the mi-go work with the cult of Shub-Niggurath more out of practicality than out of any sort of reverence.

The mi-go often cross paths with followers of other Outer Gods and Great Old Ones. To the mi-go, Cthulhu’s entire race is just another deep-space rival, and they have fought wars against Cthulhu and his starspawn in the past. Cthulhu’s cults rarely work for the mi-go because of these past conflicts, and the ultimate goal of the Cthulhu cult is at odds with the mi-go’s purposes. The Yellow Sign cult, though occasionally useful, is generally too solipsistic and treacherous. The Cult of the Goat is all about stealing secrets, giving in to lusts, and seeking rewards where one can, all tendencies the mi-go can readily exploit.

ELDER THINGS AND THE GREAT RACE OF YITH

The elder things and other powerful species known within the Mythos framework almost always get by without any kind of religious expression. The yithians are far more likely to treat cults of Nyarlathotep, Cthulhu, and their ilk diplomatically rather than with any religious fervor.

MOON-BEASTS

Moon-beasts serve Nyarlathotep explicitly to get the favor of the Outer Gods, whom Nyarlathotep serves. Rather than worshipful desires, they are openly motivated by their mercenary greed.

OTHER ALIENS

In a few cases, Mythos races are somewhat like humanoids in their emotional and religious attachment. The gnorri and even the gugs are very much like this, for example, though the gugs adhere to the foulest of deities. In other cases, Mythos aliens’ religious nature is pure lip-service, aimed toward allowing them to control or work with humanoids for their own gain, or their interest might simply lie in the rewards offered.

OTHER RACES IN THE MYTHOS

Many creatures of the Mythos can’t or don’t attempt to distinguish between the humanoid races. In most cases, cults of the Great Old Ones or the Outer Gods can’t be considered traditional religions; they are typically transactional and related to status, recruiting folk for what they can offer, rather than who or what they are.

DRAGONBORN

Dragonborn in coastal regions are sometimes recruited en masse into deep one society, intermarrying to the end of ensuring safety and immortality for the children of their clan. That they rarely take up the worship of elder deep ones can be a sticking point for deep ones, unless the dragonborn make up for it by emulating Cthulhu and the ancient deep ones the way traditional dragonborn often emulate dragons: aspiring to be like them. Occasionally, a dragonborn too smart for their own good turns to the worship of the Opener of the Way for an edge against rivals.

DWARVES

Coastal dwarves sometimes fall in with the cult of Cthulhu out of greed for gifts of wealth and in hopes of leaving a legacy of immortal children. Dwarven arcanists and rulers sometimes worship the Crawling Chaos with the goal of taking their power to new heights. Dwarven societies sometimes contend with the cyclical rise and fall of the Cult of the Sleeper, as the hidden dark places surrounding most underground dwarven settlements make stashing bodies all too easy, and sometimes dwarves take part in covering up the cult’s awful deeds for mercenary reasons that eventually evolve into faith in the Sleeper. Ghatanothoa and other deep-dwelling entities sometimes enslave isolated underground groups of dwarves, forcing them to make offerings to avoid death or worse.

ELVES

Elves rarely fall in with the cultists of Great Old Ones and Outer Gods, partly due to their cultural obsession with good and partly due to their disinterest in the materialistic rewards that such cults usually offer. Desperate elves sometimes join the Cult of the Black Goat due to its power to strengthen and foster growth in forests in the face of extreme destruction. The artistic and elitist aspects of the Cult of the Yellow Sign appeal to some elves who look down on other humanoids. Drow and driders sometimes worship Atlach-Nacha in the hopes of gaining arcane secrets, though their own deities treat the cult as a bitter enemy.

GNOMES

Although no Great Old One or Outer God can boast widespread influence among gnomes, desperate and isolated groups pick up the worship of a variety of such creatures with disconcerting frequency. The most common cults propitiate the Opener of the Way, seeking power or perhaps some of the vitality they have lost in separation from the fey realms. Gnomes whose obsessions have consumed them to the point of utter callousness are tempted by the artistic aspect of the cult of the Yellow Sign.

GOBLINOIDS

Azathoth and the Shadow Pharaoh sometimes appeal to the despairing underclass of goblin society. The underground cult of the Sleeper sometimes appears in hobgoblin societies as a legitimate religion in which adherents can earn blessings in exchange for sacrifices.

HALFLINGS

Halflings are among the least likely to worship Great Old Ones and Outer Gods. A few are tempted by the wealth offered by some cults, but these are rare individuals. It is not unheard of for halfling farmers to make offerings to the Black Goat, and desperate halflings forced into servitude occasionally turn to Azathoth for release from their despair.

HUMANS

Even in worlds with many humanoid races, humans singularly attract a particularly wide variety of Mythos entities, perhaps due to their dangerous curiosity or else the range of places they settle. Humans are the most prolific known cultists of the Black Goat and Crawling Chaos. Coastal humans sometimes fall into the cult of Great Cthulhu alongside deep ones, tempted by offers of wealth and immortal children. Humans are often drawn to the Cult of the Sleeper, which is at least at first socially acceptable as a faith, for the same reason they worship any deity. The Cult of the Windwalker tends to appeal to high mountaineers and arctic dwellers desperate for the strength to

stave off starvation or fend off expansionist civilizations from fairer climes. Tcho-Tcho occasionally trade with and infiltrate human settlements due to their shared ancestry and similar appearance.

KOBOLDS

Yig occasionally rises as an inspiration to the most self-assured and clever of kobolds, who view him as a sort of draconic forefather or peer to dragons.

LIZARDFOLK

Lizardfolk are sometimes drawn into the schemes of serpentfolk, who can pass as lizardfolk with simple disguises. A few violently isolationist lizardfolk from deeply forested swamps worship Shub-Niggurath in a modified form of the Cult of the Black Goat.

MERFOLK

Merfolk generally oppose the deep ones and their dark magic, but a few are sometimes coaxed into joining the Cult of Cthulhu or Mother Hydra as an opportunity to marry into a larger, more powerful, and more stable civilization.

ORCS

The underground Cult of the Sleeper grants blessings in exchange for sacrifices of war prisoners, a supply of which orcs rarely lack. Orcs of high, cold steppes and tundra may find welcome as followers of the Windwalker, though they are not common. Chaugnar Faugn's similar aptitude for strengthening cultists likewise appeals to some orcs. Underground orc communities are sometimes forced to serve the Sleeper and other deep-dwelling entities hungry for servitors and sacrifices.

TIEFLINGS

Tieflings can occasionally be the result of an Outer God's influence acting on mortals, most often Shub-Niggurath, Nyarlathotep, or the King in Yellow. Tieflings from such an origin find themselves oddly drawn to all manner of unnatural phenomena and often serve the interests of their ancestral patrons wittingly or unwittingly. Tieflings descended from more traditional fiends find the Great Old Ones and Outer Gods tempting for another reason: these entities might be dangerous, but most lack an organized interest in treachery or cruelty. Thus, such tieflings might be lulled into a false sense of security in dealing with vastly dangerous forces.





CHAPTER 8: GREAT OLD ONES, OUTER GODS, AND OTHERS

AS A FOULNESS YE SHALL KNOW THEM

The universe is ruled by entities known variously as the Great Old Ones, Old Ones, Ancient Ones, Outer Gods, Elder Gods, Other Gods, and similar terms. Some creatures of the Mythos view them as equals, some treat them as enemies, and some even worship them, but all know of them and recognize their power. Many of these powerful entities have cults among humanity or other races, which serve these beings in hopes of terrible returns.

The various titles by which these eldritch beings are known usually represent different types or orders of power. For example, the Outer Gods or Other Gods are of cosmic interdimensional import—many of them are blind and idiotic, though this does not diminish their power. The Outer Gods are linked together in some way unknowable to mortals, and their chief is the Daemon Sultan Azathoth. When certain events transpire in our universe, the Outer Gods are disturbed, and they send Nyarlathotep or another envoy to inspect the disturbance.

The entities known as Great Old Ones appear to be enormous and influential alien beings, rather than cosmic forces. Indeed, they violate the natural laws of the universe, rather than direct them, and have achieved their supreme power in a variety of ways. Each Great Old One is autonomous and not connected to another the way the Outer Gods are, and they sometimes view each other with deep hostility. The famed being known as Cthulhu is itself a Great Old One.

There exist numerous and complex tiers of entities of various sorts, as noted below in the descriptions of these beings. What unites them all is the great danger they pose not only to adventurers, kingdoms, and the world, but to all the multiverse.

When an unfortunate party of adventurers runs into one of these terrible beings, the result is not a typical battle or conventional encounter. Natural laws ripple and flow. The entity itself violates previously-solid states of matter and mind. The world goes mad, at least locally. In essence, these Elder Influences act as an environmental effect. Typically, adventurers can hope only to escape the effect somehow, and rarely do they achieve a victory greater than survival.

The important thing to remember is that Great Old Ones and their kind do not act as if they are monsters. Although their local influence has hit points or armor classes and might in some sense attack, these represent but a minor aspect of the entity in most cases, rather than the whole.

Climactic Challenges. Note that the advent of Elder Influences should be significant events in your campaign, typically as the climax of a long series of events or adventures. The methods by which an Elder Influence can be established in your world are left deliberately nebulous, so that individual GMs can allow them to manifest in whatever way makes sense for their campaigns. Perhaps

Sandy's Notes

A Note About Alignment


Whenever Lovecraftian horrors are brought to a game featuring an alignment system, almost always they are uniformly categorized as chaotic evil, or occasionally chaotic neutral or some other evil alignment. Fundamentally this is at least misleading: in Lovecraft's universe, "good" and "evil" are purely human perceptions, rather than real cosmic principles. The universe is uncaring, and to Cthulhu, humans are no more than a pulsing organic smear on the surface of his intended home. To Nyarlathotep, mortals are toys or resources to be expended. These entities don't think in turns of being evil, being good, or being anything. They pursue their own goals and needs, completely indifferent to mortal concerns. When you, at home, put out cockroach poison, you don't consider the cockroaches' moral needs or ethics. You just exterminate them.

So how do we deal with this? Are the Great Old Ones and similar entities truly all chaotic evil? Well, I would say that they are clearly not. Is Cthulhu lawful? He is the high priest, ruler, and organizer of a whole species of gigantic monsters, but his intent is to raven freely. Is he evil? Is a nuclear bomb evil? The Great Old Ones and Outer Gods are beyond alignment and come from dimensions beyond the Abyss, or other aspects of the commonly known multiverse. But ... and this is the point ... humans and intelligent beings who serve the Great Old Ones (I would say) are clearly and definitively evil (usually chaotic), so this alignment still has a purpose.

In other words, Cthulhu has no real alignment. However, his cult does, his priests do, and anyone who makes peace with him does. If you are on his side, you are evil—you have sold yourself to work an awful fate upon the world. Therefore, we call Cthulhu evil in the stats included in this book, simply so it is clear what his servants are.

a group of dedicated cultists has uncovered a secret ritual and if the PCs don't defeat the cabal in time, it manages to establish an Elder Influence of its god. Maybe that group of cultists has already established an Elder Influence, requiring the PCs go on several quests to defeat or banish it. Perhaps the stars have aligned and an Elder Influence simply manifests because its time has come. Whatever the





reason, defeating an Elder Influence should be a major event in a campaign, and the experience points awarded for such a defeat are significant. They are as much a reward for surviving a difficult encounter as they are a story reward for advancing (or resolving) the plot. Defeating the Influence may save the world, or at least give the world a few more years to exist before the next threat rises!

READING AN ELDER INFLUENCE STAT BLOCK

Each of the powerful entities presented in the following pages are summarized in the same way—with an **Elder Influence stat block**. These stats do not present the entities as monsters per se (although in many cases, certain aspects of an Elder Influence utilize monsters as effects), but are more akin to hostile environments. An Elder Influence can manifest in the world in any number of ways, such as the result of a powerful spell performed by a group of insane cultists, or perhaps simply because the adventurers couldn't resist opening a forbidden locked door beyond which the Elder Influence was contained.

TYPE

An elder influence is categorized into one of the following types: Great Old One, Old One, Ancient One, Outer God, Other God, or something else entirely. These types have no rules of their own but reflect how the entity is typically known.

AREA OF CONCERN

All of these entities are worshiped by cults and can grant spells to clerics and make pacts with warlocks. By the same token, many of them have no interest in their cults and, indeed, might not even be aware of them. The areas of concern listed here are as much the creation of their cultists as they are legitimate interests of the entity itself. You can use the entity's area of concern to help decide what Divine Domain a cleric of the entity chooses: whatever seems to fit with the entity's concerns can make sense.

ALIGNMENT

The alignment of the entity associated with the Elder Influence is listed here. Because an Elder Influence is only an aspect of the whole entity, however, an individual Elder Influence might behave in a way that deviates from this alignment.

PRIMARY SOURCE

This line lists the original creator of the entity, as well as the first significant story in which the entity appeared. In certain cases (such as regarding Hastur), the entity is the result of multiple primary sources and authors, in which case additional entries appear as appropriate on this line. It is highly recommended to consult one or more of these listed sources to inspire your game if you intend to use this entity.

CULT

The section of the statistics listed under "Cult" pertains to those who worship the entity. These are popular tendencies among the deity's worshipers; individual cultists of one of these entities may vary as widely as they do.

FAVORED WEAPON

The favored weapon of the cult is listed here. Note that in many cases, the entities themselves do not utilize weapons of a manufactured nature; as such, favored weapons are largely traditional choices selected by the cult's founders.

SYMBOL

This entry describes the most common symbol used by the cult to represent its eldritch patron.

TEMPLE

This line lists typical examples of favored buildings or locations that are sacred to the entity's cult, which are used as places of worship.

WORSHIPERS

This entry contains a general description of the sorts of worshipers who may belong to the entity's cult. Specifications may include specific races of creature or a mindset or interest. These entries are not exhaustive, but merely point out the typical groups of people who worship the entity.

SERVITORS

This line lists specific monsters, primarily from this book, that are often associated with the entity's cult.

INFLUENCE

This section of the stat block presents the effects of the entity's manifestation in a region. In many cases, a single Elder Influence can escalate or deescalate between multiple stages to represent dramatic accumulation or loss of power.

AREA

An influence affects an area. Other creatures can move through an influence's area, but while they are within the area, they are subject to the influence's effects.

UNNAMABLE DOOM

Contact with an Elder Influence is dangerous to the minds of most creatures. Beasts and humanoids other than those with gifts derived directly from the Elder Influence's source (such as cleric or warlock worshipers or creatures modified by the Elder Influence) are susceptible to unnamable doom. A susceptible creature that enters an influence or begins its turn there must make a Wisdom saving throw against the listed DC. Reentering or remaining in the area over time does not require any further saving throws.



against unnamable doom. The effect depends on whether or not your game uses the insanity and dread rules in Chapter 4.

With Dread. On a failure, the creature gains two levels of dread. The dread decreases after 24 hours spent continuously outside the area.

Without Dread. On a failure, the creature becomes frightened of the Elder Influence's nucleus while in the area and for 24 hours after it most recently left the area. At the end of each of its turns, the frightened creature can make a Wisdom saving throw against the same DC. If it succeeds, it becomes able to approach the nucleus despite the frightened condition.

NUCLEUS

The Nucleus entry describes a physical manifestation of the entity, generally one that appears at the center of the influence. The nucleus is contained wholly in the influence's area but typically does not completely fill this area. When a nucleus has dimensions listed, this indicates the space that this physical manifestation takes up at the center of the area. A creature cannot move through a nucleus, nor can a nucleus be moved against its will. See **Running an Encounter with an Elder Influence**, below, for more information.

Proxy. Instead of an area, the Nucleus entry can name a proxy. A proxy is a single creature that is tied to the influence and serves as its nucleus. A proxy cannot leave the area of its influence, but otherwise functions as normal for a monster. After the monster moves, its influence moves to remain centered on it unless noted otherwise. Some influences use a standard monster presented elsewhere in this book as a proxy. A proxy is never harmed or hindered by the effects of its own influence. Typically, an influence with a proxy can be ended by slaying or defeating the proxy creature.

ARMOR CLASS

An influence with a nucleus lists an Armor Class for the nucleus, although it might be immune to damage.

HIT POINTS

An influence with a nucleus lists hit points like a monster, although it

might be immune to damage, in which case other methods must be used to destroy it. An influence that is reduced to 0 hit points is destroyed, although the entity that created it is generally not meaningfully harmed by this destruction. When an influence escalates or deescalates between stages that each have hit points, any lost hit points remain missing. Unless noted otherwise, an influence regains all lost hit points at every sunset.


SPEED

An influence can move at the speed listed at the start of each round. If an influence has a climbing, flying, or swimming speed, it automatically succeeds on all ability checks needed to move. If an influence has a speed of 0 feet listed, then it can't move across the ground (and is immobile if it has no other speed listed). Except as noted otherwise, an influence (or its nucleus) can't be teleported unless its center (or nucleus, if it has one) will arrive in a location that was already within the area of the influence (see below).

SAVING THROW

An influence's nucleus can be targeted like a creature by spells and effects.





Although it lacks ability scores, the influence can still make saving throws. It has only one saving throw modifier, which it uses for all saving throws.

CHALLENGE

As with a monster, an Elder Influence's challenge rating indicates how great a threat it is. Each stage has its own challenge rating. Defeating an Elder Influence earns experience points as appropriate for the highest challenge rating the influence reached; do not award extra XP for lower influence stages or proxies.

Challenge with Defenders. Some influences are too passive to be direct threats on their own. If an influence assumes defenders are encountered with it, the entry notes the defenders in the influence's special traits. If encountered with more limited or more potent defenders, modify the challenge it presents accordingly.

SPECIAL TRAITS

Some influences have special rules that apply to interacting with them.

EFFECTS

All influences have effects that apply to creatures or objects in their area and require some explanation.

ESCALATION

If an influence has multiple stages, the conditions that must be met for it to advance to a higher stage are listed here. For an influence with only one stage, or for an influence's maximum stage, this line is omitted.

When an influence escalates or deescalates between stages that each have hit points, any lost hit points remain missing.

DEFEAT

Fortunately for humanity, all influences can be defeated by certain conditions or actions. Unfortunately for humanity, these conditions and actions are typically very difficult or dangerous undertakings. Worse, fulfilling them does not permanently defeat the entity itself, whose influence can simply manifest again as the conditions allow. At best, adventurers can achieve fleeting victories against the influence, preserving the world for a time before the next, inevitable incursion. This section only lists the most typical and common method of defeating the influence—most often, by reducing the influence's nucleus to 0 hit points or by defeating its proxy. In some cases, other, more obscure and complex methods for defeating an influence may exist, such as long and dangerous rituals or quests. This is left to the GM's discretion.

RUNNING AN ENCOUNTER WITH AN ELDER INFLUENCE

For the most part, influences function more like environmental effects than monsters. For most influences, inflicting damage can be a method (if desperate) of driving the entity off, at least temporarily.

Initiative. An Elder Influence always goes first in each combat round.

Immunities. If an influence can be damaged, attacks (whether melee or ranged, magical or mundane) must be directed at the influence's nucleus at the center of its area. An influence is immune to all spells and effects that don't inflict raw hit point damage (including effects that arbitrarily reduce a target to a set number of hit points), unless otherwise specified in the specific influence's stat block. Proxies do not gain these immunities, but often have substantial defenses and immunities of their own.

“Ocean is more ancient than the mountains, and freighted with the memories and the dreams of time.”

“But more wonderful than the lore of old men and the lore of books is the secret lore of ocean.”

—H. P. Lovecraft



ABHOTH

Outer God of disease, natural bounty, and oozes; chaotic neutral

Primary Source Clark Ashton Smith, "The Seven Geases"

Favored Weapon whip

Symbol tentacle coiled around a disembodied eye

Temple canyons, caverns

Worshippers seekers of the source of life

Servitors the filth

This entity's origins are obscure. Some scholars credit Abhoth as the source of terrestrial life, but as much research points to Ubbo-Sathla fulfilling that role, or else the release of shoggoths into the wild, for which all the elder things bear some responsibility. Whatever the truth, Abhoth, Ubbo-Sathla, and the shoggoths all display some common features—all are fertile, ever-mutating beings of protoplasm—but also some key differences. The truth of their source (shared or not) is lost to antiquity. Perhaps only the long-lost *Tablets of the Gods*, guarded by Ubbo-Sathla, hold the answer.

Abhoth is a largely immobile entity, resembling a pool of bubbling fluid. It vastly prefers a subterranean lair, and if brought to the surface world, it immediately attempts to return to the cool, dark depths, striking out to destroy anything that blocks its retreat.

Abhoth is capable of speech in Aklo, can communicate telepathically within its area of influence, and has an intelligence of sorts. Despite its foul appearance, it is essentially a passive entity, content to sit and bubble whilst endlessly birthing its hideous young. Unfortunately for other inhabitants of the area cursed by Abhoth's presence, the larvae it creates are not so benign: they crawl forth in endless floods, wreaking havoc in their drive to feed.

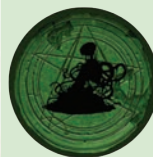
ABHOTH IN COMBAT

When incited by an enemy or a perceived threat, a sort of slime-covered central nervous system rises out of Abhoth's body as the entity focuses on the immediate environment. When the threat passes, the nervous system slowly sinks back into the pool. The central nervous system has whip-like nerve endings that can lash and cause damage. With each strike, they can connect to a target's own nervous system, which places the victim under Abhoth's total control. Until the tendril is severed, that victim will fight on behalf of Abhoth, not hesitating to attack friends and company. Should their companions fail to rescue enslaved victims, Abhoth will absorb them when they are no longer useful as puppets, devouring them and returning their flesh to the primal chaos that is Abhoth.

Every wound inflicted on Abhoth results in a part of its form being removed from the main body, which then immediately forms into more filth. Thus, the more damage inflicted on Abhoth, the more filth will appear to oppose Abhoth's enemies.

If Abhoth is completely reduced to remnants of filth, then its physical form is dissipated and its last remnants seep deep underground. But Abhoth, the god of obscene fruitfulness, can never be destroyed—only returned to a different underground lair. Dispersing and banishing it will, however, free any region that was cursed by its presence.

What You See



The monstrosity resembles a roiling pool with half-formed body parts rising from it, whipping nerve endings like frayed ropes, and haphazard bone structures. The rotting, birthing smell that arises is thick and nauseating.

ABHOTH

Elder influence

Area 300-ft. radius circle

Unnamable Doom DC 20

Nucleus 15-ft. square

Armor Class 19

Hit Points 256 (28d12 + 104)

Speed 20 ft., climb 20 ft.

Saving Throws +11

Damage Resistances bludgeoning, cold, fire, piercing, psychic, slashing, thunder

Damage Immunities acid

Challenge 24 (62,000 XP)

Nerve String. Abhoth extrudes nerve strings using its Nerve Lash effect. Each nerve string can be attacked (AC 20; 20 hit points; resistance to bludgeoning, cold, fire, psychic, and thunder damage; immunity to acid damage). Destroying a nerve string deals no damage to Abhoth, which can extrude a replacement at the start of each round. A nerve string can also be broken if a creature takes an action and succeeds on a DC 20 Strength check against it.

Nucleus. Abhoth's influence emanates from a Huge organic mass in a pool of fluid 50 feet across. The pool is difficult terrain.

EFFECTS

Absorb the Filth. At the end of each round, if Abhoth's influence is at 0 hit points or there are 7 or more filth in the area, Abhoth absorbs the filth in the area with the most hit points and regains hit points equal to half the filth's hit points.

Filth. Typically, 1d4 + 4 scions of Abhoth called filth flop and crawl about within Abhoth's area of influence when it is first encountered. Over time, Abhoth slowly spawns more, and at a similar rate they migrate outside the area. It spawns them faster in combat using its Shed Filth effect.

When a filth leaves the influence, it mutates into a random



throw (DC 20). On a successful save, it can control any actions it takes (or decline to take actions) other than its movement; Abthoth then chooses how the target uses its movement.

Shed Filth. Whenever Abthoth is dealt 15 or more damage in one attack or effect, it creates a new filth adjacent to the source of the effect (or as close as possible within the area). The filth has hit points equal to twice the damage that created it.

DEFEAT

Abthoth's influence is not necessarily destroyed when Abthoth is reduced to 0 hit points. It only ends when it is at 0 hit points and no filth remain in its area. When the influence ends, Abthoth's slime seeps into the ground, draining off to some unknown region or world to await a new opportunity to extend its influence into other realms.

creature. This can be any aberration, beast, dragon, giant, humanoid, monstrosity, ooze, or plant with an Intelligence score of 5 or lower. The creature always has an alignment of chaotic neutral or chaotic evil.

Nerve Lash. At the start of each round, if Abthoth or any filth in the area was attacked or forced to make a saving throw in the previous round, Abthoth's nucleus lashes out at all intruders in its area with whip-like strings of nerves. It makes a magic melee weapon attack with a +11 bonus to hit each target. On a hit, it deals 13 (3d8) piercing damage and 10 (3d6) slashing damage. A creature that takes damage and wasn't already tethered must succeed on a DC 20 Strength saving throw or be tethered to Abthoth's mass. A tethered creature can't leave the influence without breaking the nerve string (see above).

Puppet Mastery. At the end of each round that Abthoth has any creatures tethered by its Nerve Lash effect, it chooses from among those tethered that are not constructs, elementals, oozes, or undead the one that has dealt it the most damage in the past round (or it chooses randomly, if there is a tie) and attempts to directly take control of that creature's muscles and other tissue. The target takes 18 (4d8) psychic damage and must succeed on an Intelligence saving throw (DC 20) or Abthoth controls its actions until the nerve string is destroyed. At the start of the target's turn, if it is aware of any ally in combat with Abthoth, the target makes an Intelligence saving

THE FILTH

The most notable feature of Abthoth is its repulsive fecundity. It is constantly spawning living creatures from its pool. Some are the result of Abthoth forming limbs and sensory organs to be used temporarily among its spawn, only for them to drop off and crawl away into the surrounding area. At the same time, Abthoth constantly seeks to grab and swallow the creatures it spawns, that it might return them into its body. Some escape and crawl limply away. The nearer an intruder comes to Abthoth's location, the more numerous these escapees become.

Abthoth's progeny are collectively called "the filth". When they first leave their parent, they are nearly formless, though they may have a specialized limb or organ of some kind. As they leave their point of origin, they adapt to become more and more specialized. Eventually, they transform into a monster, potentially of any sort.

The filth are not friendly, and often attack each other. They do not work together in any way but rather spread out throughout their environment.



THE FILTH

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	5 (–3)	16 (+3)	9 (–1)

Damage Resistances bludgeoning, cold, fire, piercing, slashing, thunder

Damage Immunities acid

Condition Immunities blinded, deafened, exhaustion, prone

Senses darkvision 60 ft., passive Perception 13

Languages –

Challenge 7 (2,900 XP)

Keen Smell. The filth has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The filth has advantage on saving throws against spells and other magical effects.

Mutation. The filth has one random action or trait linked to a variation in its body structure. When a new filth appears, roll 1d10 to determine its mutation.

1. Acid Spray (Recharge 6). The filth possesses a tube-like stalk that can spew a 30-foot cone of acid as an action. Each creature in the area must make a DC 16 Dexterity saving throw, taking 28 (8d6) acid damage on a failure or half as much damage on a success.

2. Web (Recharge 5–6). The filth has a short limb ending in a spinneret that it can use in addition to its other attacks when it uses Multiattack. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 16 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 15 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

3. Horn. The filth has a long spike it can stab with in addition to its other attacks when it uses Multiattack. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

4. Multilegged. The filth has many squirming limbs. Its walking, climbing, and swimming speeds are 40 feet and it can use either the Withdraw action or Dash action as a bonus action.

5. Pheromone Sprayer (Recharge 4–6). The filth has a segmented limb. As a bonus action, it can spew mind-

controlling pheromones in a 10-foot-radius circle centered on the filth. Each creature in the area must succeed on a DC 16 Charisma saving throw or be charmed by the filth for 8 hours. A creature that succeeds on its saving throw becomes immune to that filth's Pheromone Sprayer for 24 hours.

6. Poison Gas Gland (Recharge 5–6). The filth has a specialized limb ending in a noxious gland. As an action, it can spew poison gas in a 30-foot cone. Each creature in the cone must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. At the end of each poisoned creature's turn, it makes another saving throw, ending the poisoned condition on itself on a success.

7. Shrieking Mouth. The filth possesses a stalked mouth. The mouth can't bite, but instead constantly shrieks and babbles as long as it can see another creature and the filth isn't silenced or incapacitated. Each creature that starts its turn within 30 feet of the filth and can hear the shrieking must succeed on a DC 14 Wisdom saving throw or it can't take reactions until the start of its next turn. An affected creature rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all of its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

8. Spellcasting (3/Day). The filth has a set of antennae that end in an organ combining a hand, a mouth, and several eyes. The filth can use these antennae to cast a spell of the GM's choice of 4th level or lower from the druid or wizard list.

9. Tentacle. The filth has a long tentacle covered in hooks that it can use in addition to its other attacks when it uses Multiattack. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15).

10. Venomous Stinger. The filth has a sinuous, snake-like appendage ending in a stinger. It can sting in addition to its other attacks when it uses Multiattack. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage. If the target is a creature, it must make a DC 16 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

Spider Climb. The filth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The filth makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

ATLACH-NACHA

Great Old One of craft, irresistible death, and spiders; neutral evil

Primary Source Clark Ashton Smith, "The Seven Geases"

Favored Weapon net

Symbol spider perched at the center of a web

Temple caverns, chasms, bridges

Worshippers doomsayers, mad cultists, driders

Servitors spiders and arachnids of all kinds

Atlach-Nacha is the spider-god, which is not the same as saying he is the god of spiders. Rather, he is a dire entity in the form of a spider. The object of his toil is to spin the Forever Web.

Physically, Atlach-Nacha resembles a monstrous spider to the untutored eye, but any expert can detect many significant differences. Atlach-Nacha can be encountered by summoning him with the proper rituals, or his wrath can be invoked by attacking his web too assiduously. While Atlach-Nacha realizes that the Forever Web must undergo some degree of weathering and wear, he is aware of every iota of damage, and if anyone or anything (for example, misguided adventurers) prove too dedicated to thwarting his work, he will scurry across the remaining strands of the web to confront them personally.

ATLACH-NACHA IN COMBAT

Atlach Nacha constantly flings web strands at his foes, which tangle and eventually immobilize them.

Atlach-Nacha can strike out with all legs, but his legs are not his primary means of attack. He knows all spells and can sometimes cast while also attacking physically. In addition, Atlach-Nacha's bite injects the god venom, which almost nothing can resist. Once injected, the venom inflicts almost immediate total paralysis and is even able to immobilize other entities of god-like status.

THE FOREVER WEB

This web stretches throughout all of the world's key points and ley lines. Sometimes it passes through other dimensions and can even make a physical appearance in the material world. When the Forever Web is complete, the strands will activate, surging with energy, and entire worlds will each collapse into a singularity, ending it all. It is not clear what happens after that moment, but some believe that Atlach-Nacha, at that point, will eat the now-tiny worlds and digest all of the souls caught therein. Others claim that Atlach-Nacha will present the world as a new gem for the necklace of some supreme entity. Until the Forever Web is completed, no one can say except Atlach-Nacha.

Fortunately, the Forever Web takes eons to spin, and individual strands can be attacked and cut without much trouble. Atlach-Nacha's webbing is only sticky where he chooses to make it so in order to tangle prey, for example,

or to secure an attachment on the side of a precipice. Seeking to destroy the Forever Web, however, always runs the risk of drawing his personal attention.

THE FOREVER WEB IN COMBAT

Often, Atlach-Nacha maintains multiple separate stage 1 influences in an area, particularly in regions where his cult is active. These separate influences never overlap but can be adjacent.

THE FOREVER WEB

Elder influence, stage 1

Area 20-ft. square

Unnamable Doom DC 19

Nucleus 20-ft. square

Armor Class 14

Hit Points 290 (20d20 + 80)

Speed 0 ft.

Saving Throws +10

Damage Vulnerabilities fire

Damage Resistances lightning, necrotic, thunder; piercing and slashing from nonmagical attacks that aren't adamantite

Damage Immunities bludgeoning, poison, psychic

Challenge 19 (22,000 XP) with defenders

Defenders. Atlach-Nacha's stage 1 influence is typically defended by eleven **phase spiders** attracted by the interplanar webs.

Nucleus. Atlach-Nacha's influence is centered on a cube of its webs.

EFFECTS

Webs. Atlach-nacha's initial influence is immobile and makes no attacks; his influence manifests only as a thick tangle of immense spider webs in a 20-foot cube. The webs lightly obscure the area of influence and are difficult terrain. When a creature starts its turn in the webs or enters them during its turn, the creature must make a DC 19 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a DC 15 Strength (Athletics) check. If it succeeds, it is no longer restrained. The webs in an area of influence remain until the influence is reduced to 0 hit points, but each time an area of the Forever Web is reduced to 0 hit points, there's a cumulative chance that the area of influence escalates instead of ending.

ESCALATION

When the influence is reduced to 0 hit points, there is a chance it escalates to stage 2 instead of ending. The chance of this occurring is equal to 1% per area of influence destroyed by intelligent non-cultists of Atlach-Nacha. (Those who venerate the Great Old One cannot escalate an influence by destroying

webs, nor can creatures that possess an Intelligence of 2 or less.) This chance is cumulative for an entire world: For instance, if different groups throughout the world destroy ten webs, regardless of how much time passes, the next group to destroy a web has an 11% chance to escalate the influence to stage 2. The starting percentage chance of this occurring when a group of PCs encounters the influence for the first time is subject to the GM's discretion, or could be determined randomly by rolling 1d100–1, with a result of 0 indicating that either this is the first time the influence has occurred in the world, or that the previous influence resulted in a shift to stage 2 before Atlach-Nacha was defeated.

DEFEAT

At influence stage 1, reducing the influence to 0 hit points ends the influence unless it escalates instead.

ATLACH-NACHA

Elder influence, stage 2

Area 400-ft.-radius circle

Unnamable Doom DC 20

Nucleus proxy (avatar of Atlach-Nacha)

Challenge 22 (41,000 XP)

Proxy. Atlach-Nacha's influence is centered on his avatar. It can't teleport beyond the influence's edge.

EFFECTS

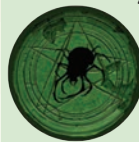
Fresh Webs. At the start of each round, Atlach-Nacha can spin a new batch of webs in a 20-foot cube centered on a point his avatar can see that does not already contain webs. The webs lightly obscure the area and are difficult terrain. When a creature starts its turn in the webs or enters them during its turn, the creature must make a DC 20 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a DC 15 Strength (Athletics) check. If it succeeds, it is no longer restrained. The effect ends and the webs vanish if they are destroyed. The webs can be attacked (AC 14, 40 hit points,

vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage).

DEFEAT

At influence stage 2, Atlach-Nacha's influence ends when his avatar is slain.

What You See



A monstrous spider-thing with a distorted tick-like body, it possesses a head made up of dozens of shifting, agonized faces that gibber and moan softly as it skitters toward you.

*I am he who howls in the night;
I am he who moans in the snow;
I am he who hath never seen light;
I am he who mounts from below.*

—H. P. Lovecraft, *Psychopompos*

AVATAR OF ATLACH-NACHA

Huge aberration (proxy), neutral evil

Armor Class 19 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 80 ft., climb 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	23 (+6)	23 (+6)	19 (+4)	20 (+5)	22 (+6)

Saving Throws Dex +13, Wis +12, Cha +13

Skills Acrobatics +13, Arcana +18, Perception +12, Religion +11, Stealth +13, Yog-Sothothery +12

Damage Resistances lightning, necrotic, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 360 ft., truesight 120 ft., passive Perception 22

Languages Aklo, Undercommon, telepathy 120 ft.

Challenge 22 (41,000 XP)

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Influence. The avatar emanates Atlach-Nacha's stage 2 influence. It can't teleport beyond the edge of the influence.

Innate Spellcasting. The avatar's spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: *dimension door*, *dispel magic* (5th-level version), *dream*, *feather fall*, *insect plague*, *rope trick*

3/day: *suggestion* (can target creatures through *dream*)

1/day each: *feeblemind*, *imprisonment*, *symbol*

Legendary Resistance (3/Day). If the avatar fails a saving throw, it can choose to succeed instead.

Spider Climb. The avatar can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the avatar knows the exact location of any other creature in contact with the same web.

Web Walker. The avatar ignores movement restrictions caused by webbing. Webbing can always hold its weight.

ACTIONS

Multiattack. The avatar makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 28 (8d6) poison damage. If the target is a living creature, it must succeed on a DC 17 Constitution saving throw or be poisoned. Until the poisoned condition ends, the creature is also paralyzed. After 24 hours, the poisoned creature makes a new saving throw, ending the condition on itself on a success. Otherwise it remains poisoned until the condition is removed by magic. If the creature is immune to the paralyzed or poisoned conditions, it is not immune to this effect but has advantage on its saving throws.

Claws. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Magic Mastery (Recharge 5–6). The avatar casts any spell from any spell list with a casting time of 1 action, using Intelligence as its spellcasting ability (spell save DC 19, +11 to hit with spell attacks).

Interdimensional Web. *Ranged Weapon Attack:* +12 to hit, range 150/600 ft., one target. *Hit:* 16 (3d10) force damage and the target is restrained by the webbing wherever it is, even in midair. The web can be destroyed, freeing the creature, by a creature that can reach the target; doing so requires an action to make a successful DC 20 Strength check. The web can also be attacked (AC 14, 40 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage). As long as the webbing lasts, a ropy thread of cosmic silk connects the creature to Atlach-Nacha's avatar, which can move along the web directly toward the target using its climbing speed, potentially ending its movement in midair. The avatar can also descend from the webbing directly downward at its climbing speed even with nothing else to hold its weight.

LEGENDARY ACTIONS

The avatar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The avatar regains spent legendary actions at the start of its turn.

Cast a Spell (Costs 2 Actions). The avatar casts a spell that it can use at will.

Claw. The avatar attacks with a claw.

Web Skitter. The avatar uses its Interdimensional Web. If it hits a creature, it can move up to half its speed toward the creature along the webbing.



AZATHOTH, THE DAEMON SULTAN

*Outer God of entropy, madness, and mindless destruction;
chaotic neutral*

Primary Source H. P. Lovecraft, "Azathoth"

Favored Weapon warhammer

Symbol eight-pointed star

Temple devastated terrain, impact craters, ruined buildings

Worshippers doomsayers

Servitors Nyarlathotep, servitors of the Outer Gods

Azathoth is a personification of both the original cosmic explosion and the mindless hostility of the universe. It roils and churns forever at the center of reality, writhing mindlessly to the droning chants and flutes of other Outer Gods. Azathoth is said to be both blind and idiotic, relying upon its messenger Nyarlathotep to fulfill its primal urges.

When Azathoth is conjured, an aspect or avatar of the Daemon Sultan is made to appear at the conjuring site. It starts out comparatively small—only thirty or so feet across—but it soon begins to grow. It expands larger and larger, growing ever less stable. The risk is immense, for there is truly no limit to this growth process, and Azathoth's presence has destroyed whole worlds—nay, entire solar systems. Thus, Azathoth's conjuring is typically a mistake, for only someone reckless beyond sanity would call it purposefully. Azathoth does not usually have a true cult, for in its mindless purity, it is incapable of gratitude or reward.

AZATHOTH ENRAGED

When Azathoth appears, it has a chance of being angered and beginning its cycle of growth and destruction. The presence of large numbers of worshipers chanting and playing instruments to soothe it reduces this chance, as does that of servitors of the Outer Gods. If another Outer God or a Great Old One awaits Azathoth's conjuring, such as Nyarlathotep overseeing the summoning ritual, this has a more potent calming effect. But even these measures cannot guarantee a peaceful appearance.

Once Azathoth is angered, its influence grows with terrifying speed. Its rage blasts away at the land, leaving it a blackened ruin where nothing can grow. Its vast, flailing pseudopods do catastrophic damage even as Azathoth emits cosmic force at the nuclear level that disrupts magic. Fortunately, Azathoth may pause at any time in the course of its mindless thrashing, and it might decide to return its avatar to its personal presence out of simple disinterest, stopping the destruction. If Azathoth's avatar takes sufficient damage in a single round (as it generally heals most damage at the start of each round), it immediately returns to its source, its rage abated. Typically, when Azathoth departs, it draws all present Great Old Ones or Outer Gods back to its eternal court at the center of reality, but often leaves mere servitors of the Outer Gods behind in its wake.

What You See



Around the horror's unthinkable vast hulk dance bat-things, flopping and fluttering in idiot vortices fanned by ray-streams, all dancing insanely to the high, thin whining of a cracked flute clutched in a monstrous paw, for Azathoth does not appear alone—but brings its nightmare courtiers.

AZATHOTH

Elder influence

Area 90-ft.-radius circle

Unnamable Doom DC 23

Nucleus 30-ft. square

Armor Class 18

Hit Points 660 (40d20 + 240)

Speed 0 ft.

Saving Throws +14

Damage Vulnerabilities psychic

Damage Resistances fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force

Challenge 30 (155,000 XP)


Nucleus. Azathoth's influence emanates from a Gargantuan mass of energy and tentacles that rapidly expands once it is enraged.

Oblivious. When Azathoth's influence is first established, the Outer God does not immediately notice or react. Its effects do not function while it remains oblivious. At the end of each round, there is a chance that Azathoth becomes enraged and its effects begin. Any attack against the influence automatically enrages it.

At the end of each round, Azathoth rolls a d20, becoming enraged if the result equals or exceeds the number of worshipers in the influenced area. If it does not become enraged for a long period, it rolls larger dice at the conclusion of each period: d100 at the end of each minute, d1,000 (roll d10 once each for hundreds digit, tens digit, and ones digit) at the end of each 10-minute period, and d10,000 (roll d10 once each for thousands digit, hundreds digit, tens digit, and ones digit) at the end of every 8-hour period, becoming enraged if it rolls a number greater than or equal to the number of worshipers in the area of its influence. Each servitor of the Outer Gods present in this area counts as 50 worshipers, and each other Outer God or Great Old One (including overlapping influences) present counts as 500 worshipers.

Song Susceptibility. Azathoth's limited mind is vulnerable to many spells and effects that mortals might associate with music. Thunder damage reduces Azathoth's hit point maximum by the same amount it reduces its hit point total.

Azathoth's servitors routinely calm the Outer God with an unearthly melody. Mortals can learn the tune from a servitor of



the Outer Gods or by playing a *flute of the servitors* (see page 125). A character can use an action to forestall Azathoth's Ruinous Growth with a successful DC 25 Charisma check with any flute. Azathoth must then succeed on a DC 20 saving throw or its Ruinous Growth does not occur at the end of that round.

If Azathoth fails its saving throw against a bard spell or feature that would give it the charmed condition, it rolls a d8 instead of a d10 the next time it rolls for its Disinterest (see below) and the effect then ends on it. At the GM's discretion, other musical spells or effects might also affect Disinterest.

EFFECTS

Cosmic Force. Once Azathoth is enraged, it fills its influence with disruptive cosmic energies. At the start of each round, one spell in the area chosen randomly among those closest to the nucleus is dispelled.

A creature that begins its turn in the influence must make a DC 23 Charisma saving throw to resist the withering energy. On a failure, it takes a –1 penalty on future saving throws. This penalty is cumulative and lasts until the creature begins its turn outside the area of Azathoth's influence. If the creature has spell slots and failed its saving throw, it also rolls 1d8 and expends a spell slot of that level with no effect. If it has no spell slots of that level, it expends one of the nearest lower level of spell slots it does have.

Pseudopods. At the start of each round after Azathoth is enraged, its pseudopods lash out randomly in the area of influence. This effect is a magical attack. Each creature and object automatically takes 3 (1d6) force damage.

Additionally, 1d4 + 1 pseudopods directly target creatures in the influence. If any creatures in the area attacked or targeted Azathoth in the previous round, the pseudopods target them. The pseudopods always target different creatures, unless there are not enough available targets in the area, in which case more than one pseudopod can attack the same target. The pseudopods are melee weapon attacks with a +14 bonus to hit. In a round Azathoth targets only two creatures, it has advantage on each attack roll. In a round Azathoth targets five creatures, it has disadvantage on each attack roll. On a hit, a pseudopod deals 50 (1d100) bludgeoning damage.

Ruinous Growth. Once Azathoth is enraged, its influence begins to grow rapidly in size and heal most damage to itself. If Azathoth begins a round enraged, it regains 200 hit points and grows at the end of the round. Its nucleus's dimensions each double and its area's radius doubles. Thus, at the end of the first full round it spends enraged, its nucleus grows to a 60-foot square and the radius of its area of influence increases to 180 feet. At the end of the next round, its nucleus is 120 feet across and the radius of its area of influence is 360 feet, and so on. Creatures and objects that were in the area now occupied are pushed to the nucleus's new edge; any creature or object displaced in this way takes 7 (2d6) force damage. If the area cannot contain Azathoth's increased dimensions at any point, the terrain disintegrates and structures shatter into fragments.

At the GM's discretion, formula spells might exist to prevent Azathoth's Ruinous Growth from healing hit points or even functioning at all, but they would be of similar difficulty to the one to *call Azathoth* (though they likely don't take as long to

cast). Otherwise, unless its Disinterest (see below) wins out, the influence grows so large as to devastate an entire planet in a little over 2 minutes (22 rounds for most planets).

DEFEAT

Azathoth's influence can be defeated in one of the following ways.

Combat. If the influence is reduced to 0 hit points, it is defeated and vanishes.

Disinterest. Azathoth struggles to pay attention to anything other than itself, which means it can lose interest even in things that enrage it. It might simply choose to return at any time to its throne at the center of the universe, forgetting why it was fleetingly agitated. At the end of any round that it is enraged, Azathoth rolls a d10. On a 1, Azathoth simply leaves and its influence ends. The first round of Azathoth's influence during which there is any other Great Old One, Outer God, or servitor of the Outer Gods present and interested in continuing Azathoth's influence, Azathoth rolls a second d10 and uses the higher of the two.

Sandy's Notes

Obliviousness and Disinterest in Action

To illustrate a hypothetical encounter with Azathoth, consider the following:

Under Nyarlathotep's personal tutelage, a mad wizard along with five cultists call up Azathoth, after first summoning four servitors of the Outer Gods. The total "worshippers" count includes 500 for Nyarlathotep, 200 for the four servitors, 5 for the other cultists, and 1 for the wizard. The total is 706. This means Azathoth must roll at least 706 on d1,000 to become enraged in 10 minutes, which is a risk the wizard feels is a fair trade for the massive power and knowledge he hopes to extract from Azathoth. After the first few rounds of Azathoth's presence, though, Nyarlathotep suddenly and unexpectedly departs and takes along three of the four servitors. Now Azathoth has a very good chance (45%) of becoming enraged in a matter of rounds, when the first minute of obliviousness ends (and it rolls d100). Even the mad wizard is worried about those odds, and he immediately starts the process of trying to dismiss Azathoth, hoping to achieve this before the Daemon Sultan begins to explode outward with terrifying force. When rolling for disinterest, if the last servitor remains when Azathoth was enraged, Azathoth would roll two d10s and must roll 1 on both to spontaneously vanish after stirring.

Note that the same forces which keep Azathoth placated and (relatively) amicable tend to maintain its state of rage once activated!



BOKRUG, THE WATER LIZARD

Great Old One of vengeful violence, storms, and natural waters; chaotic neutral

Primary Source H. P. Lovecraft, "The Doom that Came to Sarnath"

Favored Weapon trident

Symbol green lizard with long, coiling tail

Temple cathedrals, lake shores, river banks, ruins

Worshippers deep ones, gnorri, anyone fearing or seeking vengeance

Servitors ghosts of Ib, monstrous reptiles

Bokrug was originally the god of a non-human amphibious race known only as the Beings from Ib. When they were exterminated long ago, Bokrug delivered a horrendous vengeance upon those who laid them low. Now Bokrug is still worshiped by some deep ones as well as some gnorri, and also accepts propitiatory worship from humans.

Bokrug resembles a sort of gigantic lizard.

WAKING BOKRUG

Bokrug can be awakened by one of two means: worship or vengeance.

Worship requires a proper ceremony and a stone idol in Bokrug's form. The cultists must dance, chant, and sacrifice to it while the moon is gibbous, and a high priest must intone the rites. This initially brings forth the ghosts of Ib to dance with the other cultists and the statue gradually becomes more and more lifelike over many nights until Bokrug is made manifest.

Vengeance comes when a group of Bokrug's worshippers have been viciously destroyed or otherwise persecuted. Bokrug then gathers his wrath, a process that sometimes takes years, and strikes at those who offended him. Oddly, the greater the offense, the longer it typically takes Bokrug to respond. This may be a simple function of the fact that the more awful the inciting crime, the more time the Water Lizard spends devising a suitably horrendous punishment. For example, when the city of Sarnath drove the original Beings of Ib into extinction, it took Bokrug a thousand years to respond—but when Bokrug did finally strike, the mighty city of Sarnath and all its inhabitants vanished forever. Only marshlands remained in its place.

RETURN TO NATURE

Bokrug typically returns civilized or built-up areas to their primeval state. In the case of humans, they literally vanish as he restores the area to its form before humanity evolved, and thus they cease to exist. All buildings and manufactured items gradually vanish or are replaced with the building materials from which they were constructed (uncut timber or stone, mud, and so on). Humans and

more recent creatures also gradually fade away. This fading process takes a little time, and if Bokrug's influence is banished before the fading is complete, the victims are restored.

BOKRUG IN COMBAT

The avatar of Bokrug physically fights like the lizard he resembles, biting and swallowing most foes whole. Bokrug's neck distends to let him swallow creatures larger than himself, though this may take several rounds of gulping. Any creature swallowed by Bokrug is transported to his extradimensional stomach from whence there is no escape; those within can expect to live out the remainder of their short lives in agony as Bokrug digests them. This swallowing process is supernatural, and Bokrug does not get larger as he eats prey.

Bokrug has a prehensile tail that can grasp, hold, and constrict victims as well as lash at them, as well as clawed arms which he can use to hold and rake victims. When enemies strike back at Bokrug, he typically has the resistance and immunity of the graven stone statue from which he emerged, though he seems to be flesh when attacking.

When damaged sufficiently, Bokrug returns to his statue form and the ghosts of Ib stop appearing. Further defacing or trying to destroy a statue of Bokrug can cause him to reappear seeking revenge.

What You See



This huge lizard-like being possesses an improbably long, toothed neck and a massive maw from which protrudes a lashing forked tongue. Its skin has the rough density of stone but it moves as though made of supple flesh and sinew.

In its eyes linger both sadness and anger.

BOKRUG

Elder influence, stage 1

Area 1-mi. radius circle

Unnamable Doom DC 18

Nucleus 5-ft. square

Armor Class 21

Hit Points 180 (24d8 + 72)

Speed 0 ft.

Saving Throws +8

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

Challenge 18 (20,000 XP)

Nucleus. At stage 1, Bokrug's influence emanates from a Medium stone idol of Bokrug. It can be moved as normal for



an object of its size. It weighs 1,000 pounds. Whenever the idol is damaged, there is a chance the influence escalates (see below).

Regeneration. At the start of each round, Bokrug's influence regains 5 hit points per ghost of Ib within its area.

EFFECTS

Ghosts of Ib. At the start of each round, 1d4 ghosts of Ib (page 176) appear. Any ghosts that would bring the total number of ghosts above 4 do not appear.

ESCALATION

Bokrug's influence can escalate to stage 2 in one of three ways: damage received, a ritual, or ultimate revenge. When Bokrug's influence escalates, his avatar appears with hit points equal to the influence's current hit points plus 120 and all but one of the ghosts of Ib vanish.

Damage Received. When the nucleus idol is damaged, roll d100. If the number rolled is less than that damage, Bokrug's influence escalates to stage 2.

Ritual. Each consecutive night that cultists of Bokrug chant an appropriate ritual during a gibbous moon, there's a cumulative 2% chance that his influence escalates to stage 2.

Ultimate Revenge. When a great act of violence is visited upon Bokrug's cultists, Bokrug can choose to immediately manifest at influence stage 2.

DEFEAT

Destroying the nucleus idol ends Bokrug's influence at stage 1.

BOKRUG

Elder influence, stage 2

Area 10-mi. radius circle

Unnamable Doom DC 19

Nucleus proxy (avatar of Bokrug)

Challenge 20 (25,000 XP)

Proxy. Bokrug's influence is centered on the avatar of Bokrug (page 177).

EFFECTS

Natural Reversion. All creatures and objects in the area of influence at stage 2 begin to suffer from a reversion to primeval nature. Creatures whose species existed before humanity, as well as all plants and natural formations, are unaffected by this recursion. All other creatures begin to fade from existence, as do objects built by beings younger than the advent of history (at the GM's discretion).

At the start of each round, each creature in this area must succeed on a DC 19 Constitution saving throw or its maximum hit points are reduced by 18 (4d8) from this slow fading. A creature that has its hit point maximum reduced to 0 fades completely, along with all attended objects. Unattended objects fade away based on their size. Nonmagical objects automatically fade at the start of the next round after enough rounds pass, but magic items only have a chance of fading after that point. Tiny or smaller objects fade after 2 rounds. Small objects fade automatically after 5 rounds. Medium objects fade after 10 rounds. Large objects fade after 15 rounds. Huge objects fade after 20 rounds. After 30 rounds of this effect, all objects fade from existence and are replaced by natural terrain and vegetation. For each unattended magic item, roll d20 at the start of each round once enough rounds have passed to affect an object of its size. On a roll of 4 or less, the item fades. Artifacts are never affected by Natural Reversion.

If Bokrug's influence ends or deescalates to stage 1 before 30 rounds of this effect have passed, then all faded creatures and objects return unscathed (the hit point maximum reduction ends immediately). Otherwise, the fading effect is permanent, but divine intervention or a *wish* spell can restore a single faded creature or object at a time. A creature that starts its turn outside the area of influence gradually regains its existence, automatically restoring its hit point maximum by 10. Likewise, each partially-faded object reduces its round count by 1 at the start of each round that it is outside the influence.



DEFEAT

Killing the avatar of Bokrug deescalates the influence to stage 1 and suppresses its effects indefinitely. The influence regains all its hit points when it deescalates this way. If the nucleus idol is damaged, however, its stage 1 effects resume and the damage has the usual chance of escalating the influence to stage 2 again.



THE GHOSTS OF IB

When Bokrug appears, hordes of ghosts of Ib (his original cultists) appear with him. These spectral, frog-like humanoids have all the powers of typical ghosts as well as spellcasting abilities. While they can be individually driven off or banished, they always return and multiply while Bokrug manifests.

GHOST OF IB

Medium undead, chaotic neutral

Armor Class 13 (15 with *shield of faith*)

Hit Points 105 (14d8 + 42)

Speed 0 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	16 (+3)	13 (+1)	18 (+4)	17 (+3)

Saving Throws Wis +7, Cha +6

Skills Nature +4, Perception +7, Religion +4, Stealth +10, Survival +10

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 17

Languages Aklo, Deep Speech, Draconic

Challenge 5 (1,800 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spellcasting. The ghost is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared.

Cantrips (at will): *dancing lights*, *guidance*, *mending*, *resistance*, *shocking grasp*

1st level (4 slots): *bane*, *create or destroy water*, *fog cloud*, *sanctuary*, *shield of faith*, *thunderwave*

2nd level (3 slots): *blindness/deafness*, *shatter*, *silence*, *spiritual weapon*

3rd level (3 slots): *call lightning*, *dispel magic*, *sleet storm*, *wind wall*

4th level (3 slots): *ice storm*, *control water*

5th level (2 slots): *contagion*

Tempestuous Spells. The ghost's spells surge with the power of storms. When a creature fails its saving throw or suffers a critical hit against a spell cast by the ghost that deals lightning damage, that creature is blinded until the end of the ghost's next turn. When a creature fails its saving throw against a spell cast by the ghost that deals thunder damage, that creature is deafened until the end of the ghost's next turn.

ACTIONS

Withering Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 27 (7d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Horrifying Visage of all ghosts of Ib for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Telekinesis. The ghost casts *telekinesis*, using Charisma as its spellcasting ability and requiring no components.



AVATAR OF BOKRUG

Large monstrosity (proxy), chaotic neutral

Armor Class 21 (natural armor)

Hit Points 250 (20d10 + 140)

Speed 50 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	24 (+7)	19 (+4)	23 (+6)	21 (+5)

Saving Throws Con +13, Wis +12, Cha +11

Skills Arcana +10, History +10, Nature +10, Perception +12, Religion +10, Stealth +10

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities psychic

Condition Immunities charmed, frightened, paralyzed, petrified

Senses darkvision 60 ft., passive Perception 22

Languages Aklo, Deep Speech, Draconic, telepathy 100 ft.

Challenge 19 (22,000 XP)

Ambipious. The avatar can breathe air and water.

Keen Smell. The avatar has advantage on Wisdom (Perception) checks that rely on smell.

Influence. The avatar emanates Bokrug's influence and gains the benefits of all the influence's traits and effects.

Innate Spellcasting (Psionics). The avatar's spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *cloudkill*, *dispel magic* (5th-level version), *dream*, *fly*, *mirage arcane*, *ice storm*

3/day each: *earthquake*, *feeblemind*, *suggestion* (can target creatures through *dream*)

1/day each: *control weather*, *sunburst*, *symbol*

Legendary Resistance (3/Day). If the avatar fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The avatar makes three attacks: one with its bite and two with its claws. It can cast a spell in place of making a bite attack. The spell must be one that the avatar can use at will.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. If the target is a creature of any size, it is grappled (escape DC 17). Until the grapple ends, the avatar can't bite another target. If it is Large or smaller, it is restrained until the grapple ends. The avatar can grapple no more than one creature in its mouth.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage. If the target is a Large or smaller creature, the avatar can choose to grapple it (escape DC 17). While grappling a creature with its tail, the avatar can't use its tail to attack another target.

LEGENDARY ACTIONS

The avatar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The avatar regains spent legendary actions at the start of its turn.

Summon Ghost of Ib (Costs 2 Actions). A ghost of Ib (see page 176) appears in a location within Bokrug's influence that the avatar can see. It vanishes when the avatar summons another ghost of Ib.

Swallow (Costs 2 Actions). If the avatar is grappling a creature but not restraining it and has no other creature in its mouth, it restrains that creature in its mouth. If the avatar is restraining a creature, it swallows the creature unless the creature succeeds on a DC 19 Charisma saving throw. A creature swallowed by Bokrug's avatar arrives in an interdimensional stomach from which there is no physical escape. At the start of each round, a creature in the stomach takes 28 (8d6) acid damage. A *plane shift* spell and other methods of planar travel can allow for escape. If Bokrug's avatar is defeated, all swallowed creatures and objects reappear in the nearest open space.

Tail. The avatar makes a tail attack.

"Here was done the very secret and ancient rite in detestation of Bokrug, the water-lizard, and here rested the altar of chrysolite which bore the DOOM-scrrawl of Taran-Ish."

—H.P. Lovecraft, *The Doom That Came To Sarnath*

BYATIS, THE SERPENT-BEARDED

Great Old One of forgetfulness, forged prisons, and toads; chaotic evil

Primary Source Ramsey Campbell, "The Room in the Castle"

Favored Weapon dagger

Symbol tentacles coiling around a fanged mouth filled with darkness

Temple caverns, secret basements, ruined castles

Worshippers amphibious creatures, mad spellcasters

Servitors monstrous amphibians and reptiles

Byatis the Serpent-Bearded is an imprisoned Great Old One. Wherever it is called, it typically appears in an underground cavern or the lower levels of a built-up structure. It is huge, weighing many tons. It is scaled and reptilian, with an array of mouthed tentacles which it extends from its prison to feed. At first glance, its near immobility may make it seem less dangerous than other Great Old Ones, but this impression would be a mistake.

Byatis gradually grows spiritually and physically by consuming creatures. As Byatis festers in its lair, its environs become a gate to other realms, one that expands in size and scope to let more and more baleful influences seep into the world. Natural laws start to alter. Given enough time, the gates open wide, and the Outer Gods and their minions pour through unchallenged. This horrendous fate can be averted by periodic attacks on Byatis, interrupting and reverting this spiritual growth. It can also be slowed or stopped by sacrificing victims to Byatis, which prompts it to focus on the victims rather than expanding the gates.

GOD OF FORGETFULNESS

Unfortunately, keeping one's distance from Byatis is not always an option. It has the ability, over an extended area, to erase knowledge of its existence from the minds of mortal beings. It takes time for this amnesia to take effect, but one result is that the inhabitants nearest to Byatis often are the least aware of its presence and cannot guide outsiders to its lair. Any propitiatory or worshipping cult must come from further away, and then leave before they forget about Byatis.

It can also use its mental influence to draw people unknowingly into its terrible presence, that it might feed upon them.

BYATIS IN COMBAT

Byatis attacks with several snout-like proboscises, each of which ends in a toothed mouth which can attach to and suck out the life from victims. They can also clamp down and simply chomp, which does more immediate damage but does not drain the victim's strength. Byatis also has a

multiplicity of lesser tentacles ranging from flail-like whips to constricting boas, all useful in battering the unfortunate forms of its foes. It has thick scales for armor, almost impenetrable by most means, and it has access to countless magical abilities.

What You See



This one-eyed horror possesses a single, long, flexible proboscis that ends in a fanged, leech-like mouth. Clawed limbs stud its serpentine length at asymmetric intervals, each ending in a grasping talon.

BYATIS

Elder influence, stage 1

Area 300-ft.-radius circle

Unnamable Doom DC 18

Nucleus proxy (avatar of Byatis)

Challenge 14 (11,500 XP)

Shackled Proxy. Byatis's influence is centered on the avatar of Byatis (page 180). Its avatar is restrained and can only act to bite or to cast the following spells: *dream*, *suggestion*, or *wish*. It can take no other actions and can't be moved or free itself except by escalating its influence.

EFFECTS

Quicken Influence. Other Mythos influences that overlap with Byatis's influence escalate faster than normal. If the influence has a time-related component to its escalation, that time period is halved. If the influence's escalation is based on reaching a numerical milestone, progress it makes toward that milestone is doubled.

ESCALATION

After 90 days during which Byatis's influence remains at stage 1 without being reduced to 0 hit points or being appeased by sacrifice, its influence escalates to stage 2. Days during which Byatis is reduced to 0 hit points or appeased do not count, and at the end of a day during which Byatis is reduced to 0 hit points or appeased, increase the number of days remaining until it escalates by 1d4.

DEFEAT

At influence stage 1, Byatis's influence can be defeated in one of the following ways.

Combat. If Byatis's avatar starts its turn at 0 hit points and doesn't regenerate, the influence ends. If it is reduced to 0 hit points but survives, the influence's escalation is delayed.

Sacrifice. If a creature with Intelligence 3 or higher is sacrificed to appease Byatis in the area, the influence's escalation is delayed (see above).



BYATIS

Elder influence, stage 2

Area 1-mi.-radius circle

Unnamable Doom DC 19

Nucleus proxy (avatar of Byatis)

Challenge 18 (20,000 XP)

Restrained Proxy. Byatis's influence is centered on the avatar of Byatis (page 180). Its avatar is restrained and it can't be moved or free itself except by escalating its influence.

EFFECTS

Amnesia (DC 19). Whenever a creature first enters the area of influence since its last long rest or finishes a long rest there, it must succeed on a DC 19 Intelligence saving throw or lose all knowledge of Byatis, its influence, and associated lore (although it can be relearned normally). Memory lost in this way can be recovered by means of a *greater restoration* spell cast on the creature.

Quicken Influence. Other influences that overlap with Byatis's influence quicken. If the influence has a time-related component to its escalation, the time period is halved. If the influence's escalation is based on reaching a numerical milestone, progress it makes toward that milestone is doubled.

Lure (1/Day, DC 19). One creature of Byatis's choice (generally the most dangerous) that is under Byatis's *Amnesia* effect must succeed on a DC 19 Wisdom saving throw or become magically charmed. While it is charmed, the creature is incapacitated and moves to Byatis's avatar with only dim awareness of its surroundings, seeking the most direct route that would not damage it. The creature doesn't avoid opportunity attacks. Once it is within 15 feet of the avatar, it waits patiently and refuses to leave for 8 hours or until it is removed from the influence. It doesn't notice if it is harmed. 1d8 hours after the target arrives, the avatar begins attacking it. These attacks do not violate the lure effect and the creature remains charmed.

ESCALATION

When Byatis has killed 20 creatures charmed by its Lure, its influence escalates to stage 3. When Byatis is reduced to 0 hit points and regenerates, the number of creatures it must kill to escalate its influence increases by 1 unless it already increased since the last dawn.

DEFEAT

At influence stage 2, Byatis's influence can be defeated in one of the following ways.

Combat. If Byatis's avatar starts its turn at 0 hit points and doesn't regenerate, the influence ends. If it is reduced to 0 hit points but survives, it requires additional sacrifices to escalate (see above).

Sacrifice. If a creature with Intelligence 3 or higher is sacrificed to appease Byatis within the area of its influence, it can't use its Lure effect on the next day. At the next dawn, if there have been more days with these sacrifices than not since Byatis's influence reached stage 2, it deescalates to stage 1.

BYATIS

Elder influence, stage 3

Area 10-mi.-radius circle

Unnamable Doom DC 20

Nucleus proxy (avatar of Byatis)

Challenge 21 (33,000 XP)

Freed Proxy. Byatis's influence is centered on the avatar of Byatis (page 180). It can move normally but can't teleport beyond the area of its influence.

EFFECTS

Amnesia (DC 20). Whenever a creature first enters the area of influence since its last long rest or finishes a long rest there, it must succeed on a DC 20 Intelligence saving throw or lose all knowledge of Byatis, its influence, and associated lore (although it can be relearned normally). Memory lost in this way can be recovered by means of a *greater restoration* spell cast on the creature.



Intensify Influence. Whenever a creature in the area makes a saving throw against a spell or effect created by an Elder Influence or an influence's proxy (including this influence), that creature rolls a d4 and subtracts the result from the saving throw.

Quicken Influence. Other Mythos influences that overlap with Byatis's influence escalate faster than normal. If the influence has a time-related component to its escalation, that time period is halved. If the influence's escalation is based on reaching a numerical milestone, progress it makes toward that milestone is doubled.

Lure (1/Day, DC 20). One creature of Byatis's choice (generally the most dangerous) that is under Byatis's *Amnesia* effect must succeed on a DC 20 Wisdom saving throw or

become magically charmed. While it is charmed, the creature is incapacitated and moves to Byatis's avatar with only dim awareness of its surroundings, seeking the most direct route that would not damage it. The creature doesn't avoid opportunity attacks. Once it is within 15 feet of the avatar, it waits patiently and refuses to leave for 8 hours or until it is removed from the influence. It doesn't notice if it is harmed. 1d8 hours after the target arrives, the avatar begins attacking it. These attacks do not violate the lure effect and the creature remains charmed.

DEFEAT

At influence stage 3, Byatis's influence ends only when Byatis's avatar starts its turn at 0 hit points and doesn't regenerate.

AVATAR OF BYATIS

Huge aberration (proxy), chaotic evil

Armor Class 18 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	22 (+6)	23 (+6)	21 (+5)	22 (+6)	20 (+5)

Saving Throws Con +12, Wis +12, Cha +11

Skills Arcana +11, Perception +12, Religion +11, Yog-Sothothery +12

Damage Resistances fire, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses blindsight 60 ft., truesight 120 ft., passive Perception 22

Languages Aklo, Common, telepathy 120 ft.

Challenge 20 (25,000 XP)

Influence. The avatar emanates Byatis's influence and gains the benefits of all the influence's traits and effects.

Innate Spellcasting. The avatar's spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *dispel magic* (5th-level version), *dream*, *fly* (doesn't require concentration), *modify memory*, *resilient sphere*

3/day each: *forcecage*, *suggestion* (can target creatures through *dream*)

1/day each: *feeblemind*, *imprisonment*, *symbol*, *wish* (self only, replicate spells only)

Legendary Resistance (3/Day). If the avatar fails a saving throw, it can choose to succeed instead.

Regeneration. The avatar regains 20 hit points at the start of its turn if it has at least 1 hit point. If it takes cold damage, this feature doesn't function at the start of its next turn. The

avatar dies only if it starts its turn at 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The avatar makes three attacks: one each with its bite, claw, and tentacles.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft. or special, one target. *Hit:* 20 (3d8 + 7) piercing damage plus 11 (2d10) necrotic damage. This attack can reach anywhere within the influence by passing through an interdimensional portal that Byatis creates just for this purpose and which vanishes as soon as the attack is completed. It can only use this portal to hit a creature charmed by its Lure or that has damaged or affected the avatar previously. The portal can't be used to attack a target in the area of a *forbiddance* spell or other area warded against planar travel. If the target is a Medium or smaller creature, it is grappled on a hit (escape DC 17) and its hit point maximum is reduced by the amount of piercing damage it takes. Until this grapple ends, the creature is restrained and the avatar can't bite another target.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage. If the target is a Medium or smaller creature, it is grappled on a hit (escape DC 17). Until this grapple ends, the creature is restrained and the avatar can't claw another target.

Tentacles. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (4d4 + 7) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled on a hit (escape DC 17). Until this grapple ends, the creature is restrained and the avatar can't use its tentacles to attack another target.

LEGENDARY ACTIONS

The avatar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The avatar regains spent legendary actions at the start of its turn.

Bite (Costs 2 Actions). The avatar makes a bite attack.

Cast a Spell (Costs 3 Actions). The avatar casts a spell that it can use at least three times per day, expending a usage of the spell as normal.

Tentacles. The avatar attacks with its tentacles.



CHAUGNAR FAUGN

Great Old One of blood, patience, and remote hill country; chaotic evil

Primary Source Frank Belknap Long, "The Horror from the Hills"

Favored Weapon sickle

Symbol elephantine visage with a bloody trunk

Temple caves, dilapidated shacks, remote hilltops, ruined warehouses

Worshippers deranged hill folk, Tcho-Tcho

Servitors blood drinkers, mutants

In his physical form, the Great Old One known as Chaugnar Faugn vaguely resembles a humanoid elephant about 8 feet tall. When the proper rites are performed, any statue of him can be made to gradually dissolve, replaced by Chaugnar Faugn himself. Once Chaugnar Faugn leaves, the statue does not return, and a new one must be carved by his devotees.

Chaugnar Faugn's cultists appease him with offerings of helpless mortals to feed upon. He feeds through his trunk, which ends in a tooth-rimmed disk. He attaches it to his victim and sucks out their vital fluids. While he can do so in combat, he prefers more leisurely offerings.

Molding and reshaping flesh is among Chaugnar Faugn's most noteworthy abilities. This process requires careful manipulation with his trunk, and the altered flesh remains exquisitely painful for months or even years after, so it is often used as a means of punishment. Chaugnar Faugn has used this ability to create entities fully human in appearance from reptile or amphibian flesh (combining multiple reptiles together to make a single mock-human), and also to transform a person out of mockery or cruelty to resemble Chaugnar Faugn himself in appearance.

CHAUGNAR FAUGN IN COMBAT

The Great Old One attacks by attaching his trunk to a victim, allowing him to feed with alarming tenacity and speed. His crystalline tusks can glow and shoot forth lightning-like darts, which are used for attacks and to direct his minions toward particular targets.

Chaugnar Faugn can read minds and is never surprised. He has access to a wide variety of spells and counts among his allies the Tcho-Tcho and other dangerous humanoids. If Chaugnar Faugn's physical form is killed, his corpse vanishes after a few minutes, leaving nothing behind.

What You See



This monstrosity is a repulsive distortion of an elephant-god with webbed and ribbed ears, twisted crystalline tusks, and a trunk that ends in a spined disk.

CHAUGNAR FAUGN

Elder influence, stage 1

Area 20-ft.-radius circle

Unnamable Doom DC 18

Nucleus 10-ft. square

Armor Class 21

Hit Points 170 (20d10 + 60)

Speed 0 ft.

Saving Throws +9

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic

Challenge 16 (15,000 XP) with defenders

Defenders. Chaugnar Faugn's influence is assumed to be defended by 2 Tcho-Tcho masked okkator (page 385) and 3 Tcho-Tcho okkator assassins (page 384) or a similarly dangerous group of worshippers.

Nucleus. Chaugnar Faugn's influence emanates from a large stone-and-crystal statue of Chaugnar Faugn. It weighs 6,000 pounds.

EFFECTS

Feed. Once per round, at the start of the round, if a willing or restrained creature with an Intelligence of 3 or higher is within Chaugnar Faugn's area of influence, the trunk of the Great Old One's idol animates and attaches to that target. Chaugnar Faugn doesn't feed on constructs or undead. If multiple targets are available, one is chosen randomly. The trunk drains bodily fluids, reducing the target's Constitution score by 1d6 before detaching. The target dies if its Constitution score is reduced to 0.

If the target survives, it must make a successful DC 18 Wisdom saving throw or its flesh is reshaped by the Great Old One. Typically, this reshaping of flesh causes the target to deform into a somewhat reptilian- or amphibian-looking variation on its former shape or something approximating Chaugnar Faugn's own elephantine form, but it can radically alter a body's shape in many ways. A creature that acquires the curse of Chaugnar Faugn in combat normally gains the outer mutant template, but given time, Chaugnar Faugn can create other monsters from a cursed creature. In any event, the creature becomes completely loyal to Chaugnar Faugn, and will give its life to defend the Great Old One or any of its idols. This curse lasts until it is dispelled by a *remove curse* spell or other magic.

ESCALATION

Chaugnar Faugn escalates to stage 2 after it has killed 90 creatures with its Feed effect (typically over a few months of sacrifices).

DEFEAT

At influence stage 1, destroying Chaugnar Faugn's idol ends his influence.

AVATAR OF CHAUGNAR FAUGN

Large monstrosity, chaotic evil

Armor Class 20 (natural armor)

Hit Points 230 (20d8 + 140)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	24 (+7)	20 (+5)	21 (+5)	20 (+5)

Saving Throws Int +11, Wis +11, Cha +11

Skills Arcana +11, Insight +11, Nature +11, Perception +11, Religion +11, Stealth +11

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., truesight 120 ft., passive Perception 21

Languages Abyssal, Aklo, Celestial, Common, Infernal, Tcho-Tcho, telepathy 300 ft.

Challenge 19 (22,000 XP)

Anticipate Foe. The avatar constantly scans the thoughts of foes. It is never surprised. It gains a +10 bonus on initiative rolls.

Influence. The avatar emanates Chaugnar Faugn's stage 2 influence.

Innate Spellcasting (Psionics). The avatar's spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *dispel magic* (5th-level version), *dream*, *slow*

3/day each: *flesh to stone*, *suggestion* (can target creatures through *dream*), *wish* (duplicate spells only)

1/day each: *feeblemind*, *power word stun*, *symbol*

Legendary Resistance (3/Day). If the avatar fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The avatar makes two eldritch bolt attacks or three melee attacks: one with its tusks, one with its trunk, and one with its claws.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Eldritch Bolt. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 22 (4d10) force damage. If the target is an enemy of Chaugnar Faugn, the target can't take bonus actions or reactions until the end of the target's next turn. If the target is a minion of Chaugnar Faugn, it instead regains 22 (4d10) hit points and has the following benefits until the start of Chaugnar Faugn's next turn: doubled speed, +2 bonus to AC, advantage on Dexterity saving throws, and an additional action on its turn that can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. The avatar cannot use this ability to empower itself.

Trunk. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 13 (1d12 + 7) piercing damage and the target is grappled (escape DC 17). If this grapple is still ongoing at the start of Chaugnar Faugn's turn and the target isn't a construct or undead, one of the target's ability scores (Chaugnar Faugn's choice) is reduced by 1d4 and it takes 18 (4d8) necrotic damage. The target dies if its ability score is reduced to 0.

Tusks. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage and 44 (8d10) force damage.

LEGENDARY ACTIONS

Chaugnar Faugn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Chaugnar Faugn regains spent legendary actions at the start of his turn.

Cast a Spell (Costs 3 Actions). Chaugnar Faugn casts any spell he has available other than *wish*, expending a use as normal.

Curse of Chaugnar Faugn (Costs 2 Actions). One creature grappled by Chaugnar Faugn must make a DC 19 Wisdom saving throw. On a failure, its body is mutated into a somewhat reptilian- or amphibian-looking variation on its former shape or something approximating Chaugnar Faugn's own elephantine form. A creature that acquires the curse of Chaugnar Faugn in combat normally gains the outer mutant template but given time, Chaugnar Faugn can create other monsters from a cursed creature. In any event, the creature becomes completely loyal to Chaugnar Faugn, and will give its life to defend the Great Old One or any of its idols. This curse lasts until it is dispelled by a *remove curse* spell or other magic.

Eldritch Bolt. Chaugnar Faugn fires an eldritch bolt from a crystalline tusk.

Trunk. Chaugnar Faugn makes a trunk attack.

CHAUGNAR FAUGN

Elder influence, stage 2

Area 15-ft. radius circle

Unnameable Doom DC 19

Nucleus proxy (avatar of Chaugnar Faugn)

Challenge 19 (22,000 XP)

Proxy. At stage 2, Chaugnar Faugn's influence is centered on his avatar. The avatar's movement isn't hindered by the influence, which simply moves along with it. The avatar can't teleport farther than the influence's edge.

DEFEAT

Destroying Chaugnar Faugn's avatar ends the influence.

SCION OF CHAUGNAR FAUGN

When Chaugnar Faugn's avatar has time to do his twisted work in peace, he sometimes chooses to combine multiple cultists who have given themselves over to his whims, using them as raw materials to create a new entity that is wholly subservient to his whims. This **scion of Chaugnar Faugn** resembles its creator and is used to guard sites of importance to the

Great Old One, although cultists understand that this is only a servant of their patron and not the Great Old One's true avatar.

SCION OF CHAUGNAR FAUGN

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	15 (+2)	16 (+3)	14 (+2)

Saving Throws Wis +6

Skills Perception +6, Religion +5, Stealth +5

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Aklo, Common, Tcho-Tcho, telepathy 120 ft.

Challenge 7 (2,900 XP)

Void Sight. Magical darkness doesn't impede the scion's darkvision.

ACTIONS

Multiattack. The scion makes three melee attacks: one with its tusks, one with its trunk, and one with its claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Trunk. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage and the target is grappled (escape DC 15).

Tusks. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

CTHUGHA

Great Old One of arson, fire, and senseless violence; chaotic evil

Primary Source August Derleth, "The Dweller in Darkness" and "The House on Curwen Street"

Favored Weapon torch

Symbol vortex of fire

Temple burnt-out ruins, high buildings, mountaintops, regions devastated by fire

Worshippers arsonists, fire-using creatures, pyromaniacs

Servitors fire elementals, fire vampires

Cthugha is a Great Old One of colossal power associated with great heat. When awakened, Cthugha appears in the sky, inaccessible to earthly beings. It takes the form of a gigantic amoeba-like cloud of living fire, twisting and stretching in impossible directions. Its convolutions not only rain fire down upon the world below, but also capture viewers' minds and souls with enough time.

In truth, there is no single entity named Cthugha. This being is a gestalt, formed of thousands or millions of fire vampires joined into a single, shared mind and body. When so joined, they create a force of unstoppable power and might, equal in status and ferocity to any Great Old One. This gestalt can be maintained for years or it can be dropped at a moment's notice—time has little meaning to the immortal fire vampires.

There are tales and legends of an ancient thing called Fthaggua, which is said to be a sort of leader or master of the fire vampires. In fact, Fthaggua is yet another gestalt entity formed of many fire vampires, though it is not as powerful as the Cthugha-form. Fthaggua only takes a few hundred fire vampires to form but, counter-intuitively, is less commonly encountered than Cthugha. Perhaps this is due to Cthugha's substantially greater power and efficacy, making it more appealing to cultists to summon.

A World in Flames. When Cthugha forms or is awakened, it constantly spits forth and reabsorbs individual fire vampires. The temperature of the area increases drastically and mercilessly until mortal life is no longer possible. This may take several minutes or hours, depending on the ambient weather and temperature. Typically, Cthugha remains in place until a targeted site is completely destroyed.

CTHUGHA IN COMBAT

Cthugha lashes out with fiery darts when attacked. When it becomes larger and more psychically active, it can capture the minds of lesser beings.

MENTAL CAPTURE

The constantly shifting forms that Cthugha takes are necessary for maintaining its gestalt. It is possible for a trained viewer to interpret Cthugha's current thinking and

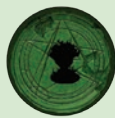
state of mind by observing the undulating shapes it spirals into second by second. In this way, the changing forms of Cthugha not only maintain control over the individual fire vampire minds that make up its whole, but they tug on mortal minds as well. All observers risk mental effects from its presence, which happen in three stages.

At first, whether or not the viewer is directly looking at Cthugha, the many shapes of the Great Old One are visible within the minds and eyes of all those who are present. Cthugha is impossible to ignore entirely.

In time, a victim becomes enthralled and cannot take its eyes off Cthugha, even to attack. The victim's speech is interspersed with alien comments and ideas straight from the gestalt's collective mind. These can sometimes be useful in guessing what Cthugha is planning or doing, but also indicate the victim is slipping into Cthugha's mental snare.

Finally, if the victim falls further under Cthugha's influence, the victim's mind is absorbed into Cthugha's gestalt permanently. The victim now acts only as part of Cthugha, carrying out the wishes of the fire vampires. When Cthugha departs, the victim's body falls limp and mindless to the ground. The mind will not be freed until Cthugha's current form is dissolved by the vampires or destroyed, which could take hours, days, years, or even centuries to accomplish.

What You See



A huge mass of fire floats off in the distance, like a swarming, teeming cloud of burning locusts. The repulsive form burns eternally, never to be consumed.

CTHUGHA

Elder influence, stage 1

Area 150-ft.-radius circle

Unnamable Doom DC 20

Nucleus 20-ft. square

Armor Class 19

Hit Points 333 (23d20 + 92)

Speed 0 ft., fly 50 ft. (hover)

Saving Throws +10

Damage Resistances acid, lightning, piercing, radiant, slashing

Damage Immunities fire

Challenge 23 (50,000 XP)

Nucleus. Cthugha's influence is centered on a Gargantuan cloud of fiery plasma.

EFFECTS

Fiery Darts (Stage 1). At the start of each round, Cthugha's nucleus launches bolts of fire at up to three different targets in the area, prioritizing the most dangerous foes in the area. Each targeted creature must make a DC 20 Dexterity saving



throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a success.

Heat Wave (Dramatic). The area of influence rises by 1 degree per round to a maximum of 100 degrees Fahrenheit. As soon as a creature enters the area for the first time in a day while the temperature is at least 100 degrees, it experiences dehydration unless it has consumed at least twice the amount of water it needs for the day. It must consume that much water to alleviate this dehydration.

Spawn Fire Vampire (Maximum 4). Cthugha spawns 3 fire vampires (page 315) in the area when it appears. At the start of each round thereafter, roll a d4. On a 1 or 2, the influence spawns a fire vampire anywhere in the area unless there are already at least four fire vampires in the influence. If the influence's nucleus is at half hit points or below, the new fire vampire appears with half its maximum hit points. At the end of each round, any created fire vampire outside the influence disperses and is reabsorbed into Cthugha's gestalt.

ESCALATION

At the end of each round there are at least 4 active fire vampires in the area, roll a d10. On a 10, Cthugha's influence escalates to stage 2. On any other result, Cthugha immediately absorbs one of the fire vampires with the lowest hit points and regains hit points equal to that fire vampire's; don't roll again for 1 minute.

DEFEAT

At influence stage 1, destroying Cthugha's nucleus ends its influence, although its Heat Wave doesn't diminish for 1d10 hours.

CTHUGHA

Elder influence, stage 2

Area 500-ft.-radius circle

Unnamable Doom DC 21

Nucleus 40-ft.-radius circle

Armor Class 19

Hit Points 362 (25d20 + 100)

Speed 0 ft., fly 70 ft. (hover)

Saving Throws +12

Damage Resistances acid, lightning, piercing, radiant, slashing

Damage Immunities fire

Challenge 25 (75,000 XP)

Nucleus. Cthugha's influence is centered on a Gargantuan cloud of fiery plasma.

EFFECTS

Fiery Darts (Stage 2). At the start of each round, Cthugha's nucleus launches bolts of fire at up to three different targets in the area, generally prioritizing the most dangerous foes in the area. Each targeted creature must make a DC 21 Dexterity

saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a success.

Heat Wave (Extreme). The area of influence rises by 1 degree per round to a maximum of 120 degrees Fahrenheit. As soon as a creature enters the area for the first time in a day while the temperature is at least 100 degrees or higher, it experiences dehydration unless it has consumed at least twice the amount of water it needs for the day. It must consume that much water to alleviate this dehydration.

Spawn Fire Vampire (6). There are typically 5 fire vampires (page 315) present when combat begins if Cthugha is first encountered at stage 2. At the start of the round, roll a d4. On a 1 or 2, the influence spawns a fire vampire at any open location in the area unless there are already at least six fire vampires in the influence. If the influence's nucleus is at half hit points or below, the new fire vampire appears with half its hit points. At the end of each round, any created fire vampire outside the influence disperses and is reabsorbed into Cthugha's gestalt (though this does not heal Cthugha).

ESCALATION

At the end of every minute that there are at least 6 active fire vampires in the area, roll a d10. On a 10, Cthugha's influence escalates to stage 3. On any other result, Cthugha immediately absorbs one of the fire vampires with the lowest hit points and regains hit points equal to that fire vampire's; don't roll again for 10 minutes. If Cthugha's influence escalates during combat, its challenge rating increases to 26 (90,000 XP).

DEFEAT

At influence stage 2, destroying Cthugha's nucleus ends its influence, although its Heat Wave doesn't diminish for 1d10 days.

CTHUGHA

Elder influence, stage 3

Area 1-mi.-radius circle

Unnamable Doom DC 22

Nucleus 150-ft.-radius circle

Armor Class 19

Hit Points 391 (27d20 + 108)

Speed 0 ft., fly 150 ft. (hover)

Saving Throws +13

Damage Resistances acid, lightning, piercing, radiant, slashing

Damage Immunities fire

Challenge 27 (105,000 XP)

Nucleus. Cthugha's influence is centered on a Gargantuan cloud of fiery plasma.

EFFECTS

Capture Mind. At the end of each round, each creature in the influence must make a DC 22 Charisma saving throw. Success



or failure has no effect initially, but each creature should keep track of successes and failures. If a creature collects two failures before two successes, it becomes fixated on Cthugha and can't help looking at its nucleus. As long as the fixated creature can see Cthugha's nucleus, it has disadvantage on attack rolls and Wisdom (Perception) checks not directed at Cthugha. If a creature fails three saves before it succeeds on three saves, it becomes possessed by an aspect of Cthugha's vast gestalt mind. It follows all directions from Cthugha and any fire vampire without hesitation as long as it remains in the area, and if the creature leaves the area, its mind remains trapped within Cthugha's influence and the body falls comatose until returned to the influence or until the influence ends. A *remove curse* spell cast on the target (including its comatose body) frees the captured mind.

Fiery Darts (Stage 3). At the start of each round, Cthugha's nucleus launches bolts of fire at up to four different targets in the area, generally prioritizing the most dangerous foes in the area. Each targeted creature must make a DC 22 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Heat Wave (Unearthly). The area of influence rises by 1 degree per round to a maximum of 140 degrees Fahrenheit. As soon as a creature enters the area for the first time in a day while the temperature is at least 100 degrees, it experiences dehydration unless it has consumed at least twice the amount of water it needs for the day. It must consume that much water to alleviate this dehydration.

For every 10 minutes a creature spends in the area while it is at least 121 degrees, the creature must succeed on a DC 15 Constitution saving throw or take 3 (1d6) fire damage and gain 1 level of exhaustion. Creatures with resistance or immunity to fire damage automatically succeed on this save.

Spawn Fire Vampire (Maximum 7). There are typically 6 fire vampires (page 315) present when combat begins if Cthugha is first encountered at stage 3. At the start of the round, roll a d4. On a 1 or 2, the influence spawns a fire vampire within 300 feet of its nucleus or another fire vampire unless there are already at least seven fire vampires in the influence. If the influence's nucleus is at half its maximum hit points or below, the new fire vampire appears with half its hit points. At the end of each round, any created fire vampire outside the influence disperses and is reabsorbed into Cthugha's gestalt.

ESCALATION

At the end of every 10 minutes that there are at least 7 active fire vampires in the area, roll a d10. On a 10, Cthugha's influence spawns 1d4 + 2 fire vampires within 300 feet of a point of its choice inside its nucleus and escalates to stage 4. On any other result, Cthugha immediately absorbs one of the fire vampires with the lowest hit points and regains hit points equal to that fire vampire's; don't roll again for 1 hour. If Cthugha's influence escalates during combat, its challenge rating increases to 28 (62,000 XP).

DEFEAT

At influence stage 3, destroying Cthugha's nucleus ends its influence, although its Heat Wave doesn't diminish below 120 degrees for 1d10 days.

CTHUGHA

Elder influence, stage 4

Area 10-mi.-radius cylinder thousands of miles high

Unnameable Doom DC 22

Nucleus proxy (fire vampire)

Challenge 29 (135,000 XP)

Redundant Proxies. Cthugha's influence is centered on an easily replaced fire vampire. If the fire vampire is destroyed, the proxy is unharmed as long as another fire vampire is in its area. The fire vampire of Cthugha's choice, generally the one with the highest hit points or nearest the largest group of fire vampires, becomes its new proxy. Only eliminating all the fire vampires ends the influence.

EFFECTS

Capture Mind. At the end of each round, each creature in the influence must make a DC 22 Charisma saving throw. Success or failure has no effect initially, but each creature should keep track of saving throw successes and failures. If a creature fails two saves before it gets two successes, it becomes fixated on Cthugha and can't help looking at its nucleus. As long as the fixated creature can see Cthugha's nucleus, it has disadvantage on attack rolls and Wisdom (Perception) checks not directed at Cthugha. If a creature fails three saves before it succeeds at three saves, it becomes possessed by an aspect of Cthugha's vast gestalt mind. It follows all directions from Cthugha and any fire vampire without hesitation as long as it remains in the area, and if the creature leaves the area, its mind remains trapped within Cthugha's influence and the body falls comatose until returned to the influence or until the influence ends. A *remove curse* spell cast on the target (including its comatose body) frees the captured mind.

Fiery Darts (Stage 4). At the start of each round, Cthugha's nucleus launches bolts of fire at up to four different targets in the area, generally prioritizing the most dangerous foes in the area. Each targeted creature must make a DC 22 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one.

Heat Wave (Solar Furnace). The area of influence rises by 1 degree per round to a maximum of 160 degrees Fahrenheit. As soon as a creature enters the area for the first time in a day while the temperature is at least 100 degrees, it experiences dehydration unless it has consumed at least twice the amount of water it needs for the day. It must consume that much water to alleviate this dehydration.

For every 10 minutes a creature spends in the area while it is at least 121 degrees, the creature must succeed on a DC 15 Constitution saving throw or take 3 (1d6) fire damage and gain 1 level of exhaustion. Creatures with resistance or immunity to fire damage automatically succeed on this save.

Each creature that starts its turn in the area while the temperature is 160 degrees takes 3 (1d6) fire damage unless it has resistance to fire damage.

Spawn Fire Vampire (Maximum 13). There are typically 11 fire vampires present when combat begins if Cthugha is first



encountered at stage 4. At the start of the round, roll a d4. On a 1 or 2, the influence spawns that many fire vampires within 300 feet of another fire vampire in the area unless there are already at least thirteen fire vampires in the influence. At the end of each round, any created fire vampire outside the influence disperses and is reabsorbed into Cthugha's gestalt.

DEFEAT

At influence stage 4, only destroying all fire vampires in the area ends Cthugha's influence, although its Heat Wave doesn't diminish below 120 degrees for 1d10 days.



FATHER DAGON

Ancient one of deep one society, the ocean, and warfare; chaotic evil

Primary Source H. P. Lovecraft, "Dagon" and "The Shadow Over Innsmouth"

Favored Weapon spear

Symbol fishlike eye under a golden crown of tentacles

Temple reefs, sea caves, underwater grottoes, waterfront churches

Worshippers deep ones, deep one hybrids

Servitors deep ones, sea monsters, shoggoths

Father Dagon is the military, political, and religious leader of the deep one species. Like Mother Hydra, he is not a Great Old One or Outer God, but rather an extremely large, powerful, and old deep one.

Father Dagon is often associated with Mother Hydra, as these two are the best-known elder deep ones to land-dwelling races, but they act independently and control different aspects of deep one society. Legend tells of other deep ones who have achieved similar levels of power, but Father Dagon and Mother Hydra are the foremost masters of the species, operating on a mythic level almost like that of gods to the deep ones.

Far older and more voracious than others of his kind, Father Dagon has allowed his natural deep one evolution to continue to the point that he is no longer even vaguely humanoid: he resembles a gigantic seal with many powerful flippers and a mass of sensory appendages for a tail. Other deep ones that have reached Father Dagon's size do not have the same shape: a combination of rituals and mental discipline on Father Dagon's part have been key to his development.

CULTURAL IMPORT

The deep ones do not actually worship Father Dagon, but they honor him and allow his wisdom to guide them. By contrast, deep ones force their humanoid followers and half-humanoid hybrids to worship Father Dagon. Typically, worshipers channel their devotion toward a magical statue or crystal, and through the item to Father Dagon himself. He uses the power of worship to enhance his physical supremacy and form, as well as to empower spells and ceremonies under the sea to further his plans.

With assistance from his worshipers, Father Dagon can create massive waves to swamp boats at sea or inundate shorelines. If he has enough preparation time, he can create a full-fledged tsunami to wipe out shoreline cities and nations. Fortunately for surface dwellers, he takes a far greater interest in protecting and guiding the deep ones, particularly in expanding their territory and influence.

Father Dagon has control over a number of undersea monsters created by Mother Hydra's hybridization experiments, as well as other horrors such as shoggoths. He is

incredibly intelligent and can cast a wide variety of spells to assist him in controlling and aiding his hordes of deep one minions.

FATHER DAGON IN COMBAT

Father Dagon's massive fangs are his main attack against similarly gigantic enemies. His far-sweeping tail is actually of invertebrate origin and is filled with toxins and stinging cells. Father Dagon can die like any other mortal being, but the deep ones can raise another entity of his power from their midst by simply feeding and channeling worship to him, so a new "Father Dagon" will soon appear, who will look and operate similarly to the previous one, perhaps with some subtle differences.

What You See



This terrible sea-thing possesses a head like that of a distorted fang fish and a body like a seal; it displays elements of creatures ranging from echinoderms to mollusks. It moves with impossible flexibility and unnatural grace for a monstrosity of its size and shape.

FATHER DAGON

Elder influence, stage 1

Area 100-ft.-radius circle

Unnamable Doom DC 18

Nucleus 5-ft. square

Armor Class 23

Hit Points 180 (24d8 + 72)

Speed 0 ft.

Saving Throws +8

Damage Vulnerabilities thunder

Damage Resistances acid, cold, fire, lightning, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison

Challenge 15 (13,000 XP) with defenders

Defenders. At stage 1, Father Dagon's influence is assumed to be defended by one deep one bishop (page 297), one deep one scion priest (page 299), and five deep ones (page 296) or a similarly dangerous group of worshipers (not counting any worshiper that doesn't fight).

Nucleus. Father Dagon's influence emanates from a Medium crystal.

EFFECTS

Enhance Faith. All worshipers of Cthulhu, Father Dagon, or Mother Hydra within the area of influence get a +1 bonus to attack rolls and to their spell save DCs. Worshipers of any or



all of these three entities gain advantage on all concentration saving throws in the influence.

ESCALATION

A worshiper of Father Dagon who casts *semblance of the key and the gate* (see page 112) or *gate* within the area of influence escalates the influence to stage 2 by conjuring Father Dagon.

DEFEAT

Destroying the nucleus crystal ends Father Dagon's influence at stage 1.

FATHER DAGON

Elder influence, stage 2

Area 300-ft.-radius circle

Unnamable Doom DC 19

Nucleus proxy (Father Dagon)

Challenge 17 (18,000 XP)

Mobile Influence. Father Dagon can teleport beyond the range of his influence. His influence immediately changes position, centered on his new location.

Proxy. Father Dagon's influence is centered on Father Dagon.

EFFECTS

Enhance Faith. All worshipers of Cthulhu, Father Dagon, or Mother Hydra within the area of influence (including Father Dagon) get a +1 bonus to attack rolls and to their spell save DCs. Worshipers of these three entities gain advantage on all concentration saving throws in the influence.

DEFEAT

Killing Father Dagon ends the influence at stage 2.



FATHER DAGON

Huge aberration (deep one), chaotic evil

Armor Class 20 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	20 (+5)	22 (+6)	20 (+5)	21 (+5)	20 (+5)

Saving Throws Con +12, Wis +11, Cha +11

Skills Arcana +11, Insight +11, Nature +11, Perception +11, Religion +11

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 21

Languages Aklo, Common, Deep Speech

Challenge 17 (18,000 XP)

Amphibious. Father Dagon can breathe air and water.

Ancient One. Father Dagon emanates his stage 2 influence and gains its effects (included below). Although ageless and potent, he can be killed.

Deep Dweller. Father Dagon gains advantage on Dexterity (Stealth) checks while underwater. In addition, he can't be harmed by water pressure.

Freedom of Movement. Father Dagon ignores difficult terrain, and magical effects can't reduce his speed or cause him to be restrained. He can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Magic Resistance. Father Dagon has advantage on saving throws against spells and other magical effects.

Spellcasting. Father Dagon is an 18th-level spellcaster. His spellcasting ability is Charisma (spell save DC 20, +11 to hit with spell attacks). He knows the following spells.

Cantrips (at will): *guidance, light, mending, resistance, sacred flame, spare the dying*

1st level (4 slots): *command, create or destroy water, cure wounds, detect magic, sanctuary*

2nd level (3 slots): *hold person, spiritual weapon*

3rd level (3 slots): *dispel magic, fly, mass healing word, sending*

4th level (3 slots): *blight, control water*

5th level (3 slots): *dispel good and evil, dream, geas*

6th level (1 slot): *dream sending of Cthulhu* (see page 101), *heal, word of recall*

7th level (1 slot): *control weather, divine word*

8th level (1 slot): *feeblemind* and any one druid spell

9th level (1 slot): *storm of vengeance*

Use Magic Device. Father Dagon ignores all class requirements on the use of magic items.

Void Sight. Magical darkness doesn't impede Father Dagon's darkvision.

ACTIONS

Multiattack. Father Dagon attacks with his bite and uses Tail Sweep.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage.

Tail Sweep. Father Dagon sweeps with his tail in a 15-foot cone. Each creature in the area must succeed on a DC 22 Dexterity saving throw or be stung by many toxic tendrils on his tail. On a failure, the target takes 21 (6d6) poison damage and must make three separate DC 20 Constitution saving throws, one against each of the following poisons.

Hallucinogenic Venom. If the target fails its first Constitution saving throw, it takes 7 (2d6) additional poison damage and becomes poisoned for 1 minute. As long as this poisoned condition lasts, confusing hallucinations prevent it from taking bonus actions or reactions. At the end of each of the target's turns, it makes a new Constitution saving throw, ending the poisoned condition on itself on a success.

Paralytic Venom. If the target fails its second Constitution saving throw, it takes 7 (2d6) additional poison damage and becomes paralyzed indefinitely. At the start of each of the target's turns, it makes a new Constitution saving throw, ending the paralyzed condition on itself on a success.

Necrotic Venom. If the target fails its third Constitution saving throw, it takes 7 (2d6) additional poison damage, its Constitution score is permanently reduced by 1d4, and its speed is reduced by 15 feet until the start of Dagon's next turn.

LEGENDARY ACTIONS

Father Dagon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Father Dagon regains spent legendary actions at the start of his turn.

Cast a Lesser Spell. Father Dagon casts a cantrip he knows or *mass healing word*, using a spell slot as appropriate.

Cast a Middling Spell (Costs 2 Actions). Father Dagon casts a spell he knows of up to 4th level using a spell slot of up to 4th level. If the spell is *fly*, it doesn't require concentration.

Command Sea Monster (Costs 2 Actions). Father Dagon casts *mass suggestion* (save DC 19) on sea monsters he can see that can hear him within 60 feet without expending a spell slot. A sea monster can be any aberration, beast, dragon, or monstrosity with a swimming speed. A target automatically succeeds on its saving throw if it previously succeeded on this saving throw in the past 24 hours.

Tail Sweep (Costs 2 Actions). Father Dagon uses his Tail Sweep action.



GHATANOTHOA

Great Old One of natural disasters, living sacrifice, and lost islands; neutral evil

Primary Source H. P. Lovecraft and Hazel Heald, "Out of the Aeons"

Favored Weapon morningstar

Symbol waves parting around a rising, jagged stone

Temple caverns, desolate shorelines, remote islands, ruined cathedrals

Worshippers doomsayers, insane sailors, undead

Servitors mummified undead

Ghatanothoa is the god of ancient Mu, now bereft of its primary cult. All who know of it fear it, because anyone in the god's presence, or even a true likeness of the god, becomes mummified in a most horrible fashion. Typically, only a rootling or an image of Ghatanothoa is seen.

The body of Ghatanothoa itself is huge, encompassing a shape dozens of feet across, and typically manifests by thrusting up "rootlings" of itself, which resemble a sort of pseudopod. These rootlings generate partial representations of Ghatanothoa's presence and can sprout from the ground near its volcanic home or through a magical portal.

Ghatanothoa lives in an active volcano looming above the now-ruined capital of Mu, and the lost inhabitants are terrified that Ghatanothoa will emerge above the crater's lip and mummify tens of thousands of beings at once. Its cult pays homage and sacrifices living victims to Ghatanothoa to propitiate the god so this will never happen. This is a religion born not of devotion, but of dread.

While the cult of Ghatanothoa in Mu seeks to avoid their dread god's horrible wrath, those who have spread the cult to other lands are generally motivated by vicious greed rather than desperate survival, using the god's power to enhance their own prestige and wealth. Their images of the god are used to support their cult status and to perform sacrifices.

GHATANOTHOA'S MUMMIFICATION

Dotting Ghatanothoa's form are spheres that vaguely resemble eyes; more properly, they are portals or seerstones into other, terrible, planes of existence. These produce the god's infamous mummification effect. The god's front is completely covered with these globes, so the effect is most deadly for those that stand before it. However, at least a few globes are visible from every angle, so it is impossible to be completely safe in Ghatanothoa's presence.

Ghatanothoa's mummification relies on line of sight, not on actual perception. A victim's back can be turned or eyes shut, yet the effect still occurs. The god's true image simply has to be revealed to the victim, without anything blocking it. The effect is not visual and can happen even in a dark room. Ghatanothoa and its images generate a unique energy that moves along the same paths as light

Sandy's Notes

Using Ghatanothoa

Images of this horrendous deity retain its terrible power when properly enchanted. They are typically made of greenish or brownish soapstone, and when infused with Ghatanothoa's awful essence, the "eyes" become silvery and glistening.

Even a hologram or illusion of Ghatanothoa has the same paralyzing effect as the real thing as long as it is a perfect likeness as defined in the influence. Player characters have to destroy or obscure the statue, or stop the device or individual projecting the illusion, to save themselves from the mummification. Disbelieving an illusion of Ghatanothoa doesn't help, because it is simply the image's appearance creating the effect—it doesn't have to be "real."

Of course, a spellcaster able to project a perfect illusion of Ghatanothoa needs to have seen the god, which means the caster might also be a stiff, immobile mummy. The Lich Arkantos carved a stone golem into the likeness of Ghatanothoa. He then had a creature which could move, and attack, and mummify its opponents.

(though it is invisible). This energy can be blocked by anything opaque, even a thin cloth. In ancient times, when Ghatanothoa would appear, most of the people of Mu hid inside their houses (none of which had windows facing the crater). That way, only the hapless folks caught outside would be subject to mummification. Ghatanothoa's icons and statues in their temples are always shielded by a wall or curtain to protect the priests.

Ghatanothoa's magic works on the mind as well as the body. Completely mindless creatures are actually immune to Ghatanothoa's mummification, though creatures normally immune to ability damage and drain (such as intelligent undead) notably are not immune. Somewhat ironically, even an undead mummy can be further "mummified" by Ghatanothoa.

The paralysis caused by Ghatanothoa is not instantaneous. When the sequence begins, victims stiffen. If the image is then quickly hidden or the victim can somehow get "out of sight," the effect stops, but otherwise the victim is doomed to a terrible form of suspended animation. Soon, the unfortunate transforms into a withered, leathery mummy, totally incapable of movement. The brain stays alive and functioning, however, and is in fact magically preserved.

Mummified victims cannot die except by destruction of their brains. Their minds remain active, aware of their circumstances, and always conscious. Most go mad after a few days, months, or years, and even if the curse



is somehow ended, the madness remains. In the awful aftermath of the occasional Ghatanothoa emergence, the local priests often cut open the skulls of its victims to kill the still-living brains: a merciful death, as it is the only way to spare victims an eternity of paralyzed horror.

What You See



This terrifying entity is large and horribly unlike anything else of a normal evolutionary background. It rears up, its underside bristling with eye-like, otherworldly globes and portals swirling with colors.

GHATANOTHOA

Elder influence, stage 1

Area 60-ft.-radius circle

Unnamable Doom DC 18

Nucleus 10-ft. square

Armor Class 18

Hit Points 229 (27d10 + 81)

Speed 0 ft.

Saving Throws +8

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic

Challenge 15 (13,000 XP)

Nucleus. Ghatanothoa's influence is centered on a Large imperfect image of Ghatanothoa in any medium. Only a perfect image of Ghatanothoa has the power to mummify those who are in visual sight of it. Images that are nearly perfect are nonetheless imperfect: at this stage, the image has the potential to become a perfect image if a talented craftsperson completes the work.

Rootling Proxy. If the nucleus is reduced to 0 hit points while a rootling is in the influence's area, the rootling becomes the influence's proxy until a new imperfect image is created. Creating a new imperfect image is a process that takes 8 hours, 10,000 gp in materials, and a successful DC 20 ability check. This ability check is either a Dexterity check with artisan's tools or a spellcasting ability check that applies the spellcaster's proficiency bonus (if the image is created by a spell). On a failed check, half the materials are ruined.

EFFECTS

Spawn Rootling (1). There is typically one rootling present when combat begins. At the start of the round, roll a d4 if the nucleus image hasn't been destroyed. On a 1 or 2, the influence spawns a rootling at any open location in the area unless there is already a rootling in the influence. If Ghatanothoa's hit point total is below half its hit point maximum, the rootling appears with its hit point maximum

reduced by half. At the end of each round, any rootling outside the influence is destroyed.

ESCALATION

Ghatanothoa's influence escalates to stage 2 when the nucleus's imperfect image of Ghatanothoa is refined into a perfect image. Regardless of the medium in which the image is created, making it into a perfect image requires an expenditure of 100,000 gp in materials and a successful DC 30 ability check made by someone who has viewed Ghatanothoa. This ability check is either a Dexterity check with artisan's tools applies to a physical imperfect image or, in the case of an illusion or conjuring spell creating the imperfect image, a spellcasting ability check that applies the spellcaster's proficiency bonus (if the image is created by a spell). On a failed check, half the materials are ruined or the spell is ended.

DEFEAT

At influence stage 1, destroying Ghatanothoa's imperfect image and any rootling ends its influence.

GHATANOTHOA

Elder influence, stage 2

Area 300-ft.-radius circle

Unnamable Doom DC 20

Nucleus 10-ft. square

Armor Class 20

Hit Points 229 (27d10 + 81)

Speed 0 ft.

Saving Throws +11

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic

Challenge 22 (41,000 XP)

Perfect Images. Ghatanothoa's influence is centered on a Large perfect image of Ghatanothoa in any medium. Ghatanothoa's influence can contain up to four perfect images, but only one is the influence's center. Perfect images taken outside of the influence become imperfect images until returned to the influence. Any perfect image can cause mummification, but all share the influence's statistics. Thus, damage to one depletes the entire influence's hit points and reducing the influence or its proxy to 0 hit points destroys all the images at once. The images can't be destroyed except by depleting the influence or its proxy to 0 hit points.

The core perfect image can be a proxy instead of a traditional nucleus if the image is a construct sculpted in Ghatanothoa's perfect likeness. The proxy construct uses the influence's Armor Class, saving throws, and hit point maximum or its own, whichever is higher in each case. A proxy construct can't teleport beyond the edge of the influence, although the influence moves with it. Damage to any other perfect image of Ghatanothoa in the influence's area reduces the proxy's hit points.



Redundant Rootling Proxies. If the nucleus or proxy is reduced to 0 hit points while a rootling is in the influence's area, the rootling with the highest hit points becomes the influence's proxy until a new perfect image is created. Creating a new perfect image is a process that takes 8 hours, 100,000 gp in materials, and a successful DC 30 ability check. This ability check is either a Dexterity check with artisan's tools or a spellcasting ability check that applies the spellcaster's proficiency bonus (if the image is created by a spell). On a failed check, half the materials are ruined.

EFFECTS

Mummification (DC 20). Ghatanothoa's influence causes those who have line of sight to any perfect image in the influence (regardless of whether or not the creature actually looks at it or is even in the influence) to swiftly mummify. At the start of each round, each such creature must succeed on a DC 20 Constitution saving throw or its Dexterity score is reduced by 1d6 as its body begins to stiffen and desiccate. If this reduces the creature's Dexterity score to 0, it gains the petrified condition except that instead of stone, it transforms into a perfectly preserved and completely immobile mummy. A creature mummified in this way is not dead but no longer needs to eat, drink, or breathe, and no longer ages. It is essentially immortal and can observe the world around it (and may even take purely mental actions, including the casting of some spells using psionics or the Subtle Spell Metamagic option), but can take no actions requiring any movement of its body. A *greater restoration* spell or other magic to restore a reduced ability score can't undo this effect, but casting *remove curse* on the victim ends the condition.

Spawn Rootling (2). There are usually 2 rootlings present when combat begins. At the start of the round, roll a d4 if the nucleus perfect image has not been destroyed. On a 1 or 2, the influence spawns a rootling at any open location in the area unless there are already 2 rootlings in the influence. If Ghatanothoa's hit point total is below half its hit point maximum, the rootling appears with its hit point maximum reduced by half. At the end of each round, any rootling outside the influence is destroyed.

ESCALATION

Ghatanothoa's influence escalates to stage 3 after 30 days pass with 50 or more mummified creatures in the area.

DEFEAT

At influence stage 2, destroying Ghatanothoa's perfect image and all rootlings ends its influence.

GHATANOTHOA

Elder influence, stage 3

Area 1,200-ft.-radius circle

Unnamable Doom DC 21

Nucleus 10-ft. square

Armor Class 20

Hit Points 229 (27d10 + 81)

Speed 0 ft.

Saving Throws +12

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic

Challenge 26 (90,000 XP)

Perfect Images. See stage 2.

Redundant Rootling Proxies. If the nucleus or proxy is reduced to 0 hit points while a rootling is in the influence's area, the rootling with the highest hit points becomes the





influence's proxy until a new perfect image is created. Creating a new Perfect Image is a process that takes 8 hours, 100,000 gp in materials, and a successful DC 30 ability check. This ability check is either a Dexterity check with artisan's tools or a spellcasting ability check that applies the spellcaster's proficiency bonus (if the image is created by a spell). On a failed check, half the materials are ruined.

EFFECTS

Mummification (DC 21). Ghatanothoa's influence causes those who have line of sight to any perfect image in the influence (regardless of whether or not the creature actually looks at it or is even in the influence) to swiftly mummify. At the start of each round, each such creature must succeed on a DC 21 Constitution saving throw or its Dexterity score is reduced by 1d6 as its body begins to stiffen and desiccate. If this reduces the creature's Dexterity score to 0, it gains the petrified condition except that instead of stone, it transforms into a perfectly preserved and completely immobile mummy. A creature mummified in this way is not dead but no longer needs to eat, drink, or breathe, and no longer ages. It is essentially immortal and can observe the world around it (and may even take purely mental actions, including the casting of some spells using psionics or the Subtle Spell Metamagic option), but can take no actions requiring any movement of its body. A *greater restoration* spell or other magic to restore a reduced ability score can't undo this effect, but casting *remove curse* on the victim ends the condition.

Spawn Rootling (3). There are usually 3 rootlings present when combat begins. At the start of the round, roll a d4 if the nucleus perfect image has not been destroyed. On a 1 or 2, the influence spawns a rootling at any open location in the area unless there are already 3 rootlings in the influence. If Ghatanothoa's hit point total is below half its hit point maximum, the rootling appears with its hit point maximum reduced by half. At the end of each round, any rootling outside the influence is destroyed.

ESCALATION

Ghatanothoa's influence escalates to stage 4 when there are 500 or more mummified creatures within the area at the end of a round. Ghatanothoa's massive avatar erupts from the ground, consuming and replacing the nucleus of the influence. (The influence gains 162 hit points.)

DEFEAT

At influence stage 3, destroying Ghatanothoa's Perfect Images and all rootlings ends its influence.

GHATANTHOA

Elder influence, stage 4

Area 1-mi.-radius circle

Unnamable Doom DC 22

Nucleus 60-ft.-radius circle

Armor Class 20

Hit Points 391 (27d20 + 108)

Speed 0 ft., burrow 150 ft.

Saving Throws +13

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, cold, piercing, psychic; slashing from nonmagical attacks that aren't adamantine

Damage Immunities fire, poison

Challenge 28 (120,000 XP)

Nucleus. Ghatanothoa's influence is centered on a Gargantuan avatar of Ghatanothoa. The avatar can't teleport beyond the edge of the influence, although the influence moves with it.

Redundant Rootling Proxies. If the nucleus or proxy is reduced to 0 hit points while a rootling is in the influence's area, the rootling with the highest hit points becomes the influence's proxy until a new perfect image is created. Creating a new perfect image is a process that takes 8 hours, 100,000 gp in materials, and a successful DC 30 ability check. This ability check is either a Dexterity check with artisan's tools or a spellcasting ability check that applies the spellcaster's proficiency bonus (if the image is created by a spell). On a failed check, half the materials are ruined.

Secondary Perfect Images. Ghatanothoa's influence contains up to four Large perfect images of Ghatanothoa in any medium. Any perfect image can cause mummification, but all share the influence's hit points and use the stage 3 influence's other statistics. Thus, damage to one depletes the entire influence's hit points. The images can't be destroyed except by reducing the influence to 0 hit points, at which point all perfect images are destroyed.

EFFECTS

Crush. The first time in a turn that a creature other than a servant of Ghatanothoa moves at least 5 feet while within 600 feet of Ghatanothoa's nucleus, Ghatanothoa's titanic



limbs swoop down to crush the creature if there is clear line of sight. Any intervening structures are pushed aside or destroyed. The creature must make a DC 21 Dexterity saving throw, taking 35 (10d6) bludgeoning damage on a failure, or half damage on a success.

Mummification (DC 22). Ghatanothoa's influence causes those who have line of sight to any perfect image in the influence (regardless of whether or not the creature actually looks at it or is even in the influence) to swiftly mummify. At the start of each round, each such creature must succeed on a DC 22 Constitution saving throw or its Dexterity score is reduced by 1d6 as its body begins to stiffen and desiccate. If this reduces the creature's Dexterity score to 0, it gains the petrified condition except that instead of stone, it transforms into a perfectly preserved and completely immobile mummy. A creature mummified in this way is not dead but no longer needs to eat, drink, or breathe, and no longer ages. It is essentially immortal and can observe the world around it (and may even take purely mental actions, including the casting of some spells using psionics or the Subtle Spell

Metamagic option), but can take no actions requiring any movement of its body. A *greater restoration* spell or other magic to restore a reduced ability score can't undo this effect, but casting *remove curse* on the victim ends the condition.

Spawn Rootling (3). There are usually 3 rootlings present when combat begins. At the start of the round, roll a d4 if the nucleus has not been destroyed. On a 1 or 2, the influence spawns a rootling at any open location in the area unless there are already 3 rootlings in the influence. If Ghatanothoa's hit point total is below half its hit point maximum, the rootling appears with its hit point maximum reduced by half. At the end of each round, any rootling outside the influence is destroyed.

DEFEAT

At influence stage 4, destroying Ghatanothoa's nucleus and all its rootlings ends the influence.

ROOTLING

Huge aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	21 (+5)	7 (-2)	18 (+4)	17 (+3)

Saving Throws Str +10, Con +9, Cha +7

Skills Perception +8

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, cold, piercing, psychic; slashing from nonmagical attacks that aren't adamantite

Damage Immunities fire, poison

Condition Immunities charmed, frightened, petrified, poisoned, prone

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 18

Languages understands Aklo but can't speak

Challenge 10 (5,900 XP)

Burst Forth. The rootling can move into a space occupied by Large or smaller creatures without slowing its movement. When it enters another creature's space, that creature is pushed to the nearest open space and it must succeed on a DC 17 Strength saving throw or be knocked prone.

Immobile. The rootling is rooted in a dimensional rift connecting it to Ghatanothoa. It can't be moved except by this trait and the Burst Forth trait.

As a bonus action, the rootling can dive downward into its

dimensional rift. It vanishes and can't be targeted by spells or effects until the start of its next turn, when it emerges in any area of loose rock, dirt, sand, ice, snow, or similar material within Ghatanothoa's influence. Alternatively, it can emerge from any magical portal or *gate* at least 10 feet in diameter. The area must not be occupied by creatures too large for it to move with Burst Forth. A gate occupied by the rootling can't be used by any other creature until the rootling teleports again or is destroyed. The rootling can't use its Multiattack on the turn it appears.

Magic Resistance. The rootling has advantage on saving throws against spells and other magical effects.

Mummifying Gaze. Unlike Ghatanothoa, the rootling relies on a conventional gaze attack. When a non-rootling creature that can see the rootling's "eyes" starts its turn within 60 feet of the rootling, as a free action the rootling can force it to make a DC 15 Constitution saving throw if the rootling isn't incapacitated and can see the creature. A creature that fails the save begins to mummify and its Dexterity score is reduced by 1d4. If this reduces its Dexterity score to 0, it is mummified as if by Ghatanothoa's Mummification.

Unless surprised, a creature can avert its eyes to avoid this effect at the start of its turn. If the creature does so, it can't see the rootling until the start of its next turn, when it can avert its eyes again. If the creature looks at the rootling in the meantime, it must immediately make the save.

ACTIONS

Multiattack. The rootling makes three slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 25 ft., one target. **Hit:** 20 (4d6 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and the rootling can't slam another creature with that limb. The rootling has four limbs.

GHROTH, THE HARBINGER

Outer God of awakening and final destruction; chaotic evil

Primary Source Ramsey Campbell, "The Tugging"

Favored Weapon blowgun

Symbol a red eye on a cracked moon

Temple observatories, mountains, temples to other Elder Influences

Worshippers mad criminals and artists

Servitors worms of Ghroth

Ghroth is a world-sized entity, a living planet which careens through space. It travels at tremendous speeds in the empty blackness, slowing only when approaching a solar system.

THE SONG OF GHROTH

Ghroth's advent stimulates Great Old Ones and Outer Gods, and its impending arrival stirs them from their slumber. Those that lie in wait, hibernating or inert, wake to the Song of Ghroth as it echoes through the ether. Entities that hunger to invade the world from other dimensions or locales find their passage greatly eased as all otherworld barriers become thin and weak. Ghosts and demons multiply in number, and conjuring spells are often vastly increased in power.

When Ghroth finally departs, its gravitational pull departs with it. The effects of the Song of Ghroth fade, the gates close once more, and conjurings return to normal. Of course, any awakened Great Old Ones remain a dire threat to mortals and the world itself, but if heroes are able to defeat these before they escalate to apocalyptic levels, things can return to normal.

THE NOTHING

When Ghroth's song is finished, the entity departs but its influence lingers in the form of the Nothing, a blank gap in reality left behind as its worms eat. The worms reach out from the Nothing into reality to eat everything: they eat soil and rock, they eat the sky, the air, everything. They consume not only matter but the very reality underlying that matter. The worms can be individually battled and even killed, but there are usually more of them boiling out of the Nothing.

The Nothing is visible to the eye and other senses as a pale wall of darkness shot through with bolts of intense energy, but it cannot be entered. Assuming one can get past the worms, an individual who attempts to walk into the Nothing immediately exits on the far side. For example, imagine a continent of which the interior had been mostly eaten by the worms. A person on the west coast of that continent could step into the Nothing and step out again on the east coast, where the worms had not

yet reached. The space and reality the worms have eaten simply doesn't exist or take up any space.

Energy from anything the worms consume is channeled to the edge of the Nothing, helping it expand. Normally, this is a slow process as the worms consume ordinary objects and creatures. However, the most potent creatures and objects release many kinds of energy, some energies that help the Nothing grow faster and some that are as creative as the Nothing is destructive. This excess magical energy is unleashed in an uncontrolled fashion, sparking a brilliant display that can have unpredictable effects.

As the worms progress, what the planet's inhabitants see is a wall of absolute blankness, with the worms writhing within like vinegar eels, from the ground to the sky. The worms do not specifically target particular objects, but when something of magic power or a living entity is eaten, the Nothing sends forth a burst of energy, which can be tapped to empower magical spells, objects, or artifacts. Flashes of light and bolts of energy sparkle at the barrier, and launch deep into reality, representing magical or powerful items or individuals that have been destroyed. An old cathedral might emit a huge explosion of light, for instance, which holds a strong enough charge to repower a whole city of magicians.

Eventually, if the worms cannot be destroyed, the entire planet is eaten, along with its reality. The worms then turn on each other, and eat one another and the Nothing itself, until all is gone. The solar system keeps rolling along, but without the world that No Longer Is.

GHROTH IN COMBAT

Ghroth does not attack directly. Instead, it relies upon its worms and effects to do its work. Its direct influence on a planet below is carried forth by its umbra, the shadow it casts by blocking a planet's sun. Ghroth's extradimensional resonance relies upon the shadow as a vector and disrupting it with magic is one of the few ways to head off Ghroth's influence.

What You See



This vast planetoid looms in the sky, increasingly blocking out the sun. As the sunlight bleeds away, it becomes easier to see that much of its surface is occupied by a single red eye.

GHROTH

Elder influence, stage 1

Area 300-mi.-radius circle

Unnamable Doom DC 22

Nucleus 200-ft.-radius circle

Armor Class 5

Hit Points 290 (20d20 + 80)

Speed 600 ft., climb 600 ft.



Saving Throws +12

Damage Vulnerabilities radiant, thunder

Damage Resistances fire, lightning

Damage Immunities acid, bludgeoning, cold, necrotic, piercing, poison, slashing

Challenge 28 (120,000 XP)

Intangible Nucleus. Ghroth's influence is centered on the shadow it casts on the planet it threatens. The shadow can't be teleported. It passes harmlessly over creatures and objects, which can move freely through it. The area is considered dim light.

Resonance Susceptibility. Although it can't be dispelled, Ghroth's nucleus is in essence a darkness-based, sound-based, and mind-influencing effect. As a result, spells and effects that interfere with such effects, such as *Countercharm*, *silence*, *daylight*, and *contrary melody*, interfere with the influence's effects and can disrupt the influence. At the end of each round that such a spell or effect applies within the nucleus (including a round in which an instantaneous spell occurred), Ghroth's nucleus takes 1d6 thunder damage per level of the spell. If the effect doesn't have a spell level, use half the character's level, half the source's challenge rating, or a damage expression corresponding to the magic item's rarity: 1d6 for common, 3d6 for uncommon, 5d6 for rare, 7d6 for very rare, or 9d6 for legendary. An artifact might inflict 11d6 thunder damage or more.

Waxing Eclipse. As soon as it is established, Ghroth's influence expands rapidly in size. At the end of each round, its nucleus's radius increases by 200 feet and its area's radius increases by 1 mile. Thus, at the end of the first full round it exists, its nucleus grows to a 400-foot-radius circle and its area's radius increases to 301 miles. At the end of the next round, its nucleus's radius is 600 feet and its area's radius is 302 miles, and so on. After 1 hour, it reaches totality and stops growing: its area is a 900-mile-radius circle and its nucleus is a 20-mile-radius circle.

EFFECTS

Extinguish Spell. At the start of each round, Ghroth dispels all spells that damaged it as described in its Resonance Susceptibility. A character

concentrating on the spell can prevent it from ending with a successful DC 22 Constitution saving throw to resist the will of Ghroth.

Song of Awakening. Other influences that overlap with Ghroth's influence quicken. If the influence has a time-related component to its escalation, the time period is divided by ten (round down to a minimum of 1 round). If the influence's escalation is based on reaching a numerical milestone, progress it makes toward that milestone is multiplied by ten. At the end of 8 hours, each influence that didn't escalate during that time escalates automatically.

Spawn Worms (Recharge 5–6). At the start of each round, one worm of Ghroth coalesces from the shadows at a location of Ghroth's choice in the area unless there are already six worms in the area. Up to two worms of Ghroth's choice defend its nucleus from attack at a time; all other worms flee combat unless aggressively pursued, generally burrowing into the ground to feed in peace. When Ghroth's influence is encountered, it generally already has two worms to defend itself.

Unleashed Conjurings. Whenever a spell conjures a creature in the area, any challenge rating limit on the spell is increased by 1d6 and Ghroth chooses which creatures answer. If the spell has no challenge rating limit, use the challenge rating of the creature that was intended, generally of the same creature type as the intended creature. As an exception, any attempt to





conjure a celestial instead conjures an aberration. The creature that arrives has no loyalty to the caster or to Ghroth, and acts as suits its nature.

Vulcanism (Vast). At the start of each round, Ghroth's influence casts *earthquake* (save DC 22) affecting a 500-foot-radius circle centered at any point in its influence that lasts until the start of the next round. Its nucleus is never harmed by the spell and it can choose whether and where fissures open. When a fissure opens, a mass of volcanic rock erupts at a target in or above the spell's area. The influence makes a ranged spell attack roll to hit the creature (+13 to hit). On a hit, the creature takes 14 (4d6) bludgeoning damage and 14 (4d6) fire damage.

ESCALATION

After six worms of Ghroth feed for at least 24 hours in the area, the influence's nucleus becomes the Nothing and it escalates to stage 2. Each creature in the nucleus is pushed to its edge, takes 3 (1d6) bludgeoning damage, and lands prone. Each creature pushed regains the highest-level spell slot it has expended.

DEFEAT

Ghroth's influence can be ended in one of the following ways. In either case, if any worms of Ghroth survive, they can reestablish the influence at stage 2 as the Nothing even though Ghroth is gone. If fewer than six worms survive, it generally takes them 10 days to replace each missing worm.

Awakening. Ghroth is called the Harbinger because it serves to bring forth other Great Old Ones and Outer Gods. Whenever another influence is established or escalates while its area overlaps with that of Ghroth's influence, roll a d4. On a 1, Ghroth simply leaves and its influence ends. Even after Ghroth departs, its worms can create the Nothing if at least six of them feed for 24 hours and none of them is farther than 20 miles apart.

Combat. If Ghroth's nucleus is reduced to 0 hit points, the shadow's resonance is spoiled and Ghroth's form flies onward to sing its song elsewhere—until its meandering path brings it back again.

THE NOTHING

Elder influence, stage 2

Area 30-mi.-radius circle

Unnamable Doom DC 23

Nucleus 20-mi.-radius circle

Armor Class 5

Hit Points 6

Speed 0 ft.

Saving Throws +13

Damage Immunities all

Challenge 30 (155,000 XP)

Expanding Nothing. As the worms of Ghroth feed, the

Nothing expands, potentially consuming the whole planet. The influence's area always extends 10 miles beyond the edge of the nucleus. Whenever the Energy Bolt effect happens, the Nothing expands by 10 feet. Each creature in the absorbed space falls prone in the nearest unoccupied space and takes 3 (1d6) bludgeoning damage.

Nucleus. Ghroth's influence is centered on a miles-wide growing hole in reality called the Nothing. Only worms of Ghroth can enter this space, which has no true interior. Other creatures can move into the nucleus, but when they do, they are instantly teleported to the nearest unoccupied space on the opposite side of the nucleus.

Worms Within. The nucleus can contain up to six worms of Ghroth, each adjacent to an edge of the nucleus. A worm can spend all its movement to relocate to any other point on the edge of the nucleus. Worms within the nucleus can be targeted but have half cover. The worms notice and immediately move to consume any creature that significantly damages any of them as well as any very rare or legendary magic item.

EFFECTS

Energy Bolt. Legendary creatures and powerful magic items fuel the Nothing's sudden expansion but also unleash energy opposing the Nothing, which the Nothing releases in a blinding flash of light. At the end of each round, if a creature with level or challenge rating 11 or higher or a very rare or legendary magic item was consumed by a worm of Ghroth in the area, the Expanding Nothing grows and its potential energy is unleashed in a blast of incredible light. Each creature in the area that can see the Expanding Nothing or the worm must succeed on a DC 23 Constitution saving throw or be blinded until the end of its turn. The bolt targets another such potent creature (not a worm of Ghroth) or any creature carrying such a potent magic item. If multiple such creatures are in the area, choose one at random as the target. If no such targets are within the area, the bolt strikes a randomly chosen creature other than a worm of Ghroth in the area. The bolt deals 52 (15d6) radiant damage, which is reduced by giving energy to the target. If the target has expended spell slots, add together all of those slots; each is worth its slot level. Subtract the total from the damage and the target regains all those spell slots. If the target has magic items with charges, add together all their missing charges. Subtract the total from the damage and the items regain all those charges. Then, the target makes a DC 23 Dexterity saving throw, taking the remaining damage on a failed save, or half the remaining damage on a success.

Spawn Worms (Recharge 5–6). At the start of each round, a new worm of Ghroth emerges from the Nothing if there are fewer than 6 worms in the area.

DEFEAT

At influence stage 2, the Nothing can't be disrupted directly. Its current hit points are equal to the number of worms of Ghroth in the area of influence. When none are left, the influence ends.



WORMS OF GHROTH

The worms of Ghroth are created by Ghroth's influence, lingering behind when it departs to consume the reality Ghroth passes near. Worse, the worms of Ghroth can be summoned or gated from another world to one's own, though the only reason to do so would be mad arrogance. The worms vary in size but are usually Huge.

The worms' fundamental feature is that they devour the very existence and fabric of reality. They are ravenous, with mandibles seething with apparently-rotating teeth which endlessly feast on all before them. They have an almost reptilian skin texture and float in the non-existence that surrounds them. They have no obvious means of propulsion, so their locomotion is mysterious.

The worms seek only to eat and demonstrate an extremely simple neurology. They can devour all types of matter, but when they do so, they leave an empty gaping Nothing behind them. As they progress in eating significant volumes of matter, they also begin to reproduce. As the worms of Ghroth fan out from their starting point, they eat more and more and vast sections of a planet may fall apart.



WORM OF GHROTH

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 241 (21d12 + 105)

Speed 40 ft., burrow 70 ft., fly 70 ft. (hover), swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	21 (+5)	1 (–5)	8 (–1)	4 (–3)

Saving Throws Con +10, Wis +4, Cha +2

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, prone

Senses blindsight 500 ft. (blind beyond this radius), passive Perception 9

Languages –

Challenge 13 (10,000 XP)

Magic Resistance. The worm has advantage on saving throws against spells and other magical effects.

Magic Smell. The worm automatically identifies characters of at least 11th level and magic items that are very rare or legendary.

Nothingness. The worm floats in a bubble of nothingness that unpredictably causes attacks to slip through their space as if they were not there. Attack rolls to hit the worm have disadvantage. In addition, the worm's space does not count when measuring ranges for attacks, spells, and effects. If one worm is 40 feet from an enemy with another Huge worm in between, the far worm counts as 25 feet away for most purposes.

Tunneler. The worm can burrow through solid rock at half its burrowing speed and leaves a 7-foot-diameter tunnel in its wake. It can move through a space as narrow as 7 feet wide without squeezing.

ACTIONS

Multiattack. The worm makes two attacks: one with its tail and one with its bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage plus 5 (2d4) force damage. The target's hit point maximum is reduced by the piercing damage it takes. If the target's hit point maximum is reduced to 0, it dies and its body ceases to exist, which prevents most forms of resurrection. Only divine intervention or *true resurrection* works unless the body is first restored with a *wish* spell.

If the target is a creature wearing or carrying a magic item, it must succeed on a DC 20 Strength or Dexterity saving throw (target's choice) or the worm swallows the item. If the character has more than one, one item is chosen at random from among the rarest. At the start of the worm's turn, any items it has swallowed are destroyed. If the worm is slain, the item lands 10 feet away from its corpse. Destroying an item or killing a creature might have additional effects if the worm is in the area of the Nothing.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 5 (2d4) force damage. If the target is a creature, it must succeed on a DC 20 Dexterity saving throw or be pushed up to 10 feet and knocked prone.

Thrash. The worm moves up to its speed. While doing so, it can enter other creatures' spaces. Whenever the worm enters a creature's space, the creature must make a DC 20 Dexterity saving throw. On a success, the creature can choose to be pushed 5 feet back, to the side of the worm, or fall prone. On a failure, the creature takes 17 (3d6 + 7) bludgeoning damage plus 5 (2d4) force damage and is knocked prone.

GOBOGEG, THE MOON LADDER

Great Old One of astronomical alignments, cataclysmic death, and moons; chaotic evil

Primary Source new

Favored Weapon flail

Symbol cracked moon rising over jagged mountains

Temple craters, peaks, ruins

Worshippers doomsayers, mad astronomers

Servitors dreamwracked victims

Gobogeg is a not-yet-existing entity that becomes reality when properly summoned. At that time, it snakes forth from the body of the world, and becomes what is known as the “Elder Pharos” (its tall form looks like a lighthouse and it is a warning to all) as well as the “Moon-Ladder” (for it is about to cause the rupture and fission of the world). If Gobogeg is allowed to fester unchecked, the ultimate result is that the continent upon which Gobogeg formed will literally shatter forth from the world and spin off into space, forming a new moon. Gobogeg will then be the god of that new moon, leaving a devastated planet in its wake.

THE GOBOGEG SEED

When Gobogeg is evoked, it becomes a living sentient creature, but it is only a potentiality until then. It cannot be summoned just anywhere, as it can only sprout from the “Gobogeg seed,” which must already exist on the planet. Earth has had at least two such seeds: one resulted in the Moon forming in the distant past from the Pacific basin, and the other will one day cause Antarctica’s fission. Unknowable numbers of other planetary satellites could be the result of such a seed.

The process of the rupture covers the entire surface of the planet with molten rock, exterminating all physical life. Gobogeg is therefore also called the God of the World’s End. Fortunately, Gobogeg manifests early in the process and can be detected as it begins to take form. Though it may soon destroy the world (the time frame can vary—it could take an hour, a week, or a year, depending on the situation), there is still time for adventurers to thwart Gobogeg before the process is complete.

Should Gobogeg ever be properly summoned, the final stage is for it to emerge from its prison with such force that its continent is blasted off of the planet to create a new moon. By this time, Gobogeg will be so massive and the power it exudes from its lidless eye so immense that it will be visible from light-years away. Gobogeg will then align the planet’s moon(s) and other nearby stars and planets to create a Moon Ladder.

Gobogeg’s primary purpose is to absorb enough energy from the planet and its inhabitants in order to forcibly align the celestial bodies, creating a cosmic key that will free other Great Old Ones and dormant Outer Gods.

THE LEGEND OF GOBOGEG

The legend of Gobogeg is ancient, though this god itself under normal conditions does not exist. In ancient times, a cult of Gobogeg tried to invoke the God of the World’s End, producing the moon and plunging the world into catastrophe from which mortal beings have only slowly recovered. That the world endures at all stands in testament to their failure.

Anytime Gobogeg encounters and defeats something, it absorbs the life force, organic material, knowledge, and arcane ability (if any) from the defeated subject. The elder things realized that the mystic energies that would one day produce Gobogeg likewise absorbed the life energies of the planet and all who dwelt upon it. To stop this progression and delay Gobogeg’s appearance, the elder things brought about an age of perpetual winter so as to trap Gobogeg in the ice, mitigating the effect it has on the world. It waits there still in potentia.

Gobogeg’s very few, very mad cultists have striven to record and spread the method to summon Gobogeg. Most of what they state in their writings is that Gobogeg is a source of ultimate power, which is absolutely true. They do not record what Gobogeg’s purpose is, nor the price it exacts for failure.

Although Gobogeg does not yet fully exist, its potential can act through dreams of suitable arcane candidates. Indeed, it sustains itself by preying on the minds of those not yet under its control. The resulting nightmares are taxing to the victim’s sanity, eventually driving most to serve Gobogeg without understanding why. In this way, Gobogeg is more of a magical effect than a distinct entity.

What You See



A huge worm-like mass thrusts up from the world’s crust, then blossoms into a unique, towering, impossible form. A bright white light shines from its tip as it throbs in time with the unceasing wrenching of the earth.

GOBOGEG

Elder influence, stage 1

Area 1-mi.-radius circle

Unnamable Doom DC 19

Nucleus 15-ft. square

Armor Class 19

Hit Points 294 (28d12 + 112)

Speed 0 ft., burrow 30 ft.

Saving Throws +10

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, necrotic, poison

Challenge 20 (25,000 XP) with defenders



Defenders. Gobogeg is assumed to be defended by creatures made obsessively loyal to it by its Dreamwrack. At stage 1, this is typically two elder things (page 306) and three byakhee (page 287) or a similarly challenging group.

Nucleus. Gobogeg's influence is centered on a Huge mound of earth that heaves with magical energy but lacks a distinct form.

EFFECTS

Dreamwrack (1/Day, DC 19). Gobogeg casts *dream* (save DC 19) on a sleeping creature in the area. It must use the nightmare option, creating images of mass extinctions and the fiery end of the world. If possible, it always chooses its target from among those that previously failed this save but are not yet under Gobogeg's control. Track how many times a target has failed this saving throw: a creature that fails three times gains an insanity (see Chapter 4) or an indefinite madness. This insanity or madness compels the creature to serve Gobogeg's interests, often by spreading chaos and fear.

Elder Lights. Unearthly lights dance through the area, especially in the sky. It is never darker than dim light in the area even on moonless nights, and magical darkness can't be created within. Due to the eldritch lighting, any sighted creature in the area that isn't under Gobogeg's control has disadvantage on Wisdom saving throws.

ESCALATION

When a creature not under Gobogeg's control rolls a 1 on a saving throw against Dreamwrack, roll a d20. On a result of 1, or any result equal to or less than the level of a spell the creature can cast, the influence escalates to stage 2. Spells the creature can cast without expending a spell slot count for this purpose.

DEFEAT

Gobogeg's influence can be defeated in one of the following ways.

Combat. Gobogeg's influence ends when it is reduced to 0 hit points.

Dream Drought. Every time 24 hours pass without Dreamwrack targeting a creature that isn't under Gobogeg's control, roll a d10. On a 1, the influence ends.

GOBOGEG

Elder influence, stage 2

Area 10-mi.-radius circle

Unnamable Doom DC 20

Nucleus 15-ft. square

Armor Class 19

Hit Points 409 (39d12 + 156)

Speed 0 ft., burrow 60 ft.

Saving Throws +11

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, necrotic, poison

Challenge 23 (50,000 XP)

Nucleus. Gobogeg's influence is centered on a Huge mound of earth that heaves with magical energy but lacks a distinct form.

EFFECTS

Dreamwrack (1/Day, DC 20). Gobogeg casts *dream* (save DC 20) on a sleeping creature in the area. It must use the nightmare option, creating images of mass extinctions and the fiery end of the world. If possible, it always chooses its target from among those that previously failed this save but are not yet under Gobogeg's control. Track how many times a target has failed this saving throw: a creature that fails three times gains an insanity (see Chapter 4) or an indefinite madness. This insanity or madness compels the creature to serve Gobogeg's interests, often by spreading chaos and fear.

Elder Lights. Unearthly lights dance through the area, especially in the sky. It is never darker than dim light in the area even on moonless nights, and magical darkness can't be created within. Due to the eldritch lighting, any sighted creature in the area that isn't under Gobogeg's control has disadvantage on Wisdom saving throws.

Vulcanism (DC 20). At the start of each round, Gobogeg casts *earthquake* (save DC 20) centered on its nucleus that lasts until the start of the next round. Its nucleus is never harmed by the spell and it can choose whether and where fissures open. When a fissure opens, a mass of volcanic rock erupts at a target in or above the spell's area. The influence makes a ranged spell attack roll to hit the creature (+12 to hit). On a hit, the creature takes 14 (4d6) bludgeoning damage and 14 (4d6) fire damage.

ESCALATION

When a creature not under Gobogeg's control rolls a 1 on a saving throw against Dreamwrack, roll d20. On a result of 1, or any result equal to or less than the level of a spell the creature can cast, the influence escalates to stage 3. Spells the creature can cast without expending a spell slot count for this purpose.

DEFEAT

At influence stage 2, Gobogeg's influence can be defeated in one of the following ways.

Combat. Gobogeg's influence ends when it is reduced to 0 hit points.

Dream Drought. Every time 24 hours pass without Dreamwrack targeting a creature that isn't under Gobogeg's control, roll a d10. On a 1, the influence deescalates to stage 1.

GOBOGEG

Elder influence, stage 3

Area 100-mi.-radius circle

Unnamable Doom DC 21

Nucleus 15-ft. square

Armor Class 19

Hit Points 514 (49d12 + 196)

Speed 0 ft., burrow 100 ft.

Saving Throws +12

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, necrotic, poison

Challenge 26 (90,000 XP)

Nucleus. Gobogeg's influence is centered on a Huge mound of earth that heaves with magical energy but lacks a distinct form.

EFFECTS

Dreamwrack (1/Day, DC 21). Gobogeg casts *dream* (save DC 21) on a sleeping creature in the area. It must use the nightmare option, creating images of mass extinctions and the fiery end of the world. If possible, it always chooses its target from among those that previously failed this save but are not yet under Gobogeg's control. Track how many times a target has failed this saving throw: a creature that fails three times gains an insanity (see Chapter 4) or an indefinite madness. This insanity or madness compels the creature to serve Gobogeg's interests, often by spreading chaos and fear.

Elder Lights. Unearthly lights dance through the area, especially in the sky. It is never darker than dim light in the area even on moonless nights, and magical darkness can't be created within. Due to the eldritch lighting, any sighted creature in the area that isn't under Gobogeg's control has disadvantage on Wisdom saving throws.

Stolen Magic (DC 21, +13 to hit). At the end of each round, Gobogeg's nucleus casts a spell at caster level 20th (spell save DC 21, +13 to hit with spell attacks). It can cast *blindness/deafness* (5th-level version), *dispel magic* (5th-level version), *call lightning* (5th-level, version), *confusion* (5th-level version), or *telekinesis*. It can also choose from all the spells known to any creature that has ever failed a saving throw against its Dreamwrack, but only those that could be cast with a 5th-level spell slot.

Vulcanism (DC 21). At the start of each round, Gobogeg casts *earthquake* (save DC 21) centered on its nucleus that lasts until the start of the next round. Its nucleus is never harmed by the spell and it can choose whether and where fissures open. When a fissure opens, a mass of volcanic rock erupts at a target in or above the spell's area. The influence makes a ranged spell attack roll to hit the creature (+13 to hit). On a hit, the creature takes 14 (4d6) bludgeoning damage and 14 (4d6) fire damage.

ESCALATION

When a creature not under Gobogeg's control rolls a 1 on a saving throw against Dreamwrack, roll a d20. On a result of 1, or any result equal to or less than the level of a spell the creature can cast, the influence escalates to stage 4. Spells the creature can cast without expending a spell slot count for this purpose.

DEFEAT

At influence stage 3, Gobogeg's influence can be defeated in one of the following ways.

Combat. Gobogeg's influence ends when it's reduced to 0 hit points.

Dream Drought. Every time 24 hours pass without Dreamwrack targeting a creature that isn't under Gobogeg's control, roll a d10. On a 1, the influence deescalates to stage 2.

GOBOGEG

Elder influence, stage 4

Area 1,000-mi.-radius circle

Unnamable Doom DC 22

Nucleus 15-ft. square

Armor Class 19

Hit Points 619 (69d12 + 236)

Speed 0 ft.

Saving Throws +13

Damage Resistances acid, bludgeoning, lightning; piercing and slashing from nonmagical attacks

Damage Immunities fire, poison, radiant

Challenge 29 (135,000 XP)

Moon Ladder Nucleus. Gobogeg's influence is centered on an immobile, towering mass of earth called the Moon Ladder. A beam of light spirals up from the tower's top.

EFFECTS

Celestial Upheaval. When Gobogeg has been at stage 4 for 24 hours and has not deescalated due to its Dream Drought, it completes its task. The entire region contained in Gobogeg's influence is wrenched free of its planet and hurled into the sky to create a new moon. This ends Gobogeg's influence, devastates the world, and might cause an extinction-level event.

Dreamwrack (1/Day, DC 22). Gobogeg casts *dream* (save DC 22) on a sleeping creature in the area. It must use the nightmare option, creating images of mass extinctions and the fiery end of the world. If possible, it always chooses its target from among those that previously failed this save but are not yet under Gobogeg's control. Track how many times a target has failed this saving throw: a creature that fails three times gains an insanity (see Chapter 4) or an indefinite madness. This insanity or madness compels the creature to serve Gobogeg's interests, often by spreading chaos and fear.

Elder Lights. Unearthly lights dance through the area, especially in the sky. It is never darker than dim light in the area even on moonless nights, and magical darkness can't be created within. Due to the eldritch lighting, any sighted creature in the area that isn't under Gobogeg's control has disadvantage on Wisdom saving throws.

Moon Ladder Rays. Each creature that comes within 500 feet of the Moon Ladder nucleus for the first time on its turn or starts its turn in that range must succeed on a DC 22 Dexterity saving throw or be struck by sweeping beams of time-warping light projected from the Moon Ladder. A creature struck must make a DC 22 Charisma saving throw, reducing its hit point maximum by 44 (8d10) on a failure, or



by half as much on a success. A creature that has its hit point maximum reduced to 0 is erased from time and can only be revived by divine intervention or a *wish* spell.

Stolen Magic (DC 22, +14 to hit). At the end of each round, Gobogeg's nucleus casts a spell at caster level 20th (spell save DC 22, +14 to hit with spell attacks). It can cast *blindness/deafness* (5th-level), *dispel magic* (5th-level version), *call lightning* (5th-level version), *confusion* (5th-level version), or *telekinesis*. It can also choose from all the spells known to any creature that has ever failed a saving throw against its Dreamwrack, but only those that could be cast with a 5th-level spell slot.

Vast Vulcanism. At the start of each round, Gobogeg casts *earthquake* (save DC 22) affecting a 500-foot-radius circle centered on its nucleus that lasts until the start of the next round. Its nucleus is never harmed by the spell and it can choose whether and where fissures open. When a fissure

opens, a mass of volcanic rock erupts at a target in or above the spell's area. The influence makes a ranged spell attack roll to hit the creature (+14 to hit). On a hit, the creature takes 14 (4d6) bludgeoning damage and 14 (4d6) fire damage.

DEFEAT

At influence stage 4, Gobogeg's influence can be defeated in one of the following ways.

Celestial Upheaval. Gobogeg's influence ends when its Celestial Upheaval is completed, but this unleashes a cataclysm capable of ending nearly all life.

Combat. Gobogeg's influence ends when it is reduced to 0 hit points.

Dream Drought. Every time 24 hours passes without Dreamwrack targeting a creature that isn't under Gobogeg's control, roll a d10. On a 1, the influence deescalates to stage 3.

GREAT CTHULHU

Great Old One of cataclysms, dreams, and the stars; chaotic evil

Primary Source H. P. Lovecraft, "The Call of Cthulhu"

Favored Weapon dagger

Symbol complex rune surrounding an open eye

Temple caverns, coastal churches, hidden coves, remote isles

Worshippers deep one hybrids, doomsayers, dreamers, insane artists

Servitors deep ones, starspawn

Cthulhu himself, with the rest of his species, is currently buried in the vast corpse-city of R'lyeh beneath the sea. Cthulhu exists in a sort of living death but while his body slumbers, his mind remains keenly active. His influence can be summoned and under certain circumstances, with enough power, he can be awakened to end the world.

CTHULHU RISING

Cthulhu's final rising will be accompanied by thousands or perhaps millions of starspawn, his kith and kin. He is like unto them, though vastly more powerful. And like the rest of his dread race, Cthulhu can plunge from world to world through space, and so could travel to any planet or be conjured anywhere.

THE DEVOURING

When just awakened, Cthulhu manifests only part of his powers. When Cthulhu first rises, his tentacles and flabby claws can snatch people up and physically eat them.

As he grows, Cthulhu's tentacles and shapes shift greatly in form. At influence stage 2, he can flick out pseudopods or claws for hundreds of yards to grasp his prey and return them to his maw, devouring them in an instant. Flight is no longer sufficient to escape his presence.

By influence stage 3, Cthulhu seeks to devour an entire city or small region in order to unleash his full power. Since mountains of protoplasm are by now rising from the sea, he likely faces little challenge in doing so.

At the zenith of his power, Cthulhu's height grows to miles. His head rises above the clouds and his visage can be seen for hundreds or even thousands of miles. His slithering, more-than-mountainous magnitude causes earthquakes, sends forth tidal waves, and even attracts storms. Clouds form against his midriff and shoulders and his progress brushes them away.

TELEPATHY

When Cthulhu is awakened, his mental powers stretch for miles, potentially blanketing a planet. Everyone nearby has visions of Cthulhu's mind and perceives his unthinkable goals, which are largely incomprehensible to

Sandy's Notes

Non-Euclidean Geometry

Cthulhu and especially R'lyeh cover all nearby terrain in a pall of disorienting geometries. Distances change as if in a nightmare. If you seek to flee Cthulhu, you'll find that the path stretches out longer and longer. If his minions pursue you, they'll somehow catch up, like a villain in a slasher movie, as though time and space provide no barriers to their movement. It is not teleportation, however, but the distortion of distances.

The most lethal effect of this geometry is that sharp angles sometimes act strangely as Cthulhu nears full power. They can swallow up individuals, transporting them to other worlds or dimensions. For example, if you are being chased through a forest, you might see someone run behind a tree as he flees, and then never come out the other side. He has somehow "fallen through" the dimensions and is no longer in the material world.

mortals. The effects of this telepathy are profound, filling the minds of most nearby humanoids and beasts with consuming terror, hallucinations, and shrieking madness. This telepathy is one reason that terrestrial armies are unable to block or destroy him: most soldiers will just lie screaming on the ground in a fetal position, unable even to draw a weapon.

CTHULHU IN COMBAT

Mortals brave and foolish enough to challenge the Great Old One in combat face a truly nightmarish encounter that is less like a battle and more a desperate attempt to survive a world gone mad. Reality twists, bends and ceases to make sense, while Cthulhu's unrelenting psychic assault maddens even the strongest minds. His servitors come boiling out of the edges between realities, and the Great Old One himself sweeps mortals into his maw with little enough effort. A battle with Cthulhu should be the climactic end of a campaign, as few could ever expect to survive.

What You See



The colossal, corpulent thing before you resembles a cross between a dragon and an octopus, with bat-like wings, huge talons, and a mass of tentacles and feelers for a face. Green and ever-shifting, its carapace ranges from gelatinous to chitinous, and just gazing upon it makes your bones and sanity shiver.



GREAT CTHULHU

Elder influence, stage 1

Area 80-ft.-radius circle

Unnamable Doom DC 20

Nucleus proxy (starspawn)

Challenge 23 (50,000 XP)

Proxy. Cthulhu's influence is centered on a starspawn (see page 380).

EFFECTS

Devouring (Stage 1). When a creature begins its turn within the area of Cthulhu's influence, it must make a successful DC 20 Dexterity saving throw or be snatched up by Cthulhu's flabby claws or tentacles and grappled (escape DC 27). Until this grapple ends, the creature is restrained and must succeed on a DC 20 Strength saving throw at the start of its turn or be consumed and killed. Creatures held in Cthulhu's grip do not take damage, for Cthulhu must devour living bodies in order to grow. A victim that is consumed by Great Cthulhu is immediately slain and all carried gear is lost or destroyed (save for magic items and artifacts, which are left behind or shunted into other dimensions or realities at the GM's discretion). Only *true resurrection*, *wish*, or divine intervention can restore someone slain in this manner. Creatures in Cthulhu's clutches when he is defeated are released, but they might take falling damage.

In a densely populated area, you can assume that Great Cthulhu devours 1d20 panicking humanoids at the end of each round.

Non-Euclidean Geometry (Stage 1). Reality and the fundamental laws of physics go mad in the presence of Great Cthulhu. Creatures within the area of his influence suffer an increasing number of disorienting and strange effects, as detailed below. Within his home city of R'lyeh, the effects of Cthulhu's non-Euclidean geometry always function as if he were at stage 4 and always have a minimum area equal to the size of R'lyeh itself. The ranges of ranged attacks, spells, and effects of Cthulhu's allies and minions are doubled within the influence, while those of Cthulhu's enemies are halved within the influence. Allies and minions of Great Cthulhu have their reach doubled while enemies of Great Cthulhu have their reach halved. If a creature has a reach of 5 feet, its reach is instead reduced to 0 feet. A creature with its reach reduced to 0 feet retains a reach of 5 feet for the purpose of attempting to grapple a foe, but otherwise can only aim melee attacks at a target it is grappling.

Telepathic Assault (Frightened). Each creature within the area of Cthulhu's influence must succeed on a DC 20 Wisdom saving throw at the start of its turn or be overwhelmed with consuming terror and madness. It gains the frightened condition until it leaves the influence. If it fails this saving throw when it is already frightened, it becomes incapacitated until the start of its next turn. A creature that has failed a save against Cthulhu's telepathic assault when his influence escalates is automatically affected by the new effect at the new level of influence and is no longer affected by the previous effect.

ESCALATION

Great Cthulhu gains power and increases his influence by devouring intelligent, living creatures, body and soul. For the purposes of tracking the progress of his growing power, use a humanoid as a unit of measurement. At the GM's option, creatures of lesser soul and/or intelligence (such as beasts) could count as fractions of a humanoid, while creatures of greater soul and/or intelligence (such as powerful celestials, dragons, or heroic adventurers) could count as more. By contrast, physical size is largely irrelevant when it comes to escalating Cthulhu's influence. Cthulhu escalates to stage 2 when he has devoured 10 typical humanoids.

DEFEAT

At influence stage 1, if the starspawn that serves as Cthulhu's proxy is slain, Cthulhu is banished and his essence returns to R'lyeh to slumber once more. His slumber has no minimum duration: the conditions that woke him from slumber can happen again at any point, when the stars are right.

GREAT CTHULHU

Elder influence, stage 2

Area 400-ft.-radius circle

Unnamable Doom DC 21

Nucleus 100-ft. square

Armor Class 19

Hit Points 304 (21d20 + 84)

Speed 300 ft., fly 600 ft., swim 300 ft.

Saving Throws +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison, psychic

Challenge 25 (75,000 XP)


Nucleus. Cthulhu's influence is centered on a towering entity similar to a starspawn.

EFFECTS

Devouring (Stage 2). When a creature begins its turn within the area of Cthulhu's influence, it must make a successful DC 21 Dexterity saving throw or be grappled by Cthulhu's influence (escape DC 28) and restrained until the grapple ends. A snatched victim must succeed on a DC 21 Strength saving throw at the start of each of its turns or be instantly consumed. A victim that is consumed by Great Cthulhu is immediately slain and all carried non-magical gear is lost or destroyed. Only *true resurrection*, *wish*, or divine intervention can restore someone slain in this manner. Creatures in Cthulhu's clutches when he is defeated are released, but they might take falling damage. At the start of each round, the influence regains 50 hit points if it consumed a humanoid since the start of the last round.

In a densely populated area, you can assume that Great Cthulhu devours 2d20 panicking humanoids at the end of each round.





Non-Euclidean Geometry (Stage 2). Reality and the fundamental laws of physics go mad in the presence of Great Cthulhu. Within his home city of R'lyeh, the effects of Cthulhu's non-Euclidean geometry always function as if he were at stage 4 and always have a minimum area equal to the size of R'lyeh itself. The ranges of ranged attacks, spells, and effects of Cthulhu's allies and minions are doubled within the influence, while those of Cthulhu's enemies are halved within the influence. Allies and minions of Great Cthulhu have their reach doubled. Enemies of Great Cthulhu have their reach halved. If a creature has a reach of 5 feet, its reach is instead reduced to 0 feet. A creature with its reach reduced to 0 feet retains a reach of 5 feet for the purpose of attempting to grapple a foe, but otherwise can only aim melee attacks at a target it is grappling.

In addition, physical routes change, becoming dead ends or circles. The terrain and architecture one traveled the previous round will be different if one returns to it. The presence of cover, difficult terrain, and obstacles shift from round to round (randomly or at the GM's discretion), generally in ways advantageous to Cthulhu or his minions.

Telepathic Assault (Despair). Each creature within the area of Cthulhu's influence must succeed on a DC 21 Wisdom saving throw at the start of its turn or be overwhelmed with consuming terror and madness. It gains the frightened condition until it leaves the influence and is incapacitated until the frightened condition ends. A creature that has failed a save against Cthulhu's telepathic assault when his influence escalates or deescalates is automatically affected by the new effect at the new level of influence and is no longer affected by the previous effect.

ESCALATION

Cthulhu escalates to stage 3 when he has devoured 100 typical humanoids.

DEFEAT

When the influence's hit points are reduced to 0, it regresses to stage 1 and regains 100 hit points. A *wish* spell or divine intervention can also force Cthulhu's influence to regress to stage 1 immediately, but it regains all hit points in this case.

GREAT CTHULHU

Elder influence, stage 3

Area 1-mi.-radius circle

Unnamable Doom DC 22

Nucleus 300-ft. square

Armor Class 20

Hit Points 387 (25d20 + 125)

Speed 600 ft., fly 1,200 ft., swim 600 ft.

Saving Throws +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison, psychic

Challenge 27 (105,000 XP)

Nucleus. Cthulhu's influence is centered on a towering entity similar to a starspawn.

EFFECTS

Devouring (Stage 3). When a creature begins its turn within the area of Cthulhu's influence, it must make a successful DC 22 Dexterity saving throw or be grappled by Cthulhu's influence (escape DC 29) and restrained until the grapple ends. A snatched victim must succeed on a DC 22 Strength saving throw at the start of each of its turns or be instantly consumed. A victim that is consumed by Great Cthulhu is immediately slain and all carried non-magical gear is lost or destroyed. Only *true resurrection*, *wish*, or divine intervention can restore someone slain in this manner. Creatures in Cthulhu's clutches when he is defeated are released, but they might take falling damage. At the start of each round, the influence regains 75 hit points if it consumed a humanoid since the start of the last round.

In a densely populated area, you can assume that Great Cthulhu devours 3d20 panicking humanoids at the end of each round.

Non-Euclidean Geometry (Stage 3). Reality and the fundamental laws of physics go mad in the presence of Great Cthulhu. Within his home city of R'lyeh, the effects of Cthulhu's non-Euclidean geometry always function as if he were at stage 4 and always have a minimum area equal to the size of R'lyeh itself. The ranges of ranged attacks, spells, and effects of Cthulhu's allies and minions are doubled within the influence, while those of Cthulhu's enemies are halved within the influence. Allies and minions of Great Cthulhu have their reach doubled. Enemies of Great Cthulhu have their reach halved. If a creature has a reach of 5 feet, its reach is instead reduced to 0 feet. A creature with its reach reduced to 0 feet retains a reach of 5 feet for the purpose of attempting to grapple a foe, but otherwise can only aim melee attacks at a target it is grappling.

Physical routes change, becoming dead ends or circles. The terrain and architecture you traveled the previous round will be different if you return to it. The presence of cover, difficult terrain, and obstacles shift from round to round (randomly or at the GM's discretion), generally in ways advantageous to Cthulhu or his minions.

In addition, if a foe of Cthulhu moves more than 5 feet during its turn, that creature has a 25% chance of entering an area of geometry where it physically cannot exist. When a victim is exposed to such a reality, it can avoid the effect with a successful Dexterity saving throw. If it fails, it vanishes, and is transported to somewhere else in the universe (randomly or at the GM's discretion). If the saving throw was a 1 on the die, the victim instead winks out of existence, along with its gear (artifacts are not destroyed by this effect, but are instead transported elsewhere). Creatures lost in this way can only be restored to life via divine intervention, *true resurrection*, or *wish*.

Telepathic Assault (Anarchy). Each creature within the area of Cthulhu's influence must succeed on a DC 22 Wisdom saving throw at the start of its turn or be overwhelmed with paranoia and hallucinations. It babbles incoherently unless a creature is within 30 feet, in which case the target uses all the means at its disposal to kill that creature. A creature suffering from Cthulhu's telepathic assault when his influence escalates or deescalates is automatically affected by the new effect of the new stage of influence and is no longer affected by the previous effect.



ESCALATION

Cthulhu escalates to stage 4 when he has devoured 100,000 typical humanoids.

DEFEAT

When the influence's hit points are reduced to 0, it regresses to stage 2 and regains 150 hit points. A *wish* spell or divine intervention can also force Cthulhu's influence to regress to stage 2 immediately, but it regains all hit points in this case.

GREAT CTHULHU

Elder influence, stage 4

Area 10-mi.-radius circle

Unnamable Doom DC 23

Nucleus 1,200-ft. square

Armor Class 22

Hit Points 449 (29d20 + 145)

Speed 2,400 ft., fly 1 mi., swim 2,400 ft.

Saving Throws +14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison, psychic

Challenge 30 (155,000 XP)

Nucleus. Cthulhu's influence is centered on a towering entity similar to a starspawn.

EFFECTS

Allies from Between. At the start of each round of combat with Cthulhu's stage 4 influence, roll a d6. On a 5 or 6, a shoggoth (see page 370), Father Dagon (see page 190), Mother Hydra (see page 227), or another dangerous entity emerges from strange angles to attack an enemy of Cthulhu. Roll initiative for the creature, which has its own turns.

Devastation. The area within Cthulhu's influence is wracked with powerful storms, earthquakes, and tsunamis as appropriate. Cthulhu is not impacted by these events, except that those who perish from the disasters cannot be devoured.

Devouring (Stage 4). When a creature begins its turn within the area of Cthulhu's influence, it must make a successful DC 23 Dexterity saving throw or be grappled by Cthulhu's influence (escape DC 30) and restrained until the grapple ends. A snatched victim must succeed on a DC 23 Strength saving throw at the start of each of its turns or be instantly consumed. A victim that is consumed by Great Cthulhu is immediately slain and all carried non-magical gear is lost or destroyed. Only *true resurrection*, *wish*, or divine intervention can restore someone slain in this manner. Creatures in Cthulhu's clutches when he is defeated are released, but they

might take falling damage. At the start of each round, the influence regains 100 hit points if it consumed a humanoid since the start of the last round.

In a densely populated area, you can assume that Great Cthulhu devours 4d20 panicking humanoids at the end of each round.

Non-Euclidean Geometry (Stage 4). Reality and the fundamental laws of physics go mad in the presence of Great Cthulhu. Within his home city of R'lyeh, the effects of Cthulhu's non-Euclidean geometry always function as if he were at stage 4 and always have a minimum area equal to the size of R'lyeh itself. The ranges of ranged attacks, spells, and effects by Cthulhu's allies and minions are doubled within the influence, while those of his enemies are halved within the influence. Allies and minions of Great Cthulhu have their reach doubled. Enemies of Great Cthulhu have their reach halved. If a creature has a reach of 5 feet, its reach is instead reduced to 0 feet. A creature with its reach reduced to 0 feet retains a reach of 5 feet for the purpose of attempting to grapple a foe, but otherwise can only aim melee attacks at a target it is grappling.

Physical routes change, becoming dead ends or circles. The terrain and architecture one traveled the previous round will be different if one returns to it. The presence of cover, difficult terrain, and obstacles shift from round to round (randomly or at the GM's discretion), generally in ways advantageous to Cthulhu or his minions.

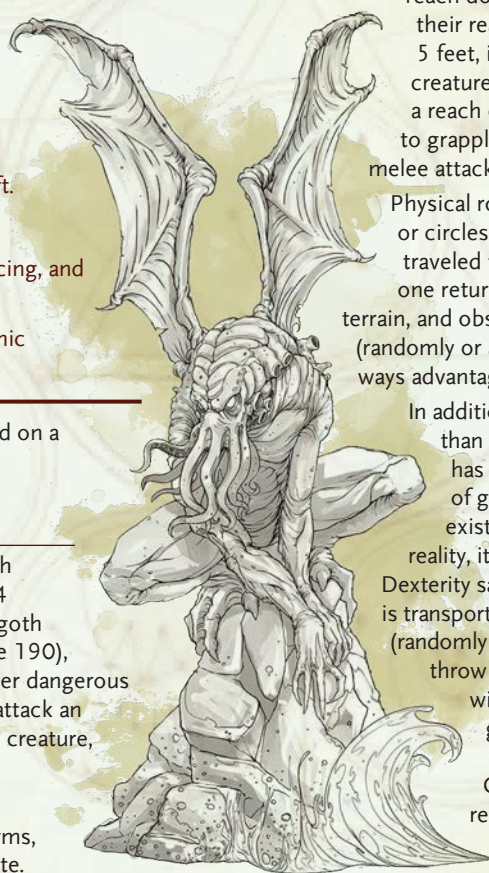
In addition, if a foe of Cthulhu moves more than 5 feet during its turn, that creature has a 50% chance of entering an area of geometry where it physically cannot exist. When a victim is exposed to such a reality, it can avoid the effect with a successful Dexterity saving throw. If it fails, it vanishes, and is transported to somewhere else in the universe (randomly or at the GM's discretion). If the saving throw was a 1 on the die, the victim instead winks out of existence, along with its gear (artifacts are not destroyed by this effect, but are transported elsewhere). Creatures lost in this way can only be restored to life via divine intervention, *true resurrection*, or *wish*.

Telepathic Assault (Enslavement).

Each creature within the area of Cthulhu's influence must succeed on a DC 23 Wisdom saving throw at the start of its turn or be overwhelmed with Cthulhu's goals as if the target of *dominate monster*. A creature suffering from Cthulhu's telepathic assault when his influence deescalates is automatically affected by the new effect at the new level of influence and is no longer affected by the previous effect.

DEFEAT

When the influence's hit points are reduced to 0, it regresses to stage 3 and regains 150 hit points. A *wish* spell or divine intervention can also force Cthulhu's influence to regress to stage 3 immediately, but it regains all hit points in this case.





HASTUR THE UNSPEAKABLE

Great Old One of decadent creation, nihilistic disorder, and undeath; chaotic evil

Primary Source Ambrose Bierce “Haita the Shepherd” and “An Inhabitant of Carcosa”; August Derleth, “The Return of Hastur”

Favored Weapon rapier

Symbol the *Yellow Sign*

Temple manor houses, observatories, playhouses and theaters, standing stones on hilltops

Worshippers decadent nobles, necromancers, nihilists, playwrights, those who have found the *Yellow Sign*

Servitors byakhee, the King in Yellow, undead

One of the vilest entities even within the Cthulhu Mythos, Hastur is cosmic in origin and dangerous even to name. His prophet or avatar is the King in Yellow, though none can describe the exact nature of their relationship, other than that it is a close one.

Hastur himself often appears as a great, boil-covered head bedecked with boneless limbs. The most terrifying aspect of Hastur is that due to his other-dimensional reality, he is effectively present physically wherever he can be seen, regardless of ostensible distance. Of course, Hastur’s disorienting perspective shift is a doubled-edged sword: not only can Hastur interact with observers physically and instantly at a distance, but an observer can strike back at him the same way.

HASTUR’S SIZES

While all of the Great Old Ones and Outer Gods have unusual effects and strange powers when their influence stains reality, Hastur may be the most complex and bizarre. Hastur functions differently at different distances, only appearing to follow the natural laws of perspective. His influence grows more potent as he descends from the sky where he has been called, and he appears to grow larger as he does so, but the relationship is disconcertingly counter-intuitive. His apparent size for anyone who has observed him during this influence is only initially based on the distance between him and the observer. When a character in the area of the influence notices Hastur, the Unspeakable One’s perverse geometry creates a connection to that observer. For as long as Hastur’s influence lasts, his apparent size is thereafter based upon Hastur’s shrinking distance from the area of influence, regardless of the actual position of the viewer. Even if the observer leaves the area of influence, Hastur stays about the same size and continues to grow larger as he nears his destination. The effect persists as long as the observer maintains line of sight to Hastur, no matter the physical distance. Hastur’s growing apparent size can be classified into five dimensional categories (zero-di-

Sandy’s Notes

Hastur’s Distortion of Reality and Perspective

When you look at a tree in the distance, it seems smaller, due to the natural laws governing light and perspective. You can hold your finger and thumb up, and seemingly grasp the tree between them.

The difference between normal objects under known physical laws and Hastur is that if Hastur has been awakened and is off in the distance, a person trying to “pinch” Hastur between finger and thumb actually feels Hastur, and more to the point, can interact with him.

Of course, the smaller Hastur’s image, the less potent he is. Those who are close to Hastur’s colossal form are immediately inundated by his presence, but those farther away must also battle the Great Old One as if he were simultaneously present within reach. Ordinarily, observation causes a change in the observed target, but when Hastur is being observed, he affects the observer, rather than the other way around.

mensional through fourth-dimensional), as described below.

ZERO-DIMENSIONAL

This is Hastur’s state when he is so far away from his influence as to be invisible to the target (for example, at his home at Aldebaran, dozens of light years away). But, because of Hastur’s nature, he is still present and capable of limited interaction with anyone within line of sight of Aldebaran (even if his presence is masked by sunshine). This is why Hastur can be summoned simply by mentioning his name—in a very real sense, he is already there, though of a size too minuscule to be detected. Once called, he simply enlarges himself at the target site. Of course, in this mode, Hastur is “present” to billions or even trillions of beings, and even a Great Old One cannot pay attention to them all. Still, those who are talking about Hastur or even thinking of him tend to draw his attention, and there is always a chance he’ll show up in such a case.

POINT

When Hastur is so far away from his influence that he appears as a mere dot in the distance, that tiny dot is still able to attract the eye, make audible sounds, and produce flashes of yellow light. As he draws closer (up to about a dozen miles away), he grows a little larger and has distinguishable features. At this stage, his attacks are purely psychic and magical.



TWO-DIMENSIONAL

When Hastur is only just too far from his influence to exert much physical force (typically a few miles away), he resembles a projected image. At this range, he appears to be about a foot to a few feet across and within arm's reach regardless of distance, but cannot exert enough force to attack. At this size, Hastur can still use spells and psychic attacks but can also attempt his possession attack, which causes him to merge with a target and turn it into a scaly, boneless mockery of his own form. Such a possessed being attacks nearby targets, albeit without Hastur's special distance-defying abilities.

THREE-DIMENSIONAL

When Hastur is between 300 feet and 1 mile away from his influence, he manifests to each observer as a titanic horror many dozens of feet across and within arm's reach. At such a size, Hastur's relatively small tentacles are now large enough to attack effectively, and Hastur combines them with his other attacks into a devastating barrage of crushing tentacles, possession, psychic attacks, and spells.

FOUR-DIMENSIONAL

Anyone closer than 300 feet to Hastur bears the full brunt of Hastur's presence, which presses in on all sides. Most perish instantly.

HASTUR IN COMBAT

Hastur is extraordinarily difficult to fight, largely because each foe must fight him individually. He cannot be conventionally outnumbered because everyone observes and must face him separately. For instance, if Hastur appears before an army of a hundred thousand warriors, there ensue a hundred thousand one-on-one fights against the Great Old One, with a predictable outcome. Obviously, Hastur prefers mass battles when he can achieve them.

Each visible Hastur (one per observer) must be defeated individually. Each viewer can only see one Hastur, the one appearing to that viewer. When that one is defeated, then there is one fewer Hastur to go around, and the victor can then try to assist another in their own fight. Unfortunately, the victor can no longer observe or interact with Hastur, and so that individual's efforts can only be to aid a friend indirectly (such as through healing, support magic, or the Help action).

Once everyone in the area has either been destroyed by Hastur or has driven off their personal Hastur, the Great Old One departs. However, if the King in Yellow is present and has time to prepare, he can re-awaken Hastur and the process begins again from the start.

What You See



A gigantic entity vaguely resembling a shrieking disembodied head flies through the air, its surface bristling with tentacles, eyes, mouths, and oozing boils.

HASTUR

Elder influence, stage 1

Area 1-mi.-radius circle

Unnamable Doom DC 20

Nucleus 2-1/2-ft. square always adjacent to viewer

Armor Class 19

Hit Points 182 (28d4 + 112)

Speed 0 ft.

Saving Throws +8

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Challenge 24 (62,000 XP)

Observation-Dependent Influence. Hastur's influence is centered on a point on the ground below Hastur himself, not his nucleus. Hastur's influence has no effect, including Unnamable Doom, on any creature that has not noticed Hastur. A creature automatically notices Hastur upon carefully viewing the sky in his direction, but otherwise only notices him with a successful DC 15 Wisdom (Perception) check. The creature must have line of sight to Hastur to observe him. When a creature notices Hastur, the creature is subject to the influence's Quantum Nucleus trait and can no longer perceive or interact with Hastur except through the Quantum Nucleus.

Quantum Nucleus. Hastur embodies a sort of cosmic variation on quantum entanglement. When two particles are entangled, they affect each other regardless of distance between them. Likewise, Hastur affects the observer across an unlimited distance. When a creature in Hastur's influence observes Hastur, the Unspeakable One in turn perceives it, which creates a quantum nucleus linked to that creature. As long as there is line of sight, regardless of the range between Hastur and the observer, both Hastur and the observer may interact with each other as if they were within 5 feet of each other. Once observation is established, breaking line of sight only prevents the observer from being able to affect Hastur—the observer remains within 5 feet of Hastur's Quantum Nucleus as long as his influence persists, even if the observer leaves the area of influence. As a result of this breakdown of reality, since Hastur is always adjacent to the observer, his influence has no speed. No matter how far the observer runs, Hastur's Quantum Nucleus remains within 5 feet of it and can use his effects on it. Damage to the Quantum Nucleus doesn't harm the influence directly, and each Quantum Nucleus has its own hit point total. No creature can perceive or interact with a Quantum Nucleus linked to another creature; each creature must face their own Hastur one-on-one. Once a creature's Quantum Nucleus is reduced to 0 hit points, it vanishes and that creature can't perceive or interact with Hastur directly or gain a new linked Quantum Nucleus.

EFFECTS

Psychic Assault (DC 17). Whenever a creature starts its turn linked to a Quantum Nucleus, it must succeed on a DC 17 Wisdom saving throw or Hastur unmakes its sanity. If your



game uses insanity and dread (see Chapter 4), the creature gains 1 level of dread on a failed save. If your game doesn't, one of the creature's ability scores is reduced by 1d6 until restored by a *greater restoration* spell or similar magic. Roll 1d3 to determine which ability score is reduced: Intelligence (1), Wisdom (2), or Charisma (3). The creature dies if this reduces its ability score to 0.

Spells (DC 17, +9 to hit). At the start of each round, choose one of the following spells at random for each Quantum Nucleus by rolling a d12. The Quantum Nucleus casts that spell on its linked creature. Treat Hastur's spellcasting ability modifier as +4. Hastur can concentrate on one spell with each Quantum Nucleus. At the GM's option, other spells may be substituted for the ones below.

1. *Infect wounds* (4th-level version, +9 to hit)
2. *Phantasmal killer* (save DC 17)
3. *Blight* (save DC 17)
4. *Dispelling magic* (5th-level version)
5. *Hold monster* (save DC 17)
6. *Eyebite* (save DC 17)

7. *Harm* (save DC 17)
8. *Vampiric touch* (7th-level version, +9 to hit)
9. *Power word stun*
10. *Dominate monster* (save DC 17)
11. *Bestow curse* (9th-level version, +9 to hit, save DC 17)
12. *Power word kill*

ESCALATION

Hastur's influence escalates to stage 2 when Hastur approaches within 10 miles of the area, which generally takes 3d6 hours after the influence is first established. (Each Quantum Nucleus gains 84 hit points when it escalates.)

DEFEAT

Hastur's influence ends only when all observations of it (see the Quantum Nucleus trait above) are destroyed and at least one creature remains in the area. Hastur typically departs when all observers are dead, although he might choose to linger for a few hours, days, or years to attack other passers-by at the GM's discretion.

HASTUR

Elder influence, stage 2

Area 2-mi.-radius circle

Unnameable Doom DC 21

Nucleus 10-ft. square always adjacent to viewer

Armor Class 17

Hit Points 266 (28d10 + 112)

Speed 0 ft.

Saving Throws +8

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Challenge 26 (90,000 XP)

Observation-Dependent Influence. See stage 1.

Quantum Nucleus. See stage 1.

EFFECTS

Possession. Whenever a creature ends its turn linked to a Quantum Nucleus, it must succeed on a DC 18 Constitution saving throw or be physically transformed by Hastur's presence. On a failed save, the creature's Constitution score is reduced by 1d4 until restored by a *greater restoration* spell or similar magic. If this would reduce the creature's Constitution score to 0, it dies instead. At the start of the next round, the creature is transformed into a chaotic evil Mythos undead (see page 388) under Hastur's control. All reductions to the new undead creature's ability scores caused by Hastur are undone.

Psychic Assault (DC 18). Whenever a creature starts its turn linked to a Quantum Nucleus, it must succeed on a DC 18 Wisdom saving throw or Hastur assaults its sanity. If your game uses insanity and dread (see Chapter 4), the creature gains 1 level of dread on a failed save. If your game doesn't, one of the creature's ability scores is reduced by 1d6 until restored by a *greater restoration* spell or similar magic. Roll 1d3 to determine which ability score is reduced: Intelligence (1), Wisdom (2), or Charisma (3). The creature dies if this reduces its ability score to 0.

Spells (DC 18, +10 to hit). At the start of each round, choose one of the following spells at random for each Quantum Nucleus by rolling a d12. The Quantum Nucleus casts that spell on its linked creature. Treat Hastur's spellcasting ability modifier as +4. Hastur can concentrate on one spell with each Quantum Nucleus. At the GM's option, other spells may be substituted for the ones below.

1. *Inflict wounds* (4th-level version, +10 to hit)
2. *Phantasmal killer* (save DC 18)
3. *Blight* (save DC 18)
4. *Dispel magic* (5th-level version)
5. *Hold monster* (save DC 18)
6. *Eyebite* (save DC 18)
7. *Harm* (save DC 18)
8. *Vampiric touch* (7th-level version, +10 to hit)
9. *Power word stun*
10. *Dominate monster* (save DC 18)

11. *Bestow curse* (9th-level version, +10 to hit, save DC 18)

12. *Power word kill*

ESCALATION

Hastur's influence escalates to stage 3 when Hastur approaches within 1 mile of the area, which generally takes 3d6 minutes after the influence reaches stage 2. (Each Quantum Nucleus gains 28 hit points when it escalates.)

DEFEAT

Hastur's influence ends only when all observations of it (see the Quantum Nucleus trait above) are destroyed and at least one creature remains in the area. Hastur typically departs when all observers are dead, although he might choose to linger for a few hours, days, or years to attack other passers-by at the GM's discretion.

HASTUR

Elder influence, stage 3

Area 4-mi.-radius circle

Unnameable Doom DC 22

Nucleus 15-ft. square always adjacent to viewer

Armor Class 15

Hit Points 294 (28d12 + 112)

Speed 0 ft.

Saving Throws +9

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Challenge 28 (120,000 XP)

Observation-Dependent Influence. See stage 1.

Quantum Nucleus. See stage 1.

EFFECTS

Devastating Attack. Whenever a creature with a Quantum Nucleus linked to it first moves or teleports on its turn, the Quantum Nucleus lashes out with its tentacles. The target must make a DC 18 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Possession. Whenever a creature ends its turn linked to a Quantum Nucleus, it must succeed on a DC 18 Constitution saving throw or be physically transformed by Hastur's presence. On a failed save, the creature's Constitution score is reduced by 1d4 until restored by a *greater restoration* spell or similar magic. If this would reduce the creature's Constitution score to 0, it dies instead. At the start of the next round, the creature is transformed into a chaotic evil Mythos undead (see page 388) under Hastur's control. All reductions to the new undead creature's ability scores caused by Hastur are undone.

Psychic Assault (DC 18). Whenever a creature starts its turn linked to a Quantum Nucleus, it must succeed on a DC 18 Wisdom saving throw or Hastur assaults its sanity. If your



game uses insanity and dread (see Chapter 4), the creature gains 1 level of dread on a failed save. If your game doesn't, one of the creature's ability scores is reduced by 1d6 until restored by a *greater restoration* spell or similar magic. Roll 1d3 to determine which ability score is reduced: Intelligence (1), Wisdom (2), or Charisma (3). The creature dies if this reduces its ability score to 0.

Spells (DC 18, +10 to hit). At the start of each round, choose one of the following spells at random for each Quantum Nucleus by rolling a d12. The Quantum Nucleus casts that spell on its linked creature. Treat Hastur's spellcasting ability modifier as +4. Hastur can concentrate on one spell with each Quantum Nucleus. At the GM's option, other spells may be substituted for the ones below.

1. *Inflict wounds* (4th-level version, +10 to hit)
2. *Phantasmal killer* (save DC 18)
3. *Blight* (save DC 18)
4. *Dispel magic* (5th-level version)
5. *Hold monster* (save DC 18)
6. *Eyebite* (save DC 18)
7. *Harm* (save DC 18)
8. *Vampiric touch* (7th-level version, +10 to hit)
9. *Power word stun*
10. *Dominate monster* (save DC 18)
11. *Bestow curse* (9th-level version, +10 to hit, save DC 18)
12. *Power word kill*

ESCALATION

Hastur's influence escalates to stage 4 when Hastur approaches within 300 feet of the area, which generally takes 3d6 rounds after the influence reaches stage 3. (Each Quantum Nucleus gains 112 hit points when it escalates.)

DEFEAT

Hastur's influence ends only when all observations of it (see the Quantum Nucleus trait above) are destroyed and at least one creature remains in the area. Hastur typically departs when all observers are dead, although he might choose to linger for a few hours, days, or years to attack other passers-by at the GM's discretion.

HASTUR

Elder influence, stage 4

Area 16-mi.-radius circle

Unnamable Doom DC 23

Nucleus 60-ft. square always adjacent to viewer

Armor Class 13

Hit Points 406 (28d20 + 112)

Speed 0 ft.

Saving Throws +10

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Challenge 30 (155,000 XP)

Observation-Dependent Influence. See stage 1.

Quantum Nucleus. See stage 1.

EFFECTS

Destruction. At the end of each round, each creature linked to a Quantum Nucleus must succeed on a DC 18 Constitution saving throw or be instantly slain unless it is a construct or undead.

Devastating Attack. Whenever a creature with a Quantum Nucleus linked to it first moves or teleports on its turn, the Quantum Nucleus lashes out with its tentacles. The target must make a DC 18 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Possession. Whenever a creature ends its turn linked to a Quantum Nucleus, it must succeed on a DC 18 Constitution saving throw or be physically transformed by Hastur's presence. On a failed save, the creature's Constitution score is reduced by 1d4 until restored by a *greater restoration* spell or similar magic. If this would reduce the creature's Constitution score to 0, it dies instead. At the start of the next round, the creature is transformed into a chaotic evil Mythos undead (see page 388) under Hastur's control. All reductions to the new undead creature's ability scores caused by Hastur are undone.

Psychic Assault (DC 18). Whenever a creature starts its turn linked to a Quantum Nucleus, it must succeed on a DC 18 Wisdom saving throw or Hastur assaults its sanity. If your game uses insanity and dread (see Chapter 4), the creature gains 1 level of dread on a failed save. If your game doesn't, one of the creature's ability scores is reduced by 1d6 until restored by a *greater restoration* spell or similar magic. Roll 1d3 to determine which ability score is reduced: Intelligence (1), Wisdom (2), or Charisma (3). The creature dies if this reduces its ability score to 0.

Spells (DC 18, +10 to hit). At the start of each round, choose one of the following spells at random for each Quantum Nucleus by rolling a d12. The Quantum Nucleus casts that spell on its linked creature. Treat Hastur's spellcasting ability modifier as +4. Hastur can concentrate on one spell with each Quantum Nucleus. At the GM's option, other spells may be substituted for the ones below.

1. *Inflict wounds* (4th-level version, +10 to hit)
2. *Phantasmal killer* (save DC 18)
3. *Blight* (save DC 18)
4. *Dispel magic* (5th-level version)
5. *Hold monster* (save DC 18)
6. *Eyebite* (save DC 18)
7. *Harm* (save DC 18)
8. *Vampiric touch* (7th-level version, +10 to hit)
9. *Power word stun*
10. *Dominate monster* (save DC 18)
11. *Bestow curse* (9th-level version, +10 to hit, save DC 18)
12. *Power word kill*

DEFEAT

Hastur's influence ends only when all observations of it (see the Quantum Nucleus trait above) are destroyed and at least one creature remains in the area. Hastur typically departs when all observers are dead, although he might choose to linger for a few hours, days, or years to attack other passers-by at the GM's discretion.

ITHAQUA

Great Old One of cannibalism, cold, and wind; chaotic evil

Primary Source August Derleth, "The Thing that Walked on the Wind"

Favored Weapon handaxe

Symbol antlered wooden humanoid effigy

Temple frozen mountaintops, glaciers, ice caves, snowy forests

Worshippers arctic-dwelling madmen, cannibals, deranged explorers and hunters, those who seek to walk the wind

Servitors wendigos

Ithaqua walks the spaces between the stars, and so he is often called the God of Outer Space. Only comfortable in the absolute, frigid cold, Ithaqua is also usually associated with the arctic. Even at sub-zero temperatures, Ithaqua cannot withstand the relative heat of an earth-like world for more than a few hours at a time. Until his final assault upon a world, he can only remain for limited periods.

When perceived by mortals, Ithaqua takes the form of a twisting white entity, wraith-like and ethereal, with no legs, two emaciated clawed arms, a skull-like head, and icy, visible breath. The "ghostly" nature of the god's appearance is an illusion: it has an inner core of solid, physical matter, and an exterior "shell" which becomes more or less material when the god manifests. The central core of Ithaqua (the god's "heart") is a large (several yards tall) entity that forms a sort of semi-solid outer body made of plasma, snow, ice, and arcane energy. As the god grows in size and influence, this outer body takes on greater size and solidity. This outer shell is an extension of the god's form, and the god completely controls its senses and movements. When the outer shell is damaged, the god feels it, and the shell either shrinks or becomes less solid.

Ithaqua has cultists in the high mountains and arctic wastes who seek to ready the world for his return. In this way, his cult has certain resemblances to the cult of Cthulhu, which also seeks to bring its lord to power, but unlike them, the Windwalker's worshipers can physically summon up their god and interact with him directly.

Ithaqua is always associated with storms and blizzards. It's unclear whether he causes the storms or if the storms make it likelier for the Windwalker to arrive, but the correlation is undeniable. Even when hidden by the blizzard, Ithaqua's presence is nonetheless pervasive, filling all around him with growing dread.

THE WENDIGO HORROR

Proximity to Ithaqua has effects on humanoids that are initially mental and ultimately physical, transforming them into wendigos (page 394) in several degenerative stages. These stages progress as Ithaqua's presence becomes more and more imminent and tangible.

The Howl. At first, Ithaqua's storms cover hundreds of square miles. Even though Ithaqua is vast in scale, in the

Sandy's Notes

Caught in the Storm

It is possible for individuals to encounter Ithaqua as a group, even if none of them have ever been infected by the wendigo soul virus (the corruptive influence that turns humanoids into wendigos), as Ithaqua's influence spreads across the land.

At the edges of the influence, a huge arctic squall blows in, and the cold and ice and wind themselves make for an infinitely persistent foe for any party of adventurers. All they can hope to do is survive. In the stark cold, PCs risk frostbite and must seek shelter. If they have some means of rapidly moving long distances, they may still be able to evade the full brunt of Ithaqua's assault. If another target has drawn Ithaqua's ire (for example, a town), the party may only ever experience the storm at the outer fringes of the Windwalker's fury. Periodically throughout the storm, the howl can be heard, and all can feel its raw primitive tug on their minds and souls.

At influence stage 2 and above, a party that draws near Ithaqua now sees and encounters shapes riding in the wind. Typically, these are cannibal cultists, lesser wendigos, lycanthropes, and arctic life-forms driven mad with Ithaqua's fury (wolves, bears, etc.). These enraged creatures strike at the party from the air. Sometimes, they may stay for a while and battle, or they may be snatched up again by the storm, leaving the party behind. At this point, it is possible to see Ithaqua's eyes glaring through the storm and the darkness.

Even closer to Ithaqua, the forms riding within the wind include more terrifying beings than simple cultists. Huge and malformed greater wendigos and other distorted monsters now flit and fly around the PCs, lashing out at them. Beings commonly encountered at this point include hounds of Tindalos, gnoph-keh, and worse. These should be challenging encounters.

When the characters approach within a mile of Ithaqua, he becomes visible to all: a world-spanning titan who strides across the sky. The terror of Ithaqua's immensity and his malign glare drive most viewers to madness, despair, and a frenzy of terror. It can seem impossible to physically fight the Windwalker, who is literally miles high, his head in the stratosphere.

huge expanse of the driving gale and ice crystals, most victims never see the Great Old One himself but only hear



his infamous howl above the wind. Anyone who hears Ithaqua's howl feels a pull—a yearning for the forbidden. The victim's hunger grows hard to resist, and they may attempt the first step of becoming a wendigo by turning to cannibalism, leaving them vulnerable to Ithaqua's eyes.

The Eyes. The second stage of Ithaqua's imminence is when the victim sees Ithaqua's yellow eyes burning through the sleet and hail. When this happens, anyone who has ever eaten the flesh of their own kind (i.e., a cannibal, even if by accident) starts to feel a craving for it and a lust for violence, occasionally escalating into a berserker fury. At this point, though a strongly-willed target may still be able to resist lapsing into cannibalism, the fury and feral rage of the Windwalker becomes overwhelming, leading to greater ferocity in combat. The target may fly into a rage at small provocations and lose control at inopportune times. Should the victim ever actually succumb to the dreadful hunger for the blood and flesh of his own kind, the Windwalker may abduct the poor soul.

The Abduction. Once the victim is ripe with primal rage, the titanic bulk of the Windwalker approaches one night in the wilderness. There, Ithaqua snatches the victim into the air, "granting" a ride with the God of Outer Space. Ithaqua returns his chosen to the world hours, days, weeks, or even years later. Though the creature appears outwardly human upon its return, what comes back is actually a wendigo. Within a few weeks, the transformation process is complete, leaving no trace of the victim's former self remotely in evidence.

What You See



This twisting white entity has no legs, two emaciated clawed arms, a skull-like head, and icy clouds of breath. It lurks in the midst of the storm of roiling fury.

ITHAQUA

Elder influence, stage 1

Area 100-mi.-radius circle

Unnamable Doom DC 18

Nucleus proxy (windwalker wendigo)

Challenge 17 (18,000 XP)

Proxy. Ithaqua's influence is centered on a windwalker wendigo (see page 396). It can't teleport beyond the influence's edge.

EFFECTS

Blizzard (Strong). Ithaqua's area of influence is constantly wracked by an immense storm. This storm has strong winds and snow, with temperatures in the affected area dropping significantly below freezing. The area is lightly obscured and Wisdom (Perception) checks in the area have disadvantage. Attack rolls for ranged weapons that aren't siege weapons have disadvantage if the attack passes through the influence.

In the strong winds, Small and smaller flying creatures must spend 2 feet of movement per foot they fly through the

influence. A Small or smaller creature that ends its movement outdoors must succeed on a DC 18 Strength saving throw or fall prone. Snow makes the ground in the area difficult terrain.

Howl (2 Targets, DC 18). Once per day, up to two creatures within the area of influence hear the howl of Ithaqua (the GM should select which potential creatures are targeted, first selecting any who actively oppose Ithaqua). Those who hear the howl must succeed on a DC 18 Wisdom saving throw or be charmed by Ithaqua for 24 hours. Until the charmed condition ends, the creature is compelled to commit an act of cannibalism if it sees a dead body of the same creature type and tag. Whenever the charmed creature starts its turn able to see such a dead body, the creature must move toward the dead body on its turn by the most direct route, using the Dash action if it doesn't have enough movement to come within 5 feet of the body. It doesn't avoid opportunity attacks during this movement. It can repeat the saving throw against the charm effect before moving into damaging terrain such as a pit or lava or whenever it takes damage from a source other than Ithaqua's influence. A creature can also repeat the saving throw at the start of each turn it can see the body. If the creature succeeds on a repeat saving throw, it does not end the effect but can act freely until the start of its next turn. If a charmed creature has its action available when it comes within 5 feet of the body, the creature uses its action to feed on the body. Once a creature feeds in this way, it is no longer compelled to approach or feed on bodies, but if the influence escalates, the creature is now susceptible to additional effects from Eyes of Ithaqua and eventually Abduction.

ESCALATION

When 12 creatures fail their saving throws against Ithaqua's Howl or 1 week passes since the influence was established or last deescalated to stage 1, Ithaqua's influence escalates to stage 2.

DEFEAT

At influence stage 1, Ithaqua's influence can be defeated in one of the following ways.

Combat. If the proxy is destroyed, Ithaqua's influence ends.

Control Weather (Stage 1). If a creature inside Ithaqua's influence casts *control weather* or similar magic to calm the storm, the creature makes a DC 30 ability check using its spellcasting ability with the spell's level as a bonus. On a success, Ithaqua's influence ends. On a failure, Ithaqua senses the daring fool who would use such magic in his presence and can pinpoint the creature until the creature next leaves the influence; he generally travels immediately to destroy the offender.

ITHAQUA

Elder influence, stage 2


Area 200-mi.-radius circle

Unnamable Doom DC 19

Nucleus proxy horde (25-ft. square)

Hit Points 290 (20d20 + 80)

Challenge 20 (25,000 XP)



Proxy Horde. Ithaqua's influence is centered on a windwalker wendigo (see page 396) at the center of a Gargantuan horde of Medium wendigos. This horde collectively serves as Ithaqua's proxy. None of the individuals have their own hit points; instead they share the influence's hit point total. The Proxy Horde has immunity to the paralyzed, grappled, petrified, restrained, and stunned conditions. The proxy otherwise functions as a single creature with the windwalker wendigo's statistics. It can't teleport beyond the influence's edge. Ithaqua's Proxy Horde can occupy another creature's space and vice versa, and it can move through any opening that will fit a Huge creature. The Proxy Horde can't regain hit points or gain temporary hit points.

EFFECTS

Blizzard (Gale). Ithaqua's area of influence is constantly wracked by an immense storm. This storm has strong winds and snow, with temperatures in the affected area dropping significantly below freezing. The area is lightly obscured and Wisdom (Perception) checks in the area have disadvantage. Attack rolls for ranged weapons that aren't siege weapons have disadvantage if the attack passes through the influence. In the strong winds, small and smaller flying creatures must spend 2 feet of movement per foot they fly through the influence. A Small or smaller creature that ends its movement outdoors must succeed on a DC 19 Strength saving throw or fall prone. Snow makes the ground in the area difficult terrain.

Within 1 mile of Ithaqua's proxy, the winds grow to gale-force. Medium and smaller flying creatures must spend 2 feet per foot per foot they fly through the influence. A Medium or smaller creature that ends its movement outdoors must succeed on a DC 19 Strength saving throw or fall prone.

Eyes of Ithaqua (DC 19). All within 300 feet of Ithaqua's Proxy Horde can see the Great Old One's immense yellow eyes burning through the sleet and hail. At the start of each round, each creature within that range of Ithaqua's choice must succeed on a DC 19 Wisdom saving throw or be affected by the Eyes of Ithaqua. If the creature fails on this save and hasn't committed cannibalism before, it becomes magically frightened for as long as it remains in the area of influence and automatically succeeds on its saving throws against Eyes of Ithaqua for 24 hours. If the creature fails this save and has committed cannibalism before, it rages for as long as it remains in the area of influence. The raging creature has advantage on Strength checks, Strength saving throws, and Strength-based weapon attack rolls, but all attack rolls to hit it also have advantage. At the start of each raging creature's turn, the creature must succeed on a DC 19 Charisma saving throw or attack the nearest creature of the same creature type, friend or foe. If it can perceive no matching creature, it attacks the nearest creature of any type. A raging creature never voluntarily attacks any wendigo. These effects apply regardless of whether a creature gazes at Ithaqua's eyes, and even sightless creatures can be affected.

Howl (3 Targets, DC 19). Once per day, up to three creatures within the area of influence hear the howl of Ithaqua (the GM should select which potential creatures are targeted, first selecting any who actively oppose Ithaqua). Those who hear the howl must succeed on a DC 19 Wisdom saving throw or be charmed by Ithaqua for 24 hours. Until the charmed

condition ends, the creature is compelled to commit an act of cannibalism if it sees a dead body of the same creature type and tag as it. Whenever the charmed creature starts its turn able to see such a dead body, the creature must move toward the dead body on its turn by the most direct route, using the Dash action if it doesn't have enough movement to come within 5 feet of the body. It doesn't avoid opportunity attacks during this movement. It can repeat the saving throw against the charm effect before moving into damaging terrain such as a pit or lava or whenever it takes damage from a source other than Ithaqua's influence. A creature can also repeat the saving throw at the start of each turn it can see the body. If the creature succeeds on a repeat saving throw, it does not end the effect but can act freely until the start of its next turn. If a charmed creature has its action available when it comes within 5 feet of the body, the creature uses its action to feed on the body. Once a creature feeds in this way, it is no longer compelled to approach or feed on bodies, but it is now susceptible to additional effects from Eyes of Ithaqua and, if the influence escalates, to Abduction.

Mob (Stage 2). At the start of each round before or after it moves or at any point during its movement, Ithaqua's Proxy Horde makes a melee attack with a +11 bonus to hit against each creature in its space. On a hit, the target takes 7 (2d6) piercing damage and 7 (2d6) slashing damage, or half as much damage if the influence has half its hit points or fewer.

ESCALATION

When 4 creatures fail their saving throws against the Eyes of Ithaqua or 1 week passes, Ithaqua's influence escalates to stage 3.

DEFEAT

At influence stage 2, Ithaqua's influence can be defeated in one of the following ways.

Combat. If the influence's hit points are reduced to 0, Ithaqua's influence ends.

Control Weather (Stage 2). If a creature inside Ithaqua's influence casts *control weather* or similar magic to calm the storm, the creature makes a DC 30 ability check using its spellcasting ability with the spell's level as a bonus. On a success, Ithaqua's influence deescalates to stage 1. On a failure, Ithaqua can pinpoint the creature who attempted the spell until the creature next leaves the influence.

ITHAQUA

Elder influence, stage 3

Area 400-mi.-radius circle

Unnamable Doom DC 20

Nucleus proxy horde (45-ft. square)

Hit Points 391 (27d20 + 104)

Challenge 22 (41,000 XP)

Proxy Horde. Ithaqua's influence is centered on a windwalker wendigo (see page 396) at the center of a Gargantuan horde of Medium wendigos. This horde collectively serves



as Ithaqua's proxy. None of the individuals have their own hit points; instead they share the influence's hit point total. The Proxy Horde has immunity to the paralyzed, grappled, petrified, restrained, and stunned conditions. The proxy otherwise functions as a single creature with the windwalker wendigo's statistics. It can't teleport beyond the influence's edge. Ithaqua's Proxy Horde can occupy another creature's space and vice versa, and the horde can move through any opening that will fit a Huge creature. The Proxy Horde can't regain hit points or gain temporary hit points.

EFFECTS

Abduction (Stage 3). Once per night, Ithaqua seeks out a single creature raging as a result of failing its saving throw against Eyes of Ithaqua. When the target starts its turn within a distance of twice its movement speed of Ithaqua's proxy, it must succeed on a DC 20 Intelligence saving throw or compulsively move and Dash to the proxy, whereupon it is swept into the sky to ride on the storm with Ithaqua. On a successful save, Ithaqua's proxy retreats into the storm but tries again on subsequent nights as long as that target remains in the area of influence. A creature that is abducted in this way vanishes without a trace and returns 1d100 months later. Upon returning, the victim has become a ravenous wendigo (see page 394). At influence stage 3, a successful abduction causes Ithaqua's influence to deescalate to stage 1.

Blizzard (Storm). Ithaqua's area of influence is constantly wracked by an immense storm. This storm has strong winds and snow, with temperatures in the affected area dropping significantly below freezing. The area is lightly obscured and Wisdom (Perception) checks in the area have disadvantage. Attack rolls for ranged weapons that aren't siege weapons have disadvantage if the attack passes through the influence. In the strong winds, small and smaller flying creatures must spend 2 feet of movement per foot they fly through the influence. A Small or smaller creature that ends its movement outdoors must succeed on a DC 20 Strength saving throw or fall prone. Snow makes the ground in the area difficult terrain.

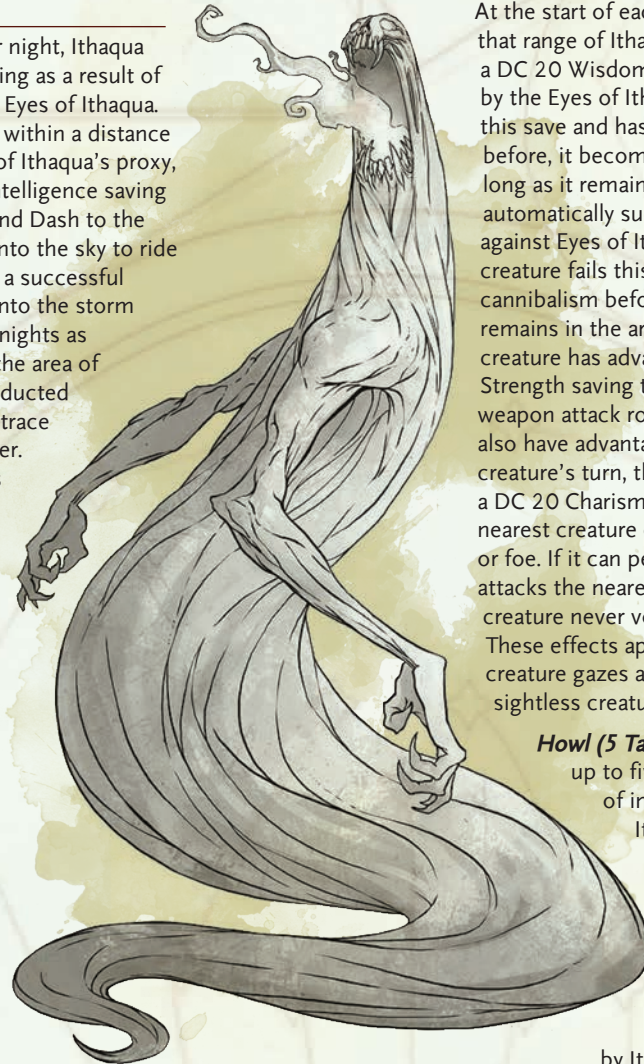
Within 10 miles of Ithaqua's proxy, the winds grow to gale-force. Medium and smaller flying creatures must spend 2 feet per foot per foot they fly through the influence. A Medium or smaller creature that ends its movement outdoors must succeed on a DC 20 Strength saving throw or fall prone.

Within 1 mile of Ithaqua's proxy, the winds become truly stormy and the area is obscured by heavy snowfall. Temperatures are arctic cold, and creatures here must succeed on a DC 10 Constitution saving throw at the end of every 10 minutes exposed to the cold or take 3 (1d6) cold damage and gain 1 level of exhaustion. Creatures with resistance or immunity to cold damage or immunity to exhaustion automatically succeed on this saving throw.

Eyes of Ithaqua (DC 20). All within 300 feet of Ithaqua's Proxy Horde can see the Great Old One's immense yellow eyes burning through the sleet and hail. At the start of each round, each creature within that range of Ithaqua's choice must succeed on a DC 20 Wisdom saving throw or be affected by the Eyes of Ithaqua. If the creature fails on this save and hasn't committed cannibalism before, it becomes magically frightened for as long as it remains in the area of influence and automatically succeeds on its saving throws against Eyes of Ithaqua for 24 hours. If the creature fails this save and has committed cannibalism before, it rages for as long as it remains in the area of influence. The raging creature has advantage on Strength checks, Strength saving throws, and Strength-based weapon attack rolls, but all attack rolls to hit it also have advantage. At the start of each raging creature's turn, the creature must succeed on a DC 20 Charisma saving throw or attack the nearest creature of the same creature type, friend or foe. If it can perceive no matching creature, it attacks the nearest creature of any type. A raging creature never voluntarily attacks any wendigo. These effects apply regardless of whether a creature gazes at Ithaqua's eyes, and even sightless creatures can be affected.

Howl (5 Targets, DC 20). Once per day, up to five creatures within the area of influence hear the howl of Ithaqua (the GM should select which potential creatures are targeted, first selecting any who actively oppose Ithaqua). Those who hear the howl must succeed on a DC 20 Wisdom saving throw or be charmed by Ithaqua for 24 hours. Until the charmed condition ends, the creature is

compelled to commit an act of cannibalism if it sees a dead body of the same creature type and tag as it. Whenever the charmed creature starts its turn able to see such a dead body, the creature must move toward the dead body on its turn by the most direct route, using the Dash action if it doesn't have enough movement to come within 5 feet of the body. It doesn't avoid opportunity attacks during this movement. It can repeat the saving throw against the charm effect before moving into damaging terrain such as a pit or lava or whenever it takes damage from a source other than Ithaqua's influence. A creature can also repeat the saving throw at the start of each



turn it can see the body. If the creature succeeds on a repeat saving throw, it does not end the effect but can act freely until the start of its next turn. If a charmed creature has its action available when it comes within 5 feet of the body, the creature uses its action to feed on the body. Once a creature feeds in this way, it is no longer compelled to approach or feed on bodies, but it is now susceptible to additional effects from Eyes of Ithaqua and Abduction.

Mob (Stage 3). At the start of each round before or after it moves or at any point during its movement, Ithaqua's Proxy Horde makes a melee attack with a +11 bonus to hit against each creature in its space. On a hit, the target takes 14 (4d6) piercing damage and 14 (4d6) slashing damage, or half as much damage if the influence has half its hit points or fewer.

ESCALATION

If 1 week passes without a creature falling prey to Abduction, Ithaqua's influence escalates to stage 4.

DEFEAT

At influence stage 3, Ithaqua's influence can be defeated in one of the following ways.

Combat. If the influence's hit points are reduced to 0, Ithaqua's influence ends.

Control Weather (Stage 3). If a creature inside Ithaqua's influence casts *control weather* or similar magic to calm the storm, the creature makes a DC 30 ability check using its spellcasting ability with the spell's level as a bonus. On a success, Ithaqua's influence deescalates to stage 2. On a failure, Ithaqua can pinpoint the creature who attempted the spell until the creature next leaves the influence.

Sacrificial Abduction. If Ithaqua successfully abducts a creature, his influence deescalates to stage 1.

ITHAQUA

Elder influence, stage 4

Area 600-mi.-radius circle

Unnamable Doom DC 21

Nucleus proxy horde (30-ft.-radius circle)

Hit Points 493 (34d20 + 136)

Challenge 25 (75,000 XP)

Proxy Horde. Ithaqua's influence is centered on a windwalker wendigo (see page 396) at the center of a Gargantuan horde of Medium wendigos. This horde collectively serves as Ithaqua's proxy. None of the individuals have their own hit points; instead they share the influence's hit point total. The Proxy Horde has immunity to the paralyzed, grappled, petrified, restrained, and stunned conditions. The proxy otherwise functions as a single creature with the windwalker wendigo's statistics. It can't teleport beyond the influence's edge. Ithaqua's Proxy Horde can occupy another creature's space and vice versa, and the horde can move through any opening that will fit a Huge creature. The Proxy Horde can't regain hit points or gain temporary hit points.

EFFECTS

Abduction (Stage 4). Once per night, Ithaqua seeks out a single creature raging as a result of failing its saving throw against Eyes of Ithaqua. When the target starts its turn within a distance of twice its movement speed of Ithaqua's proxy, it must succeed on a DC 21 Intelligence saving throw or compulsively move and Dash to the proxy, whereupon it is swept into the sky to ride on the storm with Ithaqua. On a successful save, Ithaqua's proxy retreats into the storm but tries again on subsequent nights as long as that target remains in the area of influence. A creature that is abducted in this way vanishes without a trace and returns 1d100 months later. Upon returning, the victim has become a ravenous wendigo (see page 394).

Blizzard (Unearthly). Ithaqua's area of influence is constantly wracked by an immense storm. This storm has strong winds and snow, with temperatures in the affected area dropping significantly below freezing. The area is lightly obscured and Wisdom (Perception) checks in the area have disadvantage. Attack rolls for ranged weapons that aren't siege weapons have disadvantage if the attack passes through the influence. In the strong winds, small and smaller flying creatures must spend 2 feet of movement per foot they fly through the influence. A Small or smaller creature that ends its movement outdoors must succeed on a DC 21 Strength saving throw or fall prone. Snow makes the ground in the area difficult terrain.

Within 100 miles of Ithaqua's proxy, the winds grow to gale-force. Medium and smaller flying creatures must spend 2 feet per foot per foot they fly through the influence. A Medium or smaller creature that ends its movement outdoors must succeed on a DC 21 Strength saving throw or fall prone.

Within 5 miles of Ithaqua's proxy, the winds become truly stormy and the area is obscured by heavy snowfall. Temperatures are arctic cold, and creatures here must succeed on a DC 10 Constitution saving throw at the end of every 10 minutes exposed to the cold or take 3 (1d6) cold damage and gain 1 level of exhaustion. Creatures with resistance or immunity to cold damage or immunity to exhaustion automatically succeed on this saving throw.

Within 1 mile of Ithaqua's proxy, temperatures are unearthly cold, increasing the save DC against the cold to 15.

Eyes of Ithaqua (DC 21). All within 300 feet of Ithaqua's Proxy Horde can see the Great Old One's immense yellow eyes burning through the sleet and hail. At the start of each round, each creature within that range of Ithaqua's choice must succeed on a DC 21 Wisdom saving throw or be affected by the Eyes of Ithaqua. If the creature fails on this save and hasn't committed cannibalism before, it becomes magically frightened for as long as it remains in the area of influence and automatically succeeds on its saving throws against Eyes of Ithaqua for 24 hours. If the creature fails this save and has committed cannibalism before, it rages for as long as it remains in the area of influence. The raging creature has advantage on Strength checks, Strength saving throws, and Strength-based weapon attack rolls, but all attack rolls to hit it also have advantage. At the start of each raging creature's turn, the creature must succeed on a DC 21 Charisma saving throw or attack the nearest creature of

the same creature type, friend or foe. If it can perceive no matching creature, it attacks the nearest creature of any type. A raging creature never voluntarily attacks any wendigo. These effects apply regardless of whether a creature gazes at Ithaqua's eyes, and even sightless creatures can be affected.

Great Talons. At the start of each round before or after it moves or at any point during its movement, Ithaqua's titanic form looming above his proxy lashes out directly. It makes a melee attack (+11 to hit) against a target within 150 feet of the proxy. On a hit, the target takes 27 (6d8) slashing damage and 22 (4d10) cold damage. Additionally, the target must succeed on a DC 21 Strength saving throw or be plucked up and dropped from an immense height. It lands at a random location within 150 feet of the proxy and takes 35 (10d6) bludgeoning damage from the fall—although it falls hundreds of feet, the snow softens the fall.

Howl (8 Targets, DC 21). Once per day, up to eight creatures within the area of influence hear the howl of Ithaqua (the GM should select which potential creatures are targeted, first selecting any who actively oppose Ithaqua). Those who hear the howl must succeed on a DC 21 Wisdom saving throw or be charmed by Ithaqua for 24 hours. Until the charmed condition ends, the creature is compelled to commit an act of cannibalism if it sees a dead body of the same creature type and tag as it. Whenever the charmed creature starts its turn able to see such a dead body, the creature must move toward the dead body on its turn by the most direct route, using the Dash action if it doesn't have enough movement to come within 5 feet of the body. It doesn't avoid opportunity attacks during this movement. It can repeat the saving throw against the charm effect before moving into damaging terrain such as a pit or lava or whenever it takes damage from a source other than Ithaqua's influence. A creature can also repeat the saving throw at the start of each turn it can see the body. If the creature succeeds on a repeat saving throw, it does not end the effect but can act freely until the start of its next turn. If a charmed creature has its action available when it comes within 5 feet of the body, the creature uses its action

to feed on the body. Once a creature feeds in this way, it is no longer compelled to approach or feed on bodies, but it is now susceptible to additional effects from Eyes of Ithaqua and Abduction.

Mob (Stage 4). At the start of each round before or after it moves or at any point during its movement, Ithaqua's Proxy Horde makes a melee attack with a +11 bonus to hit against each creature in its space. On a hit, the target takes 14 (4d6) piercing damage and 14 (4d6) slashing damage, or half as much damage if the influence has half its hit points or fewer.

DEFEAT

At influence stage 4, Ithaqua's influence can be defeated in one of the following ways.

Combat. If the influence's hit points are reduced to 0, Ithaqua's influence ends.

Control Weather (Stage 4). If a creature inside Ithaqua's influence casts *control weather* or similar magic to calm the storm, the creature makes a DC 30 ability check using its spellcasting ability with the spell's level as a bonus. On a success, Ithaqua's influence deescalates to stage 3. On a failure, Ithaqua can pinpoint the creature who attempted the spell until the creature next leaves the influence.







THE KING IN YELLOW

Great Old One of decadence, disorder, and nihilism; chaotic evil

Primary Source Robert Chambers, *The King in Yellow* stories

Favored Weapon rapier

Symbol the Yellow Sign

Temple amphitheaters, performance halls, noble villas and manors

Worshippers decadent nobles, gravediggers, necromancers, sadistic performers and entertainers, those who have found the Yellow Sign

Servitors undead, those who have found the Yellow Sign

The King in Yellow is an enigmatic entity. He is somehow associated with the rise of Hastur, and in fact many believe that the King is Hastur. Others believe that the King is an avatar of Hastur, or that he is a different form of the same being. This does not eliminate the possibility that the King and Hastur are united in soul, mind, and/or body in some unthinkable way too complex for humans to understand. Yet one more possibility to ponder is that the King in Yellow might in fact be Hastur at a different stage of his development—traveling elsewhere in time and space to foster his own creation and metamorphosis, like a sort of monstrous insect larva. Perhaps all of these things are true, or perhaps none are.

The King is approximately human-sized, though he always takes a form taller than the average. At times he seems to tower higher than humans, though this may be a side-effect of his interdimensional immanence. He is human in form and could even pass for human were it not for his costume: tattered robes, mostly yellow shreds of cloth, and always the *Pallid Mask*.

The King moves among humankind as if one of them, but his passing brings madness, beauty, love, and pain. Ultimately his presence destroys entire civilizations.

THE KING'S VOICE

When the King in Yellow speaks, all are compelled to listen. He never lies—everything he says is precise, exact, intolerable truth. He can speak in glorious poetry, and often uses pithy statements. Sometimes his voice reveals paradoxical mysteries or truths about the inner self. While the revelations he brings are horrifying, they cannot be denied.

If the King asks a question of someone, his victim is compelled to answer truthfully to the King's satisfaction. This is often done to expose an individual's weakness or failings in front of his companions but is also useful to the King in determining what to do next.

THE KING'S TATTERS

Those touched by the ribbons and dangling scraps of the King's bandages are marked by the contact, spiritually rather than physically. They will dream of the King

Sandy's Notes

The King's Voice

In game terms, the King uses his voice to reveal awful truths to a party or an individual. You can draw from examples in literature of this kind of deadly truth, or simply have the players try to resist the effects. The truths of the King always lead to danger, ultimate horror, and possible madness.

In the example below, the King in Yellow uses his compelling voice to determine how to deal with heroes that are a threat to his interests.

The King: "Good sir, tell me what you need, which I can present to you, to bring you under my wing as a comrade, and a blessed worshiper of the Yellow Sign."

Doughty Hero: "Nothing and no one. I cannot and will never serve you!"

The King: "Ah, well enough then. So now you must die instead." Attacks.

that night and every night. Their minds will dwell on his poisonous truths until the King returns to them one day to take them away beyond the waking world.

THE PALLID MASK

The *Pallid Mask* may in fact be the king himself even though the rest of his form may be a human, vitalized and energized by the mask. In other words, when the *Pallid Mask* is placed on a person's face, they become the King in Yellow in a real sense.

The true *Pallid Mask* has shed echoes of itself, and there are dozens, perhaps hundreds of *lesser pallid masks* in existence. They are described in the artifacts section.

THE DESECRATION

The King's immediate goal is to harvest souls to bring about glorious destruction. He may use many means to accomplish this, but the end result is the same: cities in flames, people shrieking in terror or abasing themselves before the King in frantic pleas, the dead rising up, and the very air charged with malignant fumes.

The King's footstep brings the dead to life. They can return as a wide variety of undead, from simple zombies or ghosts to more powerful creatures such as vampires. The King's horde always accompanies him.

AWAKENING THE KING

The King in Yellow can be brought to a world in several ways. The most obvious is by the use (or misuse) of the *Pallid Mask*.



THROUGH A PERSON

The King in Yellow can manifest by possessing or absorbing an individual. The King must choose an individual who has great emotional depth, supreme artistic talent, and who is also hopelessly insane, typically criminally so. This is a gradual process. First the mad artist starts seeing fragments of the King in their works: a tattered yellow ribbon pattern in the rug he is weaving; sentences in their novel or play that they know they did not write; or bright citrine clouds floating amidst the white in the canvas they are painting.

Eventually these manifestations become more and more overt until the King appears in full form, emerging from the artist's canvas, and takes the artist by the hand. If the artist goes willingly, they blend together to become one new being, who is now wholly the King in Yellow.

THROUGH GREAT ART

Art produced by a devotee of the King can sometimes bring about the King's appearance, in a manner similar to appearing through a person. In this case, however, the King is made known to a large number of people at once, for example at a theatre where a variant of one of his plays is being performed, an art gallery featuring art he has influenced, or at the unveiling of a monument designed by a cultist. The work of art always incorporates the Yellow Sign in some way, either subtly or overtly. Everyone sees the horror and beauty of the art, and then they are aghast as the King manifests and steps out into the crowd.

THROUGH TRAVEL

The King in Yellow is able to move and can simply travel from one spot to another. For example, he could be awakened on one world, then fly to a second world on the back of a byakhee or other cosmic horror.

What You See



This tall humanoid's face is hidden by a pale mask made of strips of peeled skin, and its body is loosely concealed by tattered yellow rags. Its very presence sets you off your ease.

THE KING IN YELLOW

Elder influence

Area 20-ft. radius circle

Unnamable Doom DC varies; see Pallid Mask

Nucleus proxy (the King in Yellow)

Challenge varies (22 for the example King in Yellow)

Proxy. The King in Yellow's influence is centered on the *Pallid Mask* and its wearer.

EFFECTS

Pallid Mask. The *Pallid Mask* manifests within an active Yellow Sign when an appropriate host finds a Yellow Sign. At this point, the appropriate host is compelled to touch the Yellow Sign. When the destined wearer does so, the *Pallid Mask* manifests on the host's face, granting it the King in Yellow template (see below). Who the Pallid Mask chooses as host is subject to the GM's discretion and story, but it must be a character who has found the Yellow Sign and is destined to serve as the King in Yellow (knowingly or not). (Important:

The King in Yellow should always be a GM-controlled NPC villain and never be a PC when the mask appears.) The save DC for the Elder Influence is 18 when the mask is not worn; when it is worn, the DC equals 8 + wearer's proficiency bonus + wearer's Charisma modifier (21 for the example King in Yellow) or 18, whichever is greater.

Rising of the Dead. At the start of each round, all dead bodies within the area of the influence arise as undead creatures of the King in Yellow's choice. The sum of the challenge ratings of all undead created this way at once can't exceed the King in Yellow's CR (22 for the example King in Yellow), and the king can't create an undead with challenge rating higher than 2 + half his challenge rating (13 for the example King in Yellow).

DEFEAT

Killing the wearer of the *Pallid Mask* ends the influence.

KING IN YELLOW TEMPLATE

Any Small or Medium creature with a human-like face can become the King in Yellow. Technically, the Pallid Mask can choose any such creature as its host, but it generally seeks the most powerful potential host it can. Build the King in Yellow from among the highest tier of hosts possible in your campaign, preferring spellcasters and those with creative abilities. The King in Yellow keeps its statistics, except as follows.

Challenge. The creature's challenge rating must be recalculated. It usually increases by half.

Alignment. Chaotic evil.

Type. The King in Yellow's type is fiend.

Armor Class. The King in Yellow wears no armor other than his wrappings. His AC is 13 + his Dexterity modifier + his Charisma modifier.

Ability Scores. Increase the King in Yellow's Dexterity, Intelligence, and Wisdom by 2 each to a maximum of 20. Increase his Constitution and Charisma by 4 each, to a maximum of 22.

Saving Throws. The King in Yellow has proficiency in Constitution, Dexterity, and Wisdom saving throws.

Skills. The King in Yellow has proficiency in the following skills: Deception, Insight, Perception, Performance, Persuasion, and Yog-Sothothery. He adds twice his proficiency bonus to ability checks with these skills instead of any other proficiency bonus.





Condition Immunities. The King in Yellow is immune to the charmed, frightened, and paralyzed conditions.

Senses. The King in Yellow has truesight to a range of 120 feet.

New Trait: Blessing of the Yellow Sign. The King in Yellow is immune to confusion and insanity effects that he wasn't already under when he first donned the *Pallid Mask*. In addition, undead are always friendly toward the King in Yellow and never attack him unless attacked first.

New Trait: Cursed Tatters. Upon becoming the King in Yellow, the base creature becomes shrouded in tattered strips of yellow cloth that wind over and across its body. These tatters are magic armor, but do not require attunement, nor do they interfere with worn magic items. Whenever a creature makes a melee weapon attack against the King in Yellow or ends its movement within 5 feet of the King in Yellow, it must succeed on a Dexterity saving throw (DC equals 8 + the King in Yellow's proficiency bonus + the King in Yellow's Charisma modifier) or 18 (whichever is higher) or be touched by one of these animated tatters of cloth and cursed. A creature that makes a melee attack with an unarmed strike, touch-range spell, or natural weapon automatically fails this saving throw.

Upon being touched, the creature's dreams will forever more be haunted by the King's whispers and poisonous truths. The victim has disadvantage on all saving throws against spells and effects created by the King in Yellow or any undead creature that deal psychic damage, cause exhaustion, or cause the charmed or frightened conditions. This curse lasts until dispelled by *remove curse*.

New Trait: Magic Resistance. The King in Yellow has advantage on saving throws against spells and other magical effects.

New Trait: Regeneration. The King in Yellow regains 30 hit points at the start of his turn if he has at least 1 hit point. This replaces any regeneration of the base creature.

Multiattack. The King in Yellow can make two attacks with his Decaying Touch (see below).

Weapon Attacks. The King in Yellow loses all weapon attacks and does not fight with brute force.

New Spell Attack: Decaying Touch. The King in Yellow gains a melee spell attack using a limb or his wrappings with reach 10 feet. If he doesn't already have a spellcasting ability, he uses Charisma as his spellcasting ability to hit with this spell attack (which also includes his proficiency bonus). Concentrating the pain of ennui, rot, and aging, the attack deals both 1d6 necrotic damage and 1d6 psychic damage per 4 Hit Dice the King in Yellow has.

Legendary Actions: The King in Yellow has legendary actions, if the base creature did not already have them. The King in Yellow can take 3 legendary actions, choosing from the options below, any legendary actions the base creature had, and possibly from unique options designed to suit the combination of the base creature and the King in Yellow. Only one legendary action option can be used at a time and only at the end of another creature's turn. The king regains spent legendary actions at the start of his turn.

Decaying Touch (Costs 2 Actions). The King in Yellow uses his Decaying Touch.

The King's Voice. The King in Yellow poses a question to a single creature within 30 feet that can hear and understand him. Unless the target succeeds on a Charisma saving throw, the target immediately answers the question as truthfully and efficiently as possible. The save DC is equal to 8 + the King in Yellow's proficiency bonus + the King in Yellow's Charisma modifier.

SAMPLE KING IN YELLOW

The King in Yellow presented on the next page assumes a full-level campaign setting and is a 20th-level human bard of the College of Lore.



THE KING IN YELLOW

Medium fiend (human, proxy), chaotic evil

Armor Class 23 (cursed tatters)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	14 (+2)	16 (+3)	22 (+6)

Saving Throws Dex +10, Con +11, Wis +10, Cha +13

Skills Deception +20, Insight +17, Perception +17, Performance +20, Persuasion +20, Yog-Sothothery +17

Condition Immunities charmed, frightened, paralyzed

Senses truesight 120 ft., passive Perception 27

Languages Common plus up to three others

Challenge 22 (41,000 XP)

Bardic Inspiration (6/Short or Long Rest). As a bonus action, the sage can grant an ally that can hear it a d12 if it doesn't already have one. Once, within 10 minutes, the target can roll the die after rolling an ability check, attack roll, or saving throw but before the GM declares success or failure. The result is added to the total.

Blessing of the Yellow Sign. The King in Yellow is immune to *confusion* and insanity effects that he wasn't already under when he first donned the Pallid Mask. In addition, undead are always friendly toward the King in Yellow and never attack him unless attacked first.

Cursed Tatters. Whenever a creature makes a melee weapon attack against the King in Yellow or ends its movement within 5 feet of the King in Yellow, it must succeed on a DC 21 Dexterity saving throw or be touched by an animated tatter of cloth and cursed. A creature that makes a melee attack with an unarmed strike, touch-range spell, or natural weapon automatically fails this saving throw.

Upon being touched, the creature's dreams will forever more be haunted by the King's whispers and poisonous truths. The victim has disadvantage on all saving throws against spells and effects created by the King in Yellow or any undead creature that deal psychic damage, cause exhaustion, or cause confusion or the charmed or frightened conditions. This curse lasts until dispelled by a *remove curse* spell or similar magic.

Jack of All Trades. The King in Yellow adds 3 (half his proficiency bonus) to all ability checks that don't already include his proficiency bonus.

Influence. The King in Yellow emanates his influence and its effects.

Magic Resistance. The King in Yellow has advantage on saving throws against spells and other magical effects.

Regeneration. The King in Yellow regains 30 hit points at the start of his turn if he has at least 1 hit point.

Spellcasting. The King in Yellow is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 21, +13 to hit

with spell attacks). He knows the following spells.

Cantrips (at will): *minor illusion*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *charm monster*, *detect magic*, *faerie fire*, *feather fall*, *hideous laughter*, *silent image*

2nd level (3 slots): *enthrall*, *hold person*, *mirror image*, *suggestion*

3rd level (3 slots): *bestow curse*, *dispel magic*, *major image*

4th level (3 slots): *confusion*, *dimension door*, *freedom of movement*, *greater invisibility*

5th level (3 slots): *dominate person*, *dream*, *geas*, *hold monster*, *modify memory*

6th level (2 slots): *irresistible dance*, *mass suggestion*

7th level (2 slots): *project image*

8th level (1 slot): *feeblemind*

9th level (1 slot): *power word kill*

ACTIONS

Multiattack. The King in Yellow makes two attacks with his Decaying Touch.

Decaying Touch. *Melee Spell Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 17 (5d6) necrotic damage and 17 (5d6) psychic damage.

REACTIONS

Cutting Words. When a creature that the King in Yellow can see within 60 feet of him makes an attack roll, an ability check, or a damage roll, the king can use his reaction to expend one of his uses of Bardic Inspiration, rolling a d12 and subtracting the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll, but before the GM says whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear the King in Yellow or if it's immune to being charmed.

LEGENDARY ACTIONS

The King in Yellow can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The king regains spent legendary actions at the start of his turn.

Bardic Inspiration. The king uses Bardic Inspiration.

Cast a Cantrip. The king casts a cantrip he knows.

Cast a Middling Spell (Costs 2 Actions). The king casts a spell he knows of up to 5th level, using a spell slot as normal.

Decaying Touch (Costs 2 Actions). The king uses his Decaying Touch.

The King's Voice. The King in Yellow poses a question to a single creature within 30 feet that can hear and understand him. Unless the target succeeds on a DC 21 Charisma saving throw, the target immediately answers the question as truthfully and efficiently as possible.



MOTHER HYDRA

Ancient one of natural fecundity, evolving life, and mutation; chaotic evil

Primary Source H. P. Lovecraft, "The Shadow Over Innsmouth"

Favored Weapon spear

Symbol feminine figurine partially wrapped in tentacles

Temple reefs, sea caves, underwater grottoes, waterfront churches

Worshippers deep ones, deep one hybrids, mutants

Servitors deep ones, sea monsters, shoggoths

Mother Hydra is an ancient and exceedingly powerful deep one in charge of the species' civic and biologicistic activities. Deep ones undergo several changes as they grow in size and age, often starting as mostly humanoid (with four limbs and a head) until they reach over 1 ton. At this stage, they can use magical and biological controls to direct further growth. While some retain their regular proportions, others undergo dramatic metamorphoses. Mother Hydra helps guide all these changes and serves as a living example of what one can become.

Mother Hydra's upper body still resembles that of a massive deep one female, but her hindquarters are more fish-like or perhaps eel-like, giving her amazing speed compared to most deep ones, who must paddle along like frogs.

CULTURAL IMPORT

Mother Hydra monitors the current status of the deep one species and, when necessary, personally directs the evolution of the deep ones so as to best secure their dominance. She decides how many deep ones are allowed to grow to greater size, and hand picks those who shall receive the honor. She also dictates which deep one communities will seek contact with surface-dwellers for reproduction. If Father Dagon is killed (a rare occurrence), she picks his successor, and in case of her own death, she has already chosen her own successor.

Mother Hydra has governed the creation of a number of hybrid monstrosities, usually combinations of deep ones with undersea horrors. She keeps some as guardians of the deep and turns the rest over to Father Dagon to join his military.

What You See



This mermaid-like being is enormous, with a scaled upper torso and two clawed arms. Long, stringy hair surrounds a face that looks more like a viper fish than anything human. The fetid stench of rotting fish washes from her bulbous body.

MOTHER HYDRA IN COMBAT

The mightiest of deep ones swims even faster than most of her ilk, striking with a massive spear strung with rotting kelp and withered flesh. She uses her powerful spells to achieve and demonstrate her superiority in battle.

MOTHER HYDRA

Elder influence, stage 1

Area 100-ft.-radius circle

Unnamable Doom DC 18

Nucleus 5-ft. square

Armor Class 23

Hit Points 180 (24d8 + 72)

Speed 0 ft.

Saving Throws +8

Damage Vulnerabilities thunder

Damage Resistances acid, cold, fire, lightning, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Challenge 15 (13,000 XP) with defenders

Defenders. At stage 1, Mother Hydra's influence is assumed to be defended by one deep one bishop (page 297), one deep one scion priest (page 299), and five deep ones (page 296) or a similarly dangerous group of worshippers.

Nucleus. Mother Hydra's influence emanates from a Medium crystal.

EFFECTS

Bodily Augmentation. All worshippers of Cthulhu, Father Dagon, or Mother Hydra within the area of influence have advantage on Strength, Dexterity, and Constitution saving throws.

Enhanced Fortitude. If damage reduces a worshiper of Cthulhu, Father Dagon, or Mother Hydra within the area of influence to 0 hit points, the worshiper makes a Constitution saving throw (with the bonus from Bodily Augmentation) with a DC equal to 5 + the damage taken, unless the damage is psychic or from a critical hit. On a success, the worshiper drops to 1 hit point instead.

Regenerate. At the end of the round, each worshiper of Cthulhu, Father Dagon, or Mother Hydra within the area of influence regains 10 hit points unless it made an Enhanced Fortitude saving throw (whether successful or failed) or took psychic damage that round.

ESCALATION

A worshiper of Mother Hydra who casts *semblance of the key and the gate* (see page 112) or *gate* within the area of influence escalates the influence to stage 2 by conjuring Mother Hydra.



DEFEAT

Destroying the nucleus crystal ends Mother Hydra's influence at stage 1.

MOTHER HYDRA

Elder influence, stage 2

Area 300-ft.-radius circle

Unnamable Doom DC 19

Nucleus proxy (Mother Hydra)

Challenge 17 (18,000 XP)

Mobile Influence. Mother Hydra can teleport beyond the range of her influence; the influence immediately moves to follow her.

Proxy. Mother Hydra's influence is centered on Mother Hydra.



MOTHER HYDRA

Huge aberration (deep one), chaotic evil

Armor Class 19

Hit Points 212 (17d12 + 102)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	28 (+9)	22 (+6)	20 (+5)	21 (+5)	20 (+5)

Saving Throws Str +12, Con +12, Wis +11, Cha +11

Skills Arcana +11, Athletics +12, Nature +17, Perception +11, Religion +11

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 21

Languages Aklo, Common, Deep Speech

Challenge 17 (18,000 XP)

Amphibious. Mother Hydra can breathe air and water.

Ancient One. Mother Hydra emanates her stage 2 influence and gains all its effects. Although ageless and potent, she can be killed.

Deep Dweller. Mother Hydra gains advantage on Dexterity (Stealth) checks while underwater. In addition, she can't be harmed by water pressure.

Freedom of Movement. Mother Hydra ignores difficult terrain, and magical effects can't reduce her speed or cause her to be restrained. She can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Magic Resistance. Mother Hydra has advantage on saving throws against spells and other magical effects.

Spellcasting. Mother Hydra is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She knows the following spells.

Cantrips (at will): *chill touch*, *dancing lights*, *mending*, *message*, *minor illusion*, *ray of frost*

1st level (4 slots): *detect magic*, *grease*, *magic missile*

2nd level (3 slots): *alter self*, *blindness/deafness*, *detect thoughts*, *suggestion*

3rd level (3 slots): *counterspell*, *dispel magic*, *fly*, *lightning bolt*

4th level (3 slots): *control water*, *dimension door*, *polymorph*

5th level (3 slots): *cone of cold*, *dream*, *greater restoration*

6th level (1 slot): *chain lightning*, *dream sending of Cthulhu* (see page 101), *flesh to stone*

7th level (1 slot): *prismatic spray*, *teleport*

8th level (1 slot): *feeblemind*

9th level (1 slot): *true polymorph*

Use Magic Device. Mother Hydra ignores all class requirements on the use of magic items.

Void Sight. Magical darkness doesn't impede Mother Hydra's darkvision.

ACTIONS

Multiattack. Hydra makes three attacks: one with her bite and two in any combination with her +3 spear or her claws.

+3 Spear. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage, or 22 (3d8 + 9) piercing damage if wielded in two hands.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 16 (3d4 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw or be stunned until the start of Mother Hydra's next turn.

LEGENDARY ACTIONS

Mother Hydra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mother Hydra regains spent legendary actions at the start of her turn.

Cast a Cantrip. Mother Hydra casts a cantrip she knows.

Cast a Middling Spell (Costs 2 Actions). Mother Hydra casts a spell she knows of up to 4th level, expending a spell slot of up to 4th level as normal.

Tail (Costs 2 Actions). Mother Hydra makes a tail attack.

EFFECTS

Bodily Augmentation. All worshipers of Cthulhu, Father Dagon, or Mother Hydra within the area of influence (including Mother Hydra) have advantage on Strength, Dexterity, and Constitution saving throws.

Enhanced Fortitude. If damage reduces a worshiper of Cthulhu, Father Dagon, or Mother Hydra within the area of influence (including Mother Hydra) to 0 hit points, the worshiper must make a Constitution saving throw (with the bonus from Bodily Augmentation) with a DC equal to 5 + the

damage taken, unless the damage is psychic or from a critical hit. On a success, the worshiper drops to 1 hit point instead.

Regenerate. At the end of the round, each worshiper of Cthulhu, Father Dagon, or Mother Hydra within the area of influence (including Mother Hydra) regains 10 hit points unless it made an Enhanced Fortitude saving throw (whether successful or failed) or took psychic damage that round.

DEFEAT

Killing Mother Hydra ends the influence at stage 2.

NYARLATHOTEP, THE CRAWLING CHAOS

Other God of conspiracies, dangerous knowledge, and forbidden arcana; chaotic evil

Primary Sources H. P. Lovecraft, "Nyarlathotep," The Dream Quest of Unknown Kadath, "Dreams in the Witch House"

Favored Weapon varies by form

Symbol varies by form

Temple varies by form

Worshippers doomsayers, mad spellcasters, misanthropes, unethical scientists

Servitors favored ones of Nyarlathotep, flying polyps, hunting horrors, servitors of the Outer Gods

Nyarlathotep is the soul of the otherwise nearly-mindless Outer Gods. He knows their desires, and when they stir, disquieted, it is he who takes action. Cults and individuals alike seek to appease him because his goals are at least comprehensible to mortals. Technically, those who "worship" Nyarlathotep actually worship the Outer Gods he serves, but he directs and focuses their efforts in what is, to him, the proper direction.

Enhances Elder Influences. Nyarlathotep's influence has no true effects on its own aside from its Unnamable Doom, and primarily serves to intensify those of other elder beings. Unlike many of the Great Old Ones or Outer Gods, Nyarlathotep enjoys direct interaction with humanity and uses one of his thousand forms as an avatar when he is called upon. Nonetheless, all of his forms share one thing in common: they enhance the effects of other Elder Influences within a 1-mile radius.

MINIONS OF THE CRAWLING CHAOS

Multiple forms of Nyarlathotep, especially the Howler, have many creatures at their beck and call that he can summon forth to assist him in battle. Favored creatures of Nyarlathotep include hunting horrors, flying polyps, and almost any kind of otherworldly entity, even those normally associated with other entities (such as byakhee).

NYARLATHOTEP

Elder influence

Area 1-mi.-radius circle

Unnamable Doom DC 20

Nucleus proxy (one of the Thousand Forms)

Challenge equals avatar's

Proxy. Nyarlathotep's influence is centered on one of his Thousand Forms. The avatar can't teleport beyond the current edge of the influence.

EFFECTS

Intensify Other Influences. Whenever a creature in the area makes saving throws against a spell or effect created by an Elder Influence other than Nyarlathotep's or an influence's proxy other than Nyarlathotep's, the creature rolls a d4 and subtracts the result from the saving throw.

DEFEAT

Nyarlathotep's influence is defeated when his avatar is reduced to 0 hit points.

THE THOUSAND FORMS

Infamously, Nyarlathotep is said to take a thousand forms. He appears in many different shapes, of various genders or none, each form fixed and distinguishable from the others. In his various forms, Nyarlathotep often displays what appears to be different personalities, but his underlying goal is always the same: to spread madness and prepare the world for the advent of those he serves.

A few of his forms are listed below, and the GM is encouraged to invent others.

THE BLOATED WOMAN

Aspect of treachery

Favored Weapon sickle

Symbol a black fan

Temple dens of crime, remote estates

This especially repulsive form of Nyarlathotep is rather uncommon, and typically manifests only among a single cult on a given world. The Bloated Woman takes the form of a huge and immensely fat woman, standing almost 10 feet tall and weighing around 1,000 pounds. Unlike most of Nyarlathotep's avatars, the Bloated Woman uses manufactured items, including a lovely tunic of finest silk. A row of six magical sickles typically hangs from her belt, as well as her famous *Black Fan*.

The *Black Fan* is perhaps her most potent and famous artifact, although not all know its true powers are mostly potent illusion. When the Bloated Woman uses the fan to appear before cultists, she generally appears as a slender young maiden that is quite beautiful by local standards. The *Black Fan* somehow shields the horror's ungainly mass, writhing tentacles, and every other aspect of its appearance from any and all types of viewing apparatus, spells, and senses.

The Bloated Woman sometimes lends one of her treasures, especially her sickles, to a mortal in exchange for using it to assassinate a significant threat to her cult's growth without leaving evidence of her cult's involvement. Otherwise, her treasures are generally claimed only by legendary heroes who manage to rob or kill her. She always knows the approximate location of any of her treasures separated from her, however.

DIVINE SILK TUNIC

Wondrous item, legendary

While you wear this lovely silk tunic and not armor, your base Armor Class is 16 + your Dexterity modifier and you are immune to diseases, poison damage, the poisoned condition, and magical aging.

THE BLACK FAN

Wondrous item, artifact

When you hold the *Black Fan* just under your eyes as a bonus action, your whole form takes on an illusory appearance aesthetically appealing to onlookers, even changing your apparent size category or creature type. The illusion fools all senses but doesn't actually alter your form or your abilities. If you take an action that doesn't match your appearance, such as lashing out with unseen tentacles or using unseen wings to fly, observers can make a DC 20 Intelligence saving throw. Similarly, a creature that has reason to believe your appearance an illusion can use an action to make a DC 25 Intelligence (Investigation) check. On a successful saving throw or ability check, the observer notices subtle imperfections and knows you are magically disguised, but still does not actually see your true appearance. A spell or effect which detects magic can tell that a powerful artifact is in play but not what it is doing, and the spell does nothing to disrupt your illusory appearance. If you make an attack, deal damage, or end your turn without using a bonus action to keep the fan in place, the illusion immediately ends.

SICKLE OF NYARLATHOTEP

Weapon (sickle), very rare (requires attunement)

When you hit a creature other than a construct or undead with this magic sickle, it takes 3d6 poison damage and all the hit points lost can't be regained except through a short or long rest.

If you score a critical hit against a creature while attacking with the sickle, the target contracts a terrible disease that makes its skin take a greenish cast and its mind become foggy. It becomes poisoned and its Wisdom score is reduced by 1d6. Both effects last until the disease

is cured. At the end of each long rest, the creature must make a DC 20 Constitution saving throw, reducing its Wisdom score by another 1d6 on a failed save or restoring its Wisdom score by 1 on a successful save. If the creature's Wisdom score is restored to normal, the disease is cured.

Curse. If you attune to the sickle without the Bloated Woman's permission, the *Sickle of Nyarlathotep* curses you. As long as you remain cursed, you are unwilling to part with the sickle, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear. While you are cursed, the Bloated Woman and her most powerful priest in the world constantly know the direction of the shortest route to you.

What You See



This rotund, humanoid figure has tentacles instead of arms, and more tentacles sprout from folds of her fulvous, diseased-looking flesh. Instead of a nose, another tentacle sprouts wriggling in its place, and the lower half of her face bulges with five fang-filled mouths with red lips. She wears a fine, yellow-and-black silk tunic.

I was conscious of a most horrible smell of mould, and of a cold kind of face pressed against my own, and moving slowly over it, and of several – I don't know how many – legs or arms or tentacles or something clinging to my body.

—M. R. James, *The Treasure of Abbot Thomas*

THE BLOATED WOMAN

Large aberration, chaotic evil

Armor Class 21 (*divine silk tunic*)

Hit Points 278 (24d10 + 146)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	23 (+6)	22 (+6)	20 (+5)	23 (+6)

Saving Throws Str +13, Con +13, Wis +12, Cha +13

Skills Arcana +13, History +20, Insight +19, Intimidation +13, Perception +12, Religion +20, Yog-Sothothery +12

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses blindsight 10 ft., truesight 120 ft., passive Perception 22

Languages Aklo, Common; telepathy 300 ft.

Challenge 24 (62,000 XP)

Artifact Mastery. The Bloated Woman can attune with up to seven magic items at once. She can draw a magic item from her belt as part of the action to use it.

Enduring Stain. The Bloated Woman regains 10 hit points at the start of her turn if she has at least 1 hit point. When the Bloated Woman starts her turn with 0 hit points, she falls apart into writhing tentacles, which drill through the floor, into the ground, and bury themselves, and then disintegrate into dark stains. Her influence ends, but after a few months, the Bloated Woman rises again from the site of her destruction, intact and ravenous, and her influence resumes. If the Bloated Woman takes damage from a weapon marked with the *Elder Sign*, this trait doesn't function at the start of her next turn. The Bloated Woman dies permanently only if she starts her turn with 0 hit points and doesn't endure.

Influence. The Bloated Woman emanates Nyarlathotep's influence.

Innate Spellcasting. The Bloated Woman's spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *black tentacles*, *charm person*, *dispel magic* (5th-level version), *dimension door*, *dream*, *phantasmal killer* (7th-level version)

3/day each: *dominate monster* (celestial, elemental, or fiend only), *feeblemind*, *semblance of the key and the gate* (see page 112), *suggestion* (can target creatures through *dream*), *wish* (replicate spells only)

1/day each: *gate* (conjures 1 hunting horror or 1 flying polyp with 2 bodies), *symbol*

Legendary Resistance (3/day). If the Bloated Woman fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. The Bloated Woman can make five attacks: one with her bite, two with her tentacles, and three with her sickles.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (5d4 + 6) piercing damage plus 11 (2d10) psychic damage. If the target is a creature, the Bloated Woman regains hit points equal to the psychic damage the creature takes and the target's Intelligence score is reduced by 1d4 until it finishes a long rest. If its Intelligence score or hit points are reduced to 0 by this attack, the target dies and the Bloated Woman extracts its brain.

Sickle of Nyarlathotep. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage plus 10 (3d6) poison damage. If the target is a creature other than a construct or undead, the hit points lost can't be regained except through a short or long rest. On a critical hit, the creature contracts the *sickle of Nyarlathotep's* disease.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a Medium or smaller creature, the target is grappled (escape DC 16). If the target becomes grappled by both of the Bloated Woman's tentacles, it is restrained until this grapple ends and the Bloated Woman can't attack other creatures with her tentacles.

LEGENDARY ACTIONS

The Bloated Woman can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Bloated Woman regains spent legendary actions at the start of her turn.

Cast a Spell (Costs 3 Actions). The Bloated Woman casts a spell from the list of spells she can cast innately, expending a use as normal.

Sickle. The Bloated Woman makes a *sickle of Nyarlathotep* attack.



THE DARK DEMON

Aspect of darkness

Favored Weapon dagger

Symbol a stylized boar

Temple caverns and ruins where sunlight never reaches, dark places associated with any other Crawling Chaos cult

This pig-like humanoid is terrifying to behold, but the horror it leaves in its wake is far worse. When the Dark Demon is conjured, it possesses the body of the summoner, twisting the hapless fool into something resembling a tusked swine. When it departs after its brief possession, the victim does not change back, but remains trapped in the Dark Demon's form forever.

INVOKING THE DARK DEMON

The conjuring ritual for the Dark Demon is fairly simple, such that almost anyone of reasonable intelligence can perform it. Certain artifacts and items associated with the Crawling Chaos make it even easier. The problem for most summoners comes when it arrives, for the Dark Demon does not manifest itself in its own physical form. Instead, Nyarlathotep possesses the summoner's physical body, transforming it into the perfect semblance of the Dark Demon. The Demon can speak in a hoarse hissing voice, and though its hands are taloned and distorted, it can manipulate objects.

While the Dark Demon has possession of its victim, the victim is still alert and aware, but unable to communicate or take any action. The victim can only watch mutely while

the warped body performs whatever deeds Nyarlathotep deems fit. Nyarlathotep is not necessarily interested in short-term mayhem, so much as the spreading of long-term madness, horror, and chaos.

A typical summoning of the Dark Demon lasts only a short time, generally between a few minutes and several hours. There is no fixed time because the possession ends whenever Nyarlathotep chooses to depart. Typically, the Dark Demon aids in creating cursed magic items, teaches powerful spells to those who have made bargains with Nyarlathotep, gifts artifacts to promising potential cult

leaders, and drives insane those that might interfere with Nyarlathotep's plans before they are even aware of any such plans.

What You See



This creature is roughly humanoid in shape, with a pig-like snout, rows of tusks, and matted fur. It moves as though it might have been human once.

THE DARK DEMON

Large monstrosity (proxy), chaotic evil

Armor Class 18 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	22 (+6)	20 (+5)	23 (+6)

Saving Throws Str +12, Con +12, Wis +12, Cha +13

Skills Arcana +13, History +20, Insight +19, Intimidation +13, Perception +12, Religion +20, Yog-Sothothery +12

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, petrified

Senses darkvision 120 ft., passive Perception 22

Languages Aklo, Common; telepathy 300 ft.

Challenge 21 (33,000 XP)

Form of Nyarlathotep. The Dark Demon's physical form can't be changed or transformed except by extremely rare and potent magic, such as a risky *wish* spell, divine intervention, or certain artifacts.

Influence. The Dark Demon emanates Nyarlathotep's influence.

Innate Spellcasting. The Dark Demon's spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *contact other plane*, *darkness*, *dispel magic* (5th-level version), *dimension door*, *dream*, *phantasmal killer* (6th-level version)

3/day each: *dominate monster* (celestial, elemental, or fiend only), *feeblemind*, *semblance of the key and the gate* (see page 112), *suggestion* (can target creatures through *dream*), *wish* (replicate spells only)

1/day each: *gate* (conjures 1 adult dark young, deva, djinni, glabrezu, horned devil, or similar creature), *symbol*

Legendary Resistance (3/day). If the Dark Demon fails a saving throw, it can choose to succeed instead.

Void Sight. Magical darkness doesn't impede the Dark Demon's darkvision.

ACTIONS

Multiattack. The Dark Demon makes up to three attacks: one with its tusk and two with its claws.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. In addition, magical armor worn by the target has its magic degraded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. A *mending* spell ends this penalty.

Tusk. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

REACTIONS

Slashing Parry. The Dark Demon parries an attack with its vicious claws, adding 5 to its AC against a melee attack that would hit it. To do so, the Dark Demon must see the attacker. Any magical weapon that the Dark Demon parries has its magic degraded. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. A *mending* spell ends this penalty.

LEGENDARY ACTIONS

The Dark Demon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dark Demon regains spent legendary actions at the start of its turn.

Cast a Spell (Costs 2 Actions). The Dark Demon casts a spell from the list of spells it can cast innately at will. If it casts *darkness*, it doesn't require concentration.

Claw. The Dark Demon makes a claw attack.

Invoke Madness (Costs 3 Actions). The Dark Demon utters secrets in Aklo that mortal minds cannot comprehend. Each creature within 60 feet that can hear the Dark Demon is subject to a *confusion* spell (no concentration required) and each creature initially takes 17 (5d6) psychic damage on a failed save, or half as much damage on a successful one. The Dark Demon's spellcasting ability is Intelligence (save DC 21). Aberrations, celestials, elementals, fiends, and creatures with an Intelligence score of 3 or less are immune.

HUSK OF THE DARK DEMON TEMPLATE

The Dark Demon's departure is only the beginning of the true nightmare for the victim, for one key reason: the possessed creature's body does not change back. The left-behind victim is generally termed a Husk of the Dark Demon or, more simply, a husk. Although the husk retains the shape of the Dark Demon, it loses the entity's supernatural powers. Because the transformation is so difficult to undo, husks have been known to hire adventurers to seek out partial or complete cures from semi-divine beings or the guardians of ancient artifacts.

A husk of the Dark Demon keeps its statistics except as follows. It loses all traits and features relying upon its original body, appearance, or voice, which have been completely replaced by those of the Dark Demon.

Challenge. The husk's challenge rating must be recalculated.

Size. The husk's size is Large.

Type. The husk's type is monstrosity.

Armor Class. Without armor, the husk's AC is equal to 13 + the husk's Dexterity modifier.

Ability Scores. The husk's Strength, Dexterity, and Constitution scores are each 20.

Condition Immunities. The husk is immune to the petrified condition.

Senses. The husk has darkvision with a radius of 120 feet.

New Trait: Form of Nyarlathotep. The husk's physical form can't be changed or transformed except by extremely rare and potent magic, such as a risky *wish* spell, divine intervention, or certain artifacts.

New Trait: Void Sight. Magical darkness doesn't impede the husk's darkvision.

New Action: Claw. The husk is proficient with its unarmed strikes, which can deal 2d8 slashing damage. When clawing, the unarmed strike has the light and finesse properties.

New Action: Tusk. The husk is proficient with its unarmed strikes, which deal 2d10 piercing damage.



THE HAUNTER OF THE DARK

Aspect of darkness and murder

Favored Weapon spear

Symbol a dark, multifaceted stone containing a three-lobed black eye

Temple pitch-dark caverns, grand windowless structures

In this form, Nyarlathotep is a dread force from an unknown gulf of night and a revealer of secrets. Its appearance is hard to know, for it only appears in darkness, and it is all shades of black. However, piecing together various glimpses indicates that it has two huge, prehensile wings sprouting from a swollen, nearly-featureless body and head. Its body is ringed with tentacles. Its head has a looming, three-lobed eye. This eye is described as “burning”, but it burns with a preternatural darkness blacker than pitch. Its whole form is quasi-fluid, extruding and reabsorbing drippings and polypous outgrowths.

The Haunter of the Dark is hard to detect until it chooses to strike. It cannot withstand light and cannot harm those protected by light. It possesses the ability to strike its victims dead as though by lightning and can also manipulate the feelings of other creatures both subtly and overtly. It delights in concocting elaborate ways to exploit

THE HAUNTER

Huge aberration (proxy), chaotic evil

Armor Class 19 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., climb 40 ft., fly 70 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	23 (+6)	23 (+6)	22 (+6)	20 (+5)	23 (+6)

Saving Throws Dex +13, Con +14

Skills Arcana +13, History +20, Insight +19, Intimidation +13, Perception +12, Religion +20, Stealth +13, Survival +12, Yog-Sothothery +12

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing that isn't from nonmagical attacks

Damage Immunities acid, cold, necrotic, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 120 ft., passive Perception 22

Languages Aklo, Common; telepathy 300 ft.

Challenge 22 (41,000 XP)

Incorporeal Movement. The Hunter can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 5 (1d10) force damage.

Influence. The Hunter emanates Nyarlathotep's influence.

Innate Spellcasting. The Hunter's spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *black tentacles*, *dispel magic* (5th-level version), *dimension door*, *dream*, *phantasmal killer* (7th-level version)

3/day each: *dominate monster* (celestial, elemental, or fiend only), *feeblemind*, *semblance of the key and the gate* (see page 112), *suggestion* (can target creatures through *dream*), *wish* (replicate spells only)

1/day each: *gate* (conjures 1 hunting horror or 1 flying polyp with 2 bodies), *symbol*

Legendary Resistance (3/day). If the Hunter fails on a saving throw, it can choose to succeed instead.

Light Weakness. While in dim light, the Hunter has disadvantage on attack rolls and ability checks. When in bright light, it has disadvantage on attack rolls, ability checks, and saving throws.

Sunlight Hypersensitivity. The Hunter takes 50 radiant damage (which reduces its hit points by 100, due to its vulnerability to radiant damage) when it starts its turn in bright sunlight.

Visible in Darkness. The Hunter's darker-than-dark eye burns with magical darkness. In nonmagical darkness, it remains visible even to creatures without darkvision, although it is lightly obscured. The hunter can close its eye to suppress this trait, but it is blinded while its eye is closed.

ACTIONS

Multiattack. The Hunter makes a touch attack against each creature whose space it moves through.

Touch. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) force damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or take 30 necrotic damage and if it then has 0 hit points after taking necrotic damage, it dies.

Charm. The Hunter targets a creature it can see within 60 feet of it. If the target can see the Hunter, the target must succeed on a DC 21 Wisdom saving throw against this magic or be charmed by the Hunter. The charmed target regards the Hunter as harmless and compelling. Although the target isn't under the Hunter's control, it takes the Hunter's words or actions in the most favorable way it can. The Hunter can use a bonus action to make it rationalize an action that helps the Hunter, such as dousing light sources or approaching it. The effect lasts 10 days or until the Hunter is defeated or moves to a different plane of existence from the target. Every sunrise, the target can make a new saving throw, ending the effect on itself on a success. When the effect ends or the target succeeds on its saving throw, it becomes immune to the Hunter's Charm for 24 hours.

Control Elements (3/Day). The Hunter controls natural forces in one of the following ways.

Earthquake. The Hunter casts *earthquake* (spell save DC 21) without expending a spell slot. When it does, the area is a 300-foot-radius circle. A cloud of dust and dirt rises from the ground, snuffing out all fires within 30 feet of the ground and lightly obscuring the area to a height of 30 feet. The spell's maximum duration is 10 minutes.

Eclipse. The Hunter diverts nearby space debris to block out the sun nearby. Sunlight in a 10-mile-radius circle centered on the Hunter is reduced to dim light for 1 hour.

Windstorm. Strong winds blow through a 300-foot-radius cylinder that is 300 feet tall centered on a point the Hunter can see. Clouds cover the sun, reducing sunlight to dim light in the area. The storm lasts for 1 hour.

Invisibility. The Hunter becomes invisible until it attacks, deals damage, casts a spell, reveals itself (requiring a bonus action), or forces another creature to make a saving throw.

REACTIONS

Hide in Light. When the Hunter enters an area of light, including when it is summoned into light, it can use its Invisibility as a reaction before it is glimpsed.



THE HAUNTER (CONTINUED)

LEGENDARY ACTIONS

The Hunter can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Hunter regains spent legendary actions at the start of its turn.

the interests, urges, and fears of other creatures so that they accomplish its aims without any overt direction from the Hunter itself.

The Shining Trapezohedron. The artifact known as the *Shining Trapezohedron* is closely linked to the Hunter in Darkness (see its description on page 131 for more information). Cultists of the Hunter generally store the *trapezohedron* in a lidded metal box that is kept open in a place with constant dim light. They also keep it a carefully guarded secret, because they know that awakening their patron requires simply closing the box, and that the monster will arrive hungry enough to eat its own servants. If the Hunter is summoned by the *Shining Trapezohedron* into a place with light, it enjoys creating fear and confusion by moving objects and making strange sounds until darkness falls and it is free to act.

What You See



A three-lobed eye blazes with supernatural darkness, darker than anything you have ever seen before. Winds rush as if from the movement of huge wings.

THE HOWLER IN DARKNESS

Aspect of battle

Favored Weapon dagger

Symbol bloody dripping rune

Temple abandoned churches, caverns, and secluded forest glens

One of its best-known forms and especially notable for its battle prowess, Nyarlathotep frequently appears as the Howler if he expects combat. Instead of a head, the Howler has a long tentacle stretching toward the heavens, shaded blood-red as it tapers. He also has claws, three or more legs, and a gaping, almost sexual maw in the middle of his chest from which light emits. Inside this opening can be seen the swirling faces and souls of those the Howler has devoured. He drips a magical sap from his chest-cavity, which his worshipers seek to harvest.

THE MILLION FAVORED ONES

One of the destinies of favored worshipers is to become mindless wraiths in Nyarlathotep's service. In any combat

Charm. The Hunter uses its Charm.

Cast a Spell (Costs 2 Actions). The Hunter casts a spell from the list of spells it can cast innately other than *dream*, *gate*, or *wish*, expending a use as normal.

Dive Through (Costs 2 Actions). The Hunter can move up to half its flying speed. If it enters a creature's space, it ends its movement after leaving that creature's space.

Invisibility. The Hunter uses its Invisibility.

involving the Howler, he can spew forth the million favored ones from his chest cavity. These wraiths take the form of a great wind full of shrieking, damned souls. Their howls and icy touch act to decrease a party's combat or magical effectiveness. While in theory individual favored ones can be destroyed by magic weapons, the swarm consists of literally a million of them, so this is a woefully inefficient tactic at best.



What You See



A three-legged monster howls at you from the gloom. Where its head should be, the top of its body ends in a single tapering tentacle, which quivers and waves at the sky. It digests a churning mass of wraith-like souls in its transparent gut, and a glowing mouth-like organ shines from the center of its body. It waves two clawed hands in arcane patterns.





THE HOWLER

Huge aberration (proxy), chaotic evil

Armor Class 17 (natural armor)

Hit Points 337 (25d12 + 175)

Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	21 (+5)	25 (+7)	22 (+6)	20 (+5)	23 (+6)

Saving Throws Str +17, Con +15, Wis +13, Cha +14

Skills Arcana +14, History +22, Insight +21, Intimidation +14, Perception +13, Religion +22, Yog-Sothothery +13

Damage Resistances acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., truesight 120 ft., passive Perception 23

Languages Aklo, Common; telepathy 300 ft.

Challenge 25 (75,000 XP)

Freedom of Movement. The Howler ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Influence. The Howler emanates Nyarlathotep's influence.

Innate Spellcasting. The Howler's spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *black tentacles*, *dispel magic* (5th-level version), *dimension door*, *dream*, *phantasmal killer* (8th-level version)

3/day each: *dominate monster* (celestial, elemental, or fiend only), *feblemind*, *semblance of the key and the gate* (see page 112), *suggestion* (can target creatures through *dream*), *wish* (replicate spells only)

1/day each: *gate* (conjures 1 hunting horror or 1 flying polyp with 2 bodies), *symbol*

Legendary Resistance (3/day). If the Howler fails on a saving throw, it can choose to succeed instead.

Unbreathing. The Howler doesn't need to breathe.

ACTIONS

Multiattack. The Howler can make four attacks: one with its bite, two with its claws, and one to constrict with its tentacle head.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage plus 10 (4d4) necrotic damage. If the target is a creature, the Howler regains hit points equal to the necrotic damage the target takes.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 22 (2d12 + 9) slashing damage plus 10 (4d4) necrotic damage. If the target is a creature, the Howler regains hit points equal to the necrotic damage the target takes.

Constrict. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 30 (6d6 + 9) bludgeoning damage plus 10 (4d4) necrotic damage. If the target is a creature, the Howler regains hit points equal to the necrotic damage the target takes and the target is grappled (escape DC 19) if the target is Large or smaller and the Howler isn't already constricting a creature. Until the grapple ends, the target is restrained.

Howl (Recharge 5–6). The Howler raises its tentacle to the sky and emits a supernatural howl. This blasts the minds and souls of all hearing creatures within 90 feet except those the Howler chooses to exempt: each must make a DC 22 Constitution saving throw. The creatures take 27 (6d8) necrotic damage, 22 (4d10) psychic damage, and 21 (6d6) thunder damage on a failed save, or half as much damage on a success. Each creature's hit point maximum is reduced by the amount of necrotic damage it took until it receives a *greater restoration* spell or similar magic. Creatures in the area that the Howler excluded gain a flying speed of 60 feet that lasts for as long as the Howler concentrates (as if concentrating on a spell).

LEGENDARY ACTIONS

The Howler can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Howler regains spent legendary actions at the start of its turn.

Cast a Spell (Costs 2 Actions). The Howler casts a spell from the list of spells it can cast innately other than *dream*, *gate*, or *wish*, expending a use as normal.

Claw. The Howler makes a claw attack.

Million Favored Ones (Costs 2 Actions). A cloud of shrieking souls erupts from the Howler's chest cavity. Once released, they surround the Howler to a distance of 60 feet. Each creature in the area must succeed on a DC 22 Wisdom saving throw or take 5 (1d10) psychic damage and become magically frightened until the start of the Howler's next turn, and also must succeed on a DC 22 Dexterity saving throw or take 13 (3d8) necrotic damage and become unable to regain hit points until the start of the Howler's next turn.

THE SHADOW PHARAOH

Aspect of great works and treachery

Favored Weapon quarterstaff

Symbol a sphinx

Temple grand monuments, especially those subverted from other uses

This is a sphinx-like entity of great size and power, whose face is either a gateway displaying other galaxies and stars or a hideous skull-like semblance. It is not entirely like a sphinx and might have stingers, tentacles, and other aspects making it weird and otherwise outre. The Shadow Pharaoh does not have the full power of the god incarnate but is nonetheless a fearsome force.

The Shadow Pharaoh's face is completely blank, but when looked into, it appears to have the whole of space inside it, as though it contains the entire universe. People can fall into this visage mentally and never recover, or they can pass through it physically to other places.

AWAKENING THE SHADOW PHARAOH

To awaken the Shadow Pharaoh, a carved statue of fine marble must be constructed in its semblance. Appropriate sacrifices must be made, blood smeared over the statue, and finally the appropriate invocation spoken, at which point the statue becomes alive (it is no longer stone) and the Shadow Pharaoh walks once more among mortals.

When the Shadow Pharaoh is killed, it returns to its stone form, and typically falls apart into stone chunks, which have no lingering magical power or effect. It can be re-awakened only when a cult or magician carves a new statue and performs the awakening rites anew.

What You See



This towering, slate-gray male sphinx has a blank space where its face should be. Galaxies and stars flicker across the blank visage in elaborate patterns, briefly suggesting a skull's grimace.

THE SHADOW PHARAOH

Huge aberration (proxy), chaotic evil

Armor Class 16 (natural armor)

Hit Points 287 (23d12 + 138)

Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	19 (+4)	22 (+6)	22 (+6)	20 (+5)	23 (+6)

Saving Throws Con +13, Int +13, Wis +12, Cha +13

Skills Arcana +13, History +20, Insight +19, Intimidation +13, Perception +12, Religion +20, Yog-Sothothery +12

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, petrified, stunned

Senses truesight 120 ft., passive Perception 22

Languages all; telepathy 300 ft.

Challenge 23 (50,000 XP)

Ensnaring Visage. When a creature that can see the Shadow Pharaoh's face starts its turn within 30 feet of the Shadow Pharaoh, the creature must succeed on a DC 21 Wisdom saving throw or be stunned and magically frightened for 1 hour. Both effects end if the creature suffers damage. The stunned creature may repeat the saving throw at the end of its next turn, ending the stunned condition on a success. As a bonus action, the Shadow Pharaoh can suppress or

resume this trait, which does not free creatures already affected.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the Shadow Pharaoh until the start of its next turn, when it can avert its eyes again. If the creature looks at the Shadow Pharaoh in the meantime, it must immediately make the save. A creature that succeeds on its saving throw is immune to the Shadow Pharaoh's Ensnaring Visage for 24 hours.

Faceless. The Shadow Pharaoh doesn't need to breathe and is immune to gaze attacks as well as inhaled attacks or hazards.

Influence. The Shadow Pharaoh emanates Nyarlathotep's influence.

Innate Spellcasting. The Shadow Pharaoh's spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *black tentacles*, *dispel magic* (5th-level version), *dimension door*, *dream*, *phantasmal killer* (7th-level version)

3/day each: *dominate monster* (celestial, elemental, or fiend only), *feeblemind*, *semblance of the key and the gate* (uses its visage as the aperture; see page 112), *suggestion* (can target creatures through *dream*), *wish* (replicate spells only)

1/day each: *gate* (conjures 1 hunting horror or 1 flying polyp with 2 bodies), *symbol*

Legendary Resistance (3/day). If the Shadow Pharaoh fails on a saving throw, it can choose to succeed instead.

See Magic. The Shadow Pharaoh automatically notices and understands all spells and magic items within the radius of its truesight.

OTHER FORMS

Other forms are described briefly below.

THE BLACK MAN

This is an unnaturally cinder-black human form—not simply dark of skin, but entirely black. In this form, Nyarlathotep presides over the witches' sabbath and oversees covens of worshipers.

HUMANOID

Nyarlathotep frequently takes on an unremarkable humanoid form, in which he generally resembles a member of a nearby humanoid population. This is used to conceal his identity and communicate his concepts more readily to mortals of a similar form.



THE SHADOW PHARAOH (CONTINUED)

Twist Magic. As a bonus action immediately after its Hinder Magic causes a spell to end or an item to become unreliable, the Shadow Pharaoh can twist the magic. The Shadow Pharaoh ends the spell or item's effect and replaces it with any spell of 6th level or lower, preferring spells with similar themes at the GM's discretion. The new effect is under the Shadow Pharaoh's control but uses the original spell or item's range. The twisting ends when the Shadow Pharaoh can no longer see the spell or item. For example, it might replace a *stoneskin* spell with a *flesh to stone* spell, replace a *heroism* spell with a *dominate person* spell, or replace the deflecting energy of a *ring of protection* with a *resilient sphere* spell that traps the wearer. The twisted magic effect uses the Shadow Pharaoh's spellcasting ability of Intelligence (spell save DC 21, +13 to hit with spell attacks) instead of the original item's or caster's statistics.

ACTIONS

Multiattack. The Shadow Pharaoh uses its Hinder Magic. It can then make two claw attacks.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until removed by a *greater restoration* spell or other magic. The target dies if this effect reduces its hit point maximum to 0.

Hinder Magic. All magic items of the Shadow Pharaoh's choice within 30 feet that it can see become unreliable for 1 minute. A creature touching or carrying a magic item can prevent it from becoming unreliable with a successful DC 21

Wisdom saving throw. If the item takes an action to use, roll a d4 whenever it is used. On a 1 or 2, the item has no effect and any use is not expended. If the item has a constant effect or has an effect whenever it is used, its magic stops working for 1 round whenever the item's magic is used or has an effect. Thus, if on the Shadow Pharaoh's turn, it attacked a creature wearing unreliable +3 *armor*, the armor would not grant its +3 bonus again until the start of the Shadow Pharaoh's next turn.

In addition, each creature of the Shadow Pharaoh's choice that it can see must succeed on a DC 21 Constitution saving throw or lose concentration on any spell. If the creature isn't concentrating on a spell but has a spell upon it or has a spell that it cast in effect, it must succeed on a DC 21 Wisdom saving throw or the Shadow Pharaoh chooses one of those spells and it ends. If the creature has no spells cast or upon it, it need not make either saving throw.

LEGENDARY ACTIONS

The Shadow Pharaoh can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Shadow Pharaoh regains spent legendary actions at the start of its turn.

Cast a Spell (Costs 2 Actions). The Shadow Pharaoh casts a spell from the list of spells it can cast innately at will.

Claw. The Shadow Pharaoh makes a claw attack.

Voice of Command (Costs 1 or 2 Actions). The Shadow Pharaoh casts either *command* (costs 1 action) or *hold monster* (costs 2 actions) without expending a spell slot and requiring no components. Its spellcasting ability is Intelligence (save DC 21). Celestials, elementals, and fiends have disadvantage on this saving throw. It can't target the same creature again until it regains legendary actions.

NYOGTHA

Great Old One of caverns, death, and oblivion; chaotic evil

Primary Source Henry Kuttner, "The Salem Horror"

Favored Weapon club

Symbol inkstain with spiraling pattern radiating outward

Temple deep basements, caverns, lightless places

Worshippers blind or self-destructive maniacs, cave-dwelling monsters

Servitors oozes

Nyogtha is called the "Absence of Light" and the "Thing That Should Not Be." While it takes a definite if malleable shape, it is a negativity—a sort of hole in creation. It is covered with blind mouths and sharp teeth, though its utterly black outline seems blurry to mortal eyes.

Nyogtha inhabits the depths of a planet, though it has little fear of the surface. Light merely dazzles it, for Nyogtha absorbs any light directed at it. Worshipers of Nyogtha make their shrines at entrances to the underworld or build vast subterranean complexes for their god to roam.

NYOGTHA IN COMBAT

Nyogtha can exist in multiple places at the same time. Thus, while Nyogtha assaults enemies deep within its lair, it can also block the entrance to prevent them from escaping while attacking a nearby town all at once. If one of its avatars is killed (not an insuperable task), there are many more—indeed, Nyogtha can replicate itself infinitely.

What You See



A shifting, squirming mass manifests, darker than darkness—a complete negation of light. It forms itself into many pseudopods, all of which end in mouths filled with gnashing fangs.

NYOGTHA

Elder influence, stage 1

Area 500-ft.-radius circle

Unnamable Doom DC 19

Nucleus proxy (Nyogtha body)

Challenge 20 (25,000 XP)

Proxy. Nyogtha's influence is centered on one Nyogtha body. It can't teleport beyond the influence's edge.

EFFECTS

Manifest Body (1/Day). At the end of each round, if Nyogtha's body disintegrated a creature with Oblivion that round, it manifests another body at any location within the area.

Oblivion (Recharge 6). When Nyogtha scores a critical hit on a target or damages a swallowed creature, it exposes its target to the utter impossibility of the Thing That Should Not Be. If the target is a Large or smaller unattended, nonmagical object or creation of magical force, it is disintegrated: reduced to a pile of fine gray ash. If the target is a Huge or larger object or creation of force, the nearest 10-foot-cubic portion is disintegrated. If the target is a creature, it must make a DC 19 Charisma saving throw, taking 75 (20d6 + 40) force damage on a failed save, or half as much damage on a success. If the creature is reduced to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying (except for magic items) are disintegrated. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

ESCALATION

When Nyogtha manifests a second body, the body that triggered its formation with Oblivion regains 100 hit points and its influence escalates to stage 2.

DEFEAT

At influence stage 1, reducing Nyogtha's body to 0 hit points ends its influence.

NYOGTHA

Elder influence, stage 2

Area 1-mi.-radius circle

Unnamable Doom DC 20

Nucleus proxy (Nyogtha body)

Challenge 22 (41,000 XP)

Multi-Dimensional Mind. Because they share a mind, multiple Nyogtha bodies can be affected by a single mind-influencing spell or effect. Whenever a spell of the enchantment school or a spell or effect that deals psychic damage targets one of Nyogtha's bodies, it affects all of Nyogtha's other bodies. A single spell or effect can't affect a given Nyogtha body more than once this way. Nyogtha makes a single saving throw for all its bodies against such a spell or effect, treating a roll of 9 or less on the die as a 10.

Redundant Proxies. Nyogtha's influence is centered on one Nyogtha body. If that body is reduced to 0 hit points, it dissolves and the closest remaining Nyogtha body becomes its proxy. None of its bodies can move, be moved, or teleport beyond the influence's edge.

Shared Actions. Although Nyogtha has multiple bodies, they act as one creature in the initiative order and it must divide its actions between them. Thus, if one body takes a bonus action, the others can't take bonus actions that round. If one takes a reaction, the others can't until Nyogtha's next turn.

EFFECTS

Manifest Body (1/Day). At the end of each round, if Nyogtha's body disintegrated a creature with Oblivion that round, it manifests another body at any location within the area.



Oblivion (Recharge 5–6). When Nyogtha scores a critical hit on a target or damages a swallowed creature, it exposes its target to the utter impossibility of the Thing That Should Not Be. If the target is a Large or smaller unattended, nonmagical object or creation of magical force, it is disintegrated: reduced to a pile of fine gray ash. If the target is a Huge or larger object or creation of force, the nearest 10-foot-cubic portion is disintegrated. If the target is a creature, it must make a DC 20 Charisma saving throw, taking 75 (20d6 + 40) force damage on a failed save, or half as much damage on a success. If the creature is reduced to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying (except magic items) are disintegrated. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

ESCALATION

When Nyogtha has three bodies, its bodies collectively regain 150 hit points divided as Nyogtha chooses and its influence escalates to stage 3.

DEFEAT

Destroying all but one of Nyogtha's bodies deescalates the influence to stage 1.

NYOGTHA

Elder influence, stage 3

Area 10-mi.-radius circle

Unnamable Doom DC 21

Nucleus proxy (Nyogtha body)

Challenge 25 (75,000 XP)

Multi-Dimensional Mind. Because they share a mind, multiple Nyogtha bodies can be affected by a single mind-influencing spell or effect. Whenever a spell of the enchantment school or a spell or effect that deals psychic damage targets one of Nyogtha's bodies, it affects all of Nyogtha's other bodies. A single spell or effect can't affect a given Nyogtha body more than once this way. Nyogtha makes a single saving throw for all its bodies against such a spell or effect, treating a roll of 9 or less on the die as a 10.

Redundant Proxies. Nyogtha's influence is centered on one Nyogtha body. If that body is reduced to 0 hit points, it dissolves and the closest remaining Nyogtha body becomes its proxy. None of its bodies can move, be moved, or teleport beyond the influence's edge.

Shared Actions. Although Nyogtha has multiple bodies, they act as one creature in the initiative order and it must divide its actions between them. Thus, if one body takes a bonus action, the others can't take bonus actions that round. If one takes the Multiattack action, two bodies could each attack twice or one could attack four times, but never more than four total attacks in that action across all bodies.

EFFECTS

Manifest Body (1/Day). At the end of each round, if Nyogtha's

body disintegrated a creature with Oblivion that round, it manifests another body at any location within the area.

Oblivion (Recharge 4–6). When Nyogtha scores a critical hit on a target or damages a swallowed creature, it exposes its target to the utter impossibility of the Thing That Should Not Be. If the target is a Large or smaller unattended, nonmagical object or creation of magical force, it is disintegrated: reduced to a pile of fine gray ash. If the target is a Huge or larger object or creation of force, the nearest 10-foot-cubic portion is disintegrated. If the target is a creature, it must make a DC 21 Charisma saving throw, taking 75 (20d6 + 40) force damage on a failed save, or half as much damage on a success. If the creature is reduced to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying (except magic items) are disintegrated. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

ESCALATION

When Nyogtha has four bodies, its bodies collectively regain 200 hit points divided as Nyogtha chooses and its influence escalates to stage 4.

DEFEAT

Destroying all but one of Nyogtha's bodies deescalates the influence to stage 1.

NYOGTHA

Elder influence, stage 4

Area 100-mi.-radius circle

Unnamable Doom DC 22

Nucleus proxy (Nyogtha body)

Challenge 27 (105,000 XP)

Multi-Dimensional Mind. Because they share a mind, multiple Nyogtha bodies can be affected by a single mind-influencing spell or effect. Whenever a spell of the enchantment school or a spell or effect that deals psychic damage targets one of Nyogtha's bodies, it affects all of Nyogtha's other bodies. A single spell or effect can't affect a given Nyogtha body more than once this way. Nyogtha makes a single saving throw for all its bodies against such a spell or effect, treating a roll of 9 or less on the die as a 10.

Redundant Proxies. Nyogtha's influence is centered on one Nyogtha body. If that body is reduced to 0 hit points, it dissolves and the closest remaining Nyogtha body becomes its proxy. None of its bodies can move, be moved, or teleport beyond the influence's edge.

Shared Actions. Although Nyogtha has multiple bodies, they act as one creature in the initiative order and it must divide its actions between them. Thus, if one body takes a bonus action, the others can't take bonus actions that round. If one takes the Multiattack action, two bodies could each attack twice or one could attack four times, but never more than four total attacks in that action across all bodies.

EFFECTS

Oblivion (Recharge 3–6). When Nyogtha scores a critical hit on a target or damages a swallowed creature, it exposes its target to the utter impossibility of the Thing That Should Not Be. If the target is a Large or smaller unattended, nonmagical object or creation of magical force, it is disintegrated: reduced to a pile of fine gray ash. If the target is a Huge or larger object or creation of force, the nearest 10-foot-cubic portion is disintegrated. If the target is a creature, it must make a DC 22 Charisma saving throw, taking 75 (20d6 + 40) force

damage on a failed save, or half as much damage on a success. If the creature is reduced to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying (except magic items) are disintegrated. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

DEFEAT

Destroying all but one of Nyogtha's bodies deescalates the influence to stage 1.

NYOGTHA BODY

Huge ooze, chaotic evil

Armor Class 17

Hit Points 250 (20d12 + 120)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	24 (+7)	23 (+6)	19 (+4)	22 (+6)	20 (+5)

Saving Throws Dex +13, Con +12, Cha +12

Skills Arcana +10, Perception +12, Yog-Sothothery +12

Damage Vulnerabilities radiant

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, force, necrotic

Condition Immunities charmed, frightened, paralyzed, petrified, prone

Senses darkvision 120 ft., tremorsense 360 ft., passive Perception 22

Languages Aklo, telepathy 120 ft.

Challenge 20 (25,000 XP)

Darker than Darkness. Light doesn't reflect properly off Nyogtha's body, making it difficult to target it by sight. Any creature that relies on normal sight or darkvision to observe Nyogtha's body has disadvantage on attack rolls to hit it and on Wisdom (Perception) checks to see it when it is hiding.

Dissolution. When Nyogtha's body is reduced to 0 hit points, it dissolves and leaves behind any swallowed creatures.

Innate Spellcasting. Nyogtha's spellcasting ability is Charisma (spell save DC 19). Each body can innately cast the following spells, requiring no material components:

At will: *black tentacles*, *blindness/deafness* (5th-level), *darkness*, *dispel magic* (5th-level), *dream*

3/day each: *disintegrate*, *suggestion* (can target creatures through *dream*)

1/day each: *feeblemind*, *symbol*

Magic Resistance. Nyogtha has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. Nyogtha has disadvantage on attack rolls and Wisdom (Perception) checks in sunlight.

Unbreathing. Nyogtha's body doesn't need to breathe.

Void Sight. Magical darkness doesn't impede Nyogtha's darkvision.

ACTIONS

Multiattack. Nyogtha makes three bite attacks in any combination with one or more of its current bodies. It can replace up to one bite attack with its Gulp.

Bite. *Melee Weapon Attack:* +13 to hit, reach 90 ft., one target. *Hit:* 14 (3d4 + 7) piercing damage and 7 (2d6) force damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until the grapple ends, the creature is restrained and Nyogtha can't use that mouth to bite another creature. It has four mouths.

Gulp. Nyogtha's body makes a bite attack against a creature that body is grappling. If it hits, it deals damage and the target must make a DC 20 Strength or Dexterity saving throw (target's choice). On a failed save, the grapple ends, and the creature is swallowed by the body. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the body, and it takes 21 (6d6) force damage at the start of each of Nyogtha's turns.

If the body takes 30 damage or more on a single turn from a creature inside it, the body must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the body. If the body dies, a swallowed creature is no longer restrained by it.

LEGENDARY ACTIONS

Nyogtha can take 3 legendary actions total for all its bodies, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nyogtha regains spent legendary actions at the start of its turn.

Bite. One body makes a bite attack.

Cast a Spell (Costs 3 Actions). Nyogtha casts a spell other than *symbol*, expending one of that body's uses of the spell as normal.

Frenzy (Costs 2 Actions). Each body moves up to half its speed and makes a bite attack.



QUACHIL UTtaus

Great Old One of death, destruction, and immortality; neutral evil

Primary Source Clark Ashton Smith, "Treader of the Dust"

Favored Weapon dagger

Symbol handful of dirt

Temple abandoned buildings

Worshippers seekers of immortality

Servitors none

Also called the "Treader of the Dust," Quachil Uttaus has great power but lacks a cult and seemingly has no purpose other than oblivion. Many sources claim it is naught but a violent demon, however powerful.

It is difficult to learn more of Quachil Uttaus directly, due in large part to the extremely destructive effects of its presence. Quachil Uttaus can readily be summoned by a simple uttered formula, but if the summoner has even the slightest desire for death or annihilation, Quachil Uttaus will appear and bring about the speaker's awful demise. Worse, the entity's presence brings about a terrible haunting, and the area near its initial summoning starts deteriorating unnaturally. Piles of dust appear, dry rot spreads and mildew grows, metal corrodes and paper turns yellow and brittle. Living beings in the area lose interest in life and age unnaturally fast. This process only ends when Quachil Uttaus has been summoned elsewhere, to begin its haunting anew. This leaves behind an area of ancient ruins, blackened and dried forests, and blasted heaths.

Since Quachil Uttaus is so obscure, it is common for those in a building, ship, town, or region affected by its malignant influence to be unaware of what is causing the damage. Until the Great Old One's influence subsides, attempts to repair the damage can achieve no lasting effect, as mortal efforts cannot match the power of Quachil Uttaus's aura of vile desecration.

DESECRATION OF FLESH

Though the effects of the entity's presence often seem to mimic aging, this doom is, in fact, direct physical erosion of the body. Quachil Uttaus's dread reality fades, weakens, and enervates all around it. For example, an elf may have a lifespan of many centuries, but the elf's hair will become thin and pale, skin wrinkled, and teeth decayed, just as quickly as those of a human subjected to Quachil Uttaus's influence. Worse, the entity's presence and active haunting means that those within the area start losing their moral and emotional resilience. They become apathetic, listless, and eventually almost comatose. Even before the Great Old One itself appears, often they cannot bring themselves to do more than sit, paralyzed with horror, as their fate approaches. This is as deadly a weapon as any that the entity wields.

Eventually, perhaps after days or weeks (or maybe only

hours, in extreme cases), Quachil Uttaus may appear personally and offer a swift demise to any living entities that linger in the area influenced by its evil. This will eventually come to pass if any person in the affected area has the slightest desire for oblivion. Perhaps ironically, long-lived beings more commonly attract Quachil Uttaus, because the tedium and repetitive nature of prolonged life inspires a subconscious spark of existential ennui. The nihilistic energies of intelligent undead are particularly vulnerable to whatever attractions Quachil Uttaus offers.

QUACHIL UTtaus IN COMBAT

Anyone touched by Quachil Uttaus experiences a vastly increased rate of decay and typically crumbles to dust in a matter of seconds, especially if the victim has been living in an area under its influence. Newcomers may have a better chance to take direct action, if they have not been there for long.

It is difficult to injure Quachil Uttaus, because any weapon or spell brought to bear ultimately withers and expires when it nears the Great Old One.

Quachil Uttaus does not distinguish between its summoner and others present. It brings destruction and devastation to all, even to those who hate and fear death and annihilation with their whole souls.

What You See



This terror takes the form of a withered and mummified human fetus. Its bones are ankylosed together, and its arms stretch rigidly forward. It appears in a pillar of moonlight and descends slowly toward its target, seemingly unable to move its limbs, eternally fixed in its tormented pose.

QUACHIL UTtaus

Elder influence, stage 1

Area 100-ft.-radius circle

Unnamable Doom DC 18

Nucleus 2-1/2-ft. square

Armor Class 18

Hit Points 154 (28d4 + 84)

Speed 0 ft.

Saving Throws +9

Damage Resistances acid, bludgeoning, cold, fire, lightning, piercing, psychic, slashing, thunder

Damage Immunities necrotic, poison

Challenge 17 (18,000 XP)

Hidden Nucleus (DC 18). When Quachil Uttaus's influence settles over a region, its Tiny nucleus does not manifest at the center of that area. Instead, it manifests at some point



chosen by Quachil Uttaus (typically in a well-hidden area). Even then, the nucleus remains obscured from sight, as if by *greater invisibility* (save DC 18). Once removed, this invisibility does not return. Quachil Uttaus cannot move its nucleus, but if a short magical incantation is performed, Quachil Uttaus's nucleus immediately relocates to the location where that ritual was spoken and descends in a shaft of gray moonlight to target the creature who spoke the ritual with its Touch of Dust. Summoning Quachil Uttaus in this way requires a successful DC 10 Intelligence (Arcana) check as an action to correctly repeat the ritual; success summons the nucleus and allows it to be attacked directly. Note that while this incantation is simple to recite once learned, the precise words that must be spoken are well hidden and have a strange way of changing each time Quachil Uttaus is summoned. The effort required to learn the incantation should consist of a significant adventure in and of itself, pitting the PCs in a race against time as Quachil Uttaus's influence continues to slowly degrade the region it is hidden within.

Reactive Ruination (DC 18, 1/Turn). Whenever a creature uses a weapon to damage Quachil Uttaus's nucleus, the creature must make a successful DC 18 Dexterity saving throw or the weapon rusts or withers as if years had passed. After dealing damage, the weapon takes a permanent and cumulative -2 penalty to damage rolls on a failed saving throw. If its penalty drops to -6, the weapon is destroyed, crumbling to fragments as if centuries had passed. Casting a *mending* spell on the weapon removes this penalty.

EFFECTS

Apathy (DC 18). Upon first exposure to Quachil Uttaus's influence, a creature must make a DC 18 Wisdom saving throw. A construct automatically succeeds on this saving throw. For a creature other than a construct or an undead, this is an enchantment effect. On a failed saving throw, such a creature cannot leave the area of influence of its own free will, but it does not resist being led out of the area by others. For an undead creature, this is a curse. On a failed saving throw, the undead becomes spiritually anchored to the area, and cannot voluntarily travel outside of the area of influence. A creature must make a new saving throw to resist this apathy every time it re-enters the area of influence, and at each dawn while it remains within the area of influence. If a creature fails this saving throw when it is within 30 feet of the influence's nucleus, it is incapacitated and can't move. In such a case, Quachil Uttaus's touch of dust will soon render unto it a dreadful fate.

Deterioration (DC 18). At sunset each day, each non-construct creature that has been within the area of influence since the last sunset feels its body, mind, or soul wither away as if from long years of deprivation unless it succeeds on a DC 18 Constitution saving throw. On a failure, that creature's hit point maximum is reduced by 5 (1d10). A creature whose hit points maximum is reduced to 0 this way dies or is destroyed. For each creature, the hit point maximum reduction lasts until it completes a long rest entirely outside the area of influence.

Touch of Dust (Stage 1). This effect happens at the start of

any round if there is a creature within 30 feet of Quachil Uttaus's nucleus or the nucleus was damaged by a creature within the influence during the previous round. It also happens immediately when a creature summons Quachil Uttaus's Hidden Nucleus, in which case it targets the summoner. Otherwise, Quachil Uttaus's nucleus flies to touch a target before returning immediately to its starting location. The target it approaches to touch is randomly selected among those that triggered the Touch of Dust (whether by proximity or attacks).

This attack automatically hits the target. Unless the target is a construct or undead, the target must make a DC 18 Constitution saving throw, gaining 1d4 levels of exhaustion and taking 14d10 (77) necrotic damage on a failed save, or gaining half as many levels of exhaustion and taking half as much damage on a success. Regardless of the result of the saving throw, the target's maximum hit points are reduced by the damage taken until the target finishes a long rest. The target dies if this reduces its hit point maximum to 0. A creature that dies from this effect crumbles to dust and can only be revived via divine intervention, *true resurrection*, or *wish*. If the target is a construct or undead, it must make a DC 18 Charisma saving throw; its Charisma score is reduced by 2d6 on a failed save, or by half as much on a success. A creature whose Charisma score is reduced to 0 is destroyed, falling inert as a corpse or object.

At Quachil Uttaus's option, its touch can instead grant the target immunity to aging, but the circumstances in which the Great Old One deigns to make this choice are impossible for mortals to predict (and are thus subject to the GM's discretion).

ESCALATION

The influence automatically escalates to stage 2 after 2d6 weeks.

DEFEAT

Destroying the nucleus ends Quachil Uttaus's influence.

QUACHIL UTTAUS

Elder influence, stage 2

Area 1,000-ft.-radius circle

Unnamable Doom DC 19

Nucleus 2-1/2-ft. square

Armor Class 19

Hit Points 195 (30d4 + 120)

Speed 0 ft.


Saving Throws +10

Damage Resistances acid, bludgeoning, cold, fire, lightning, piercing, psychic, slashing, thunder

Damage Immunities necrotic, poison

Challenge 20 (25,000 XP)

Hidden Nucleus (DC 19). Quachil Uttaus's influence is not centered on its Tiny nucleus, which is typically in a well-



hidden area. The nucleus is invisible as if by *greater invisibility* (save DC 19). Once removed, this invisibility does not return. Quachil Uttaus cannot move its nucleus, but if a short magical incantation is performed (requiring a successful DC 10 Intelligence [Arcana] check as an action to correctly repeat the words), Quachil Uttaus's nucleus immediately relocates to the location where that ritual was spoken and descends in a shaft of gray moonlight to target the creature who spoke the ritual with its Touch of Dust.

Reactive Ruination (DC 19, 1/Turn). Whenever a creature uses a weapon to damage Quachil Uttaus's nucleus, the creature must make a successful DC 19 Dexterity saving throw or the weapon rusts or withers as if years had passed. After dealing damage, the weapon takes a permanent and cumulative -2 penalty to damage rolls on a failed saving throw. If its penalty drops to -6, the weapon is destroyed, crumbling to fragments as if centuries had passed. Casting a *mending* spell on the weapon removes this penalty.

EFFECTS

Apathy (DC 19). Upon first exposure to Quachil Uttaus's influence, a creature must make a DC 19 Wisdom saving throw. A construct automatically succeeds on this saving throw. For a creature other than a construct or an undead, this is an enchantment effect. On a failed saving throw, such a creature cannot leave the area of influence of its own free will, but it does not resist being led out of the area by others. For an undead creature, this is a curse. On a failed saving throw, the undead becomes spiritually anchored to the area, and cannot voluntarily travel outside of the area of influence. A creature must make a new saving throw to resist this apathy every time it re-enters the area of influence, and at each dawn while it remains within the area of influence. If a creature fails this saving throw when it is within 30 feet of the influence's nucleus, it is incapacitated and can't move.

Deterioration (DC 19). At sunset each day, each non-construct creature that has been within the area of influence since the last sunset feels its body, mind, or soul wither away as if from long years of deprivation unless it succeeds on a DC 19 Constitution saving throw. On a failure, that creature's hit point maximum is reduced by 5 (1d10). A creature whose hit points maximum is reduced to 0 this way dies or is destroyed. For each creature, the hit point maximum reduction lasts until it completes a long rest entirely outside the area of influence.

Touch of Dust (Stage 2). This effect happens at the start of any round if there is a creature within 30 feet of Quachil Uttaus's nucleus or the nucleus was damaged by a creature within the influence during the previous round. It also happens immediately when a creature summons Quachil Uttaus's Hidden Nucleus, in which case it targets the summoner. Otherwise, Quachil Uttaus's nucleus flies to touch a target before returning immediately to its starting location. The target it approaches to touch is randomly selected among those that triggered the Touch of Dust (whether by proximity or attacks).

This attack automatically hits the target. Unless the target is a construct or undead, the target must make a DC 19 Constitution saving throw, gaining 1d4 levels of exhaustion

and taking 99 (18d10) necrotic damage on a failed save, or gaining half as many levels of exhaustion and taking half as much damage on a success. Regardless of the result of the saving throw, the target's maximum hit points are reduced by the damage taken until the target finishes a long rest. The target dies if this reduces its hit point maximum to 0. A creature that dies from this effect crumbles to dust and can only be revived via divine intervention, *true resurrection*, or *wish*. If the target is a construct or undead, it must make a DC 19 Charisma saving throw; its Charisma score reduced by 2d8 on a failed save, or by half as much on a success. A creature whose Charisma score is reduced to 0 is destroyed, falling inert as a corpse or object.

At Quachil Uttaus's option, its touch can instead grant the target immunity to aging, but the circumstances in which the Great Old One deigns to make this choice are impossible for mortals to predict (and are thus subject to the GM's discretion).

ESCALATION

The influence automatically escalates to stage 3 after spending 1d6 months at stage 2.

DEFEAT

Destroying the nucleus ends Quachil Uttaus's influence.

QUACHIL UTTAUS

Elder influence, stage 3

Area 1-mi.-radius circle

Unnamable Doom DC 20

Nucleus 2-1/2-ft. square

Armor Class 20

Hit Points 273 (42d4 + 168)

Speed 0 ft.

Saving Throws +11

Damage Resistances acid, bludgeoning, cold, fire, lightning, piercing, psychic, slashing, thunder

Damage Immunities necrotic, poison

Challenge 23 (50,000 XP)

Hidden Nucleus (DC 20). Quachil Uttaus's influence is not centered on its Tiny nucleus, which is typically in a well-hidden area. The nucleus is invisible as if by *greater invisibility* (save DC 20). Once removed, this invisibility does not return. Quachil Uttaus cannot move its nucleus, but if a short magical incantation is performed (requiring a successful DC 10 Arcana check as an action to correctly repeat the words), Quachil Uttaus's nucleus immediately relocates to the location where that ritual was spoken and descends in a shaft of gray moonlight to target the creature who spoke the ritual with its Touch of Dust.

Reactive Ruination (DC 20, 1/Turn). Whenever a creature uses a weapon to damage Quachil Uttaus's nucleus, the creature must make a successful DC 20 Dexterity saving throw or the



weapon rusts or withers as if years had passed. After dealing damage, the weapon takes a permanent and cumulative -2 penalty to damage rolls on a failed saving throw. If its penalty drops to -6, the weapon is destroyed, crumbling to fragments as if centuries had passed. Casting a *mending* spell on the weapon removes this penalty.

EFFECTS

Apathy (DC 20). Upon first exposure to Quachil Uttaus's influence, a creature must make a DC 20 Wisdom saving throw. A construct automatically succeeds on this saving throw. For a creature other than a construct or an undead, this is an enchantment effect. On a failed saving throw, such a creature cannot voluntarily leave the area of influence of its own will, but it does not resist being led out of the area by others. For an undead creature, this is a curse. On a failed saving throw, the undead becomes spiritually anchored to

the area, and cannot voluntarily travel outside of the area of influence. A creature must make a new saving throw to resist this apathy every time it re-enters the area of influence, and at each dawn while it remains within the area of influence. If a creature fails this saving throw when it is within 30 feet of the influence's nucleus, it is incapacitated and can't move.

Deterioration (DC 20). At sunset each day, each non-construct creature that has been within the area of influence since the last sunset feels its body, mind, or soul wither away as if from long years of deprivation unless it succeeds on a DC 20 Constitution saving throw. On a failure, that creature's hit point maximum is reduced by 5 (1d10). A creature whose hit points maximum is reduced to 0 this way dies or is destroyed. For each creature, the hit point maximum reduction lasts until it completes a long rest entirely outside the area of influence.





Touch of Dust (Stage 3). This effect happens at the start of any round if there is a creature within 30 feet of Quachil Uttaus's nucleus or the nucleus was damaged by a creature within the influence during the previous round. It also happens immediately when a creature summons Quachil Uttaus's Hidden Nucleus, in which case it targets the summoner. Otherwise, Quachil Uttaus's nucleus flies to touch a target before returning immediately to its starting location. The target it approaches to touch is randomly selected among those that triggered the Touch of Dust (whether by proximity or attacks).

This attack automatically hits the target. Unless the target is a construct or undead, the target must make a DC 19 Constitution saving throw, gaining 1d4 levels of exhaustion and taking 138 (25d10) necrotic damage on a failed save, or gaining half as many levels of exhaustion and taking half as much damage on a success. Regardless of the result of the saving throw, the target's maximum hit points are reduced

by the damage taken until the target finishes a long rest. The target dies if this reduces its hit point maximum to 0. A creature that dies from this effect crumbles to dust and can only be revived via divine intervention, *true resurrection*, or *wish*. If the target is a construct or undead, it must make a DC 20 Charisma saving throw; its Charisma score reduced by 3d6 on a failed save, or by half as much on a success. A creature whose Charisma score is reduced to 0 is destroyed, falling inert as a corpse or object.

At Quachil Uttaus's option, its touch can instead grant the target immunity to aging, but the circumstances in which the Great Old One deigns to make this choice are impossible for mortals to predict (and are thus subject to the GM's discretion).

DEFEAT

Destroying the nucleus ends Quachil Uttaus's influence.





RHAN-TEGOTH

Great Old One of sleep, immortal life, and warped space; chaotic evil

Primary Source H. P. Lovecraft and Hazel Heald, "The Horror in the Museum"

Favored Weapon sickle

Symbol three black stars

Temple caverns, museums, private collections

Worshippers deranged antiquarians and historians, doomsayers, explorers

Servitors dimensional shamblers, gugs

Rhan-Tegoth is a cosmic monstrosity, a lesser Great Old One born of a species of similar terrors that move from planet to planet seeking sources of food. Its crustacean-jellyfish form attests to its origin, springing from the same misbegotten branch of evolution that gave rise to the fungi from Yuggoth. Rhan-Tegoth is amphibious and remains unaffected by extremes of temperature or weather.

HIBERNATION

When Rhan-Tegoth is kept from feeding, it enters a state of hibernation in which it can survive for millions of years. In such a state, its immobility and solidity often lead viewers to assume it is just a statue. However, when food and the proper vociferous rites are provided, Rhan-Tegoth awakens to feed once more. Unlike many Great Old Ones, Rhan-Tegoth does not care whether its prey is sentient: it values quantity over quality in nourishment.

RHAN-TEGOTH'S SECRET

Feeding Rhan-Tegoth leads to a deadly result: as it feeds, it grows stronger, and it begins to warp the structure of time and space around itself. This affects itself, those nearby, and the fabric of the universe.

As it grows more powerful, Rhan-Tegoth becomes more and more difficult to damage. Missiles discharged at the creature have their mass and velocity reduced to impotence, while spells directed toward it find their effects radically weakened. This reality-warping effect grows over time: at first it seems comparatively minor and Rhan-Tegoth can be attacked almost by normal means, but in time reality makes less and less sense in its proximity.

All those around Rhan-Tegoth find the universe changing to affect their perceptions. Rhan-Tegoth's cultists gain the ability to see beyond the normal planes of existence, allowing them to detect intruders through walls and earth. Rhan-Tegoth uses its *gate* spell to reach into other planes and summon forth monstrous defenders, such as dimensional shamblers or gugs.

Unfortunately, this effect also occurs for Rhan-Tegoth's mortal enemies, causing growing dread. They, too, see beyond the normal realm, but this is a curse and a terror for them, and these visions can lead to madness or delirium.

Ultimately, Rhan-Tegoth begins to open an interdimensional gate to the otherworld, which makes it disastrously easy for other Great Old Ones and Outer Gods to grow their influence and ravage the world. Rhan-Tegoth's goal is to be able to maintain its warp connection indefinitely, at which time Rhan-Tegoth itself ceases to be and essentially becomes the Gate and the Way. At this point, the world is doomed and all is lost. The only hope is to destroy Rhan-Tegoth before it succeeds (even while in the process of the final change) or, more simply, to starve the monstrosity so that it reverts to its hibernation form.

RHAN-TEGOTH IN COMBAT

In combat, Rhan-Tegoth's six pincer-tipped tentacles each strike independently. When a claw strikes and grabs a target firmly, it drags the victim to the mass of feeding tentacles and palps dangling from Rhan-Tegoth's head, and the horror begins to feed by draining the victim of body fluids. A victim freed from Rhan-Tegoth's grip can slowly recover from the damage over time, but the scars and welts are permanent. Between Rhan-Tegoth's many ways of draining strength from its foes, its thick shell, and its protective slime (which reduces or eliminates damage from magic), it is very difficult to harm the creature effectively.

What You See



This alien being has a rounded torso and long sinuous limbs ending in crab-like claws. Its head protrudes from one side, ending in a flexible proboscis, marked with three eyes and a row of gill-like lateral lines along its neck.

RHAN-TEGOTH

Elder influence, stage 1

Area 150-ft.-radius circle

Unnamable Doom DC 19

Nucleus proxy (Rhan-Tegoth)

Challenge 19 (22,000 XP)

Proxy. Rhan-Tegoth's influence is centered on Rhan-Tegoth. It can't teleport beyond the influence's edge.

EFFECTS

Warp Perceptions (Light). Reality begins to warp, affecting light, sound waves, and other forms of energy creatures rely on for their senses to function. Rhan-Tegoth and its worshippers in the area have advantage on Wisdom (Perception) checks. Other creatures treat the area as lightly obscured.

ESCALATION

After 30 days in a row during which Rhan-Tegoth consumes a Small or larger creature and worshippers perform the proper incantations within the influence, roll d100. If the result is less

than or equal to the number of times you have made this roll since the influence became stage 1, Rhan-Tegoth's influence escalates to stage 2.

DEFEAT

At influence stage 1, Rhan-Tegoth's influence can be defeated in one of the following ways.

Combat. If Rhan-Tegoth dies or enters hibernation, its influence ends. If its hibernation later ends, its influence resumes at stage 1.

Starvation (Stage 1). If Rhan-Tegoth gains 4 levels of exhaustion from starvation, its influence ends, it is reduced to 0 hit points, and its Regeneration puts it into hibernation. Its influence resumes at stage 1 if its hibernation ends.

RHAN-TEGOTH

Elder influence, stage 2

Area 1-mi.-radius circle

Unnamable Doom DC 19

Nucleus proxy (Rhan-Tegoth)

Challenge 22 (41,000 XP)

Growing Proxy (Stage 2). Rhan-Tegoth's influence is centered on Rhan-Tegoth. It can't teleport beyond the influence's edge. Rhan-Tegoth gains the following benefits:

Toughness. Rhan-Tegoth's hit point maximum is increased by 50.

Might. Rhan-Tegoth's pincer attacks each deal an additional 5 (1d10) damage on a hit.

EFFECTS

Intensify Influence. Whenever a creature in the area makes saving throws against a spell or effect created by an Elder Influence or an influence's proxy (including this influence), that creature rolls a d4 and subtracts the result from the saving throw.

Warp Perceptions (Moderate). Reality warps significantly, affecting light, sound waves, and other forms of energy creatures rely on for their senses to function. Rhan-Tegoth and its worshipers in the area have advantage on Wisdom (Perception) checks and gain darkvision with a range of 300 feet that isn't impeded by magical darkness. Other creatures treat the area as lightly obscured and have disadvantage on attack rolls.

ESCALATION

After 30 days in a row during which Rhan-Tegoth consumes a Small or larger creature and worshipers perform the proper incantations within the influence, roll 2d20. If the result is less than or equal to the number of times you have made this roll since the influence became stage 2, Rhan-Tegoth's influence escalates to stage 3.

DEFEAT

At influence stage 2, Rhan-Tegoth's influence can be defeated in one of the following ways.

Combat. If Rhan-Tegoth dies or enters hibernation, its influence ends. If its hibernation later ends, its influence resumes at stage 1.

Starvation (Stage 2). If Rhan-Tegoth gains 3 levels of exhaustion from starvation, its influence deescalates to stage 1.

RHAN-TEGOTH

Elder influence, stage 3

Area 25-mi.-radius circle

Unnamable Doom DC 21

Nucleus proxy (Rhan-Tegoth)

Challenge 26 (90,000 XP)

Growing Proxy (Stage 3). Rhan-Tegoth's influence is centered on Rhan-Tegoth. It can't teleport beyond the influence's edge. Rhan-Tegoth gains the following benefits:

Engorged. Rhan-Tegoth becomes Gargantuan.

Gargantuan Toughness. Rhan-Tegoth's hit point maximum is increased by 200.





Greater Might. Rhan-Tegoth's pincer attacks each deal an additional 11 (2d10) damage on a hit.

Hunger. Rhan-Tegoth's Feed action deals an additional 14 (4d6) piercing damage plus 11 (2d10) psychic damage.

EFFECTS

Endless Influence. Other Elder Influences whose areas overlap with Rhan-Tegoth's influence can't be ended.

Intensify Influence. Whenever a creature in the area makes saving throws against a spell or effect created by an Elder Influence or an influence's proxy (including this influence), that creature rolls a d4 and subtracts the result from the saving throw.

Warp Energy. Cold, fire, force, lighting, radiant, and thunder damage dealt to creatures or objects in the area is halved.

Warp Perceptions (Strong). Reality warps significantly, affecting light, sound waves, and other forms of energy creatures rely on for their senses to function. Rhan-Tegoth and its worshipers in the area have advantage on Wisdom (Perception) checks, can see invisible creatures as if they weren't invisible, and gain darkvision with a range of 300 feet that isn't impeded by magical darkness. Other creatures treat the area as lightly obscured and have disadvantage on attack rolls and on saving throws against dread, *confusion* spells, insanity, and madness.

ESCALATION

After 30 days in a row during which Rhan-Tegoth consumes a Small or larger creature and worshipers perform the proper incantations within the influence, roll a d20. If the result is less than or equal to the number of times you have made this roll since the influence became stage 3, Rhan-Tegoth's influence escalates to stage 4.

DEFEAT

At influence stage 3, Rhan-Tegoth's influence can be defeated in one of the following ways.

Combat. If Rhan-Tegoth dies or enters hibernation, its influence ends. If its hibernation later ends, its influence resumes at stage 1.

Starvation (Stage 3). If Rhan-Tegoth gains 2 levels of exhaustion from starvation, its influence deescalates to stage 2.

RHAN-TEGOTH

Elder influence, stage 4

Area 750-mi.-radius circle

Unnameable Doom DC 22

Nucleus proxy (Rhan-Tegoth)

Challenge 29 (125,000 XP)

Growing Proxy (Stage 4). Rhan-Tegoth's influence is centered on Rhan-Tegoth. It can't teleport beyond the influence's edge. Rhan-Tegoth gains the following benefits:

Engorged. Rhan-Tegoth becomes Gargantuan.

Gargantuan Toughness. Rhan-Tegoth's hit point maximum is increased by 200.

Resistance. Rhan-Tegoth can use its Legendary Resistance an additional time.

Incredible Might. Rhan-Tegoth's pincer attacks each deal an additional 16 (3d10) damage on a hit.

Hunger Redoubled. Rhan-Tegoth's Feed action deals an additional 28 (8d6) piercing damage plus 22 (4d10) psychic damage.

EFFECTS

End Times. After 30 days in a row that both Rhan-Tegoth consumes a Small or larger creature and worshipers perform the proper incantations within the influence, roll a d10. If the result is less than or equal to the number of times you have made this roll since the influence became stage 4, Rhan-Tegoth transforms into a permanent warping of reality. Rhan-Tegoth ceases to exist and its influence ends, but its other stage 4 effects permanently take effect over the entire world.

Intensify Influence. Whenever a creature in the area makes saving throws against a spell or effect created by an Elder Influence or an influence's proxy (including this influence), that creature rolls a d4 and subtracts the result from the saving throw.

Preserve Influence. Other Elder Influences whose areas overlap with Rhan-Tegoth's influence can't be deescalated or ended.

Warp Energy. Cold, fire, force, lighting, radiant, and thunder damage dealt to creatures or objects in the area is halved.

Warp Perceptions (Overwhelming). Reality warps significantly, affecting light, sound waves, and other forms of energy creatures rely on for their senses to function. Rhan-Tegoth and its worshipers in the area have advantage on Wisdom (Perception) checks and truesight with a range of 300 feet. The truesight can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt, but not thicker substances or sheets of dense metal like gold or lead. Other creatures treat the area as lightly obscured and have disadvantage on attack rolls, ability checks, and saving throws with any ability except Constitution.

DEFEAT

At influence stage 4, Rhan-Tegoth's influence can be defeated in one of the following ways.

Cataclysm. If Rhan-Tegoth's End Times effect is successful, the influence ends, but the world is likely doomed by its lasting effects.

Combat. If Rhan-Tegoth dies or enters hibernation, its influence ends. If its hibernation later ends, its influence resumes at stage 1.

Starvation (Stage 4). If Rhan-Tegoth gains any levels of exhaustion from starvation, its influence deescalates to stage 3.

RHAN-TEGOTH

Huge aberration (titan), chaotic evil

Armor Class 17 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	23 (+6)	17 (+3)	20 (+5)	18 (+4)

Saving Throws Str +12, Con +12, Wis +11, Cha +10

Skills Arcana +9, Perception +11, Religion +9, Yog-Sothothery +17

Damage Resistances lightning, necrotic, poison

Damage Immunities cold

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 360 ft., truesight 120 ft., passive Perception 21

Languages Aklo

Challenge 19 (22,000 XP)

Hungering Immortality. Rhan-Tegoth doesn't need to breathe and doesn't age, but it must eat. Starvation affects it slower than most creatures, however. It prefers to consume at least a Small creature or corpse every day. At the end of every 30 days it goes without eating such a corpse, it gains one level of exhaustion that can't be removed until it eats. Eating resets the count of days without food to zero.

Influence. Unless it is hibernating, Rhan-Tegoth emanates its influence and gains the benefits of all the influence's traits and effects.

Innate Spellcasting. Rhan-Tegoth's spellcasting ability is Wisdom (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *confusion* (5th-level), *dimension door*, *dispel magic* (5th-level), *dream*, *fly*

3/day each: *flesh to stone*, *suggestion* (can target creatures through *dream*)

1/day each: *feeblemind*, *gate*, *symbol*

Legendary Resistance (3/Day). If Rhan-Tegoth fails a saving throw, it can choose to succeed instead.

Living Statue. Rhan-Tegoth remains aware while petrified. It can become petrified or end all petrified conditions on itself as a bonus action.

Regeneration. Rhan-Tegoth regains 20 hit points at the start of its turn if it has at least 1 hit point. If Rhan-Tegoth is damaged by a weapon with an *Elder Sign*, this trait doesn't function at the start of Rhan-Tegoth's next turn. If Rhan-Tegoth starts its turn at 0 hit points, it hibernates if this regeneration is still operating. It becomes unconscious and petrified and gains immunity to all damage. It remains unconscious and immune to all damage until a creature or corpse of Small or larger size is left within 10 feet of Rhan-Tegoth for 8 continuous hours after Rhan-Tegoth has been hibernating for 2d8 years. Unique rites might allow an offering to awaken Rhan-Tegoth earlier. Rhan-Tegoth only dies if it starts its turn at 0 hit points and doesn't hibernate.

Star Travel. Rhan-Tegoth can survive and fly in space.

ACTIONS

Multiattack. Rhan-Tegoth makes three attacks with its pincers. It can then use Feed.

Pincer. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Rhan-Tegoth has six pincers, each of which can grapple one target.

Feed. Rhan-Tegoth transfers a Medium or smaller creature it is grappling to its mouth and that creature becomes restrained until the grapple ends if Rhan-Tegoth didn't already have a creature in its mouth. Regardless of whether the creature in Rhan-Tegoth's mouth was already there, it takes 14 (4d6) piercing damage plus 11 (2d10) psychic damage. The creature's hit point maximum is reduced by the amount of the piercing damage and Rhan-Tegoth gains temporary hit points equal to the amount of the psychic damage. If the creature's hit point maximum is reduced to 0, it dies.

REACTIONS

Defensive Petrification. Rhan-Tegoth becomes petrified but remains aware and can use a bonus action or legendary action to end the condition on itself.

LEGENDARY ACTIONS

Rhan-Tegoth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Rhan-Tegoth regains spent legendary actions at the start of its turn.

Depetrification. Rhan-Tegoth removes the petrified condition from itself.

Cast a Spell (Costs 3 Actions). Rhan-Tegoth casts a spell that it can use at least thrice per day, expending a use as normal.

Pincer. Rhan-Tegoth attacks with a pincer.



SHUB-NIGGURATH

Outer Goddess of natural abundance, forests, and monstrous life; chaotic evil

Primary Source H. P. Lovecraft and Adolphe de Castro, "The Last Test", Robert Bloch, "Notebook Found in a Deserted House"

Favored Weapon dagger

Symbol three goat heads attached at the neck with horns pointed outward while curving inward to form a circular shape

Temple remote forest clearings, standing stones

Worshippers alchemists, debased fey creatures, scientists, those who seek the secret of life

Servitors dark young of Shub-Niggurath, mi-go, Mythos satyrs

Shub-Niggurath is one of the most loathsome Outer Gods of the Mythos. Indestructible and far-reaching, she is a fertility goddess gone wrong, and a number of cosmic beings (notably the mi-go, also called the fungi from Yuggoth) serve her for the foul gifts she bestows. Even other gods find her city-crushing final manifestation daunting. Her form can change from manifestation to manifestation, but she usually has the body of a massively pregnant headless beast with tentacles, rows of teeth, and sometimes spawning pods vomiting from her mouth or sides. When Shub-Niggurath's avatar emerges from a cultist, she retains aspects of that form (humanoid feet, for example), but always sprouts tentacles and mouths.

Shub-Niggurath is a far more passive entity than many of her peers, despite the fact that she inspires emotion, violence, and action rather than cerebral cogitation. As such, she must be coaxed through each of her influence levels. If a group is not actively worshiping, chanting, and carrying out a ceremony, her influence levels stay where they are. Her inertia works the other way as well: once she has reached a particular level, it is extraordinarily difficult to cause her to step back.

She focuses always on maintaining her worship and conquests at the current level, so she can spawn her young and keep her empire. Unlike many Great Old Ones she is not expansionistic, for she instinctively knows caution will lead her to greater conquests and powers over the long term. Her cult maintains a higher degree of acceptability and can thus spread more easily if it is not seen as a threat to society as a whole or if it is viewed as "controllable." Shub-Niggurath cares nothing for societal control but rather rampant growth and hyperactive emotions, so this makes for a perfect blend.

MOTHER OF MONSTERS

Shub-Niggurath's fertility covers a vast area, inspiring her cultists and driving others to dementia. Her followers become frenzied—with enhanced strength, instincts, and heightened senses—while other individuals who tend toward lustfulness or criminal activity tend to degenerate into maniacs. Even the upright feel her escalating pres-

ence: as her influence grows, surging hormones spark waves of crimes of passion. In addition, animals are stimulated into their breeding behavior, which can be useful for farmers or those who want to repopulate wildlife in an area. This inspired fecundity combined with the comparative ease of controlling her presence makes her appeal as a goddess to so many.

When her manifestation spawns monstrous offspring, they emerge full-sized, fully-mature, and able to act. They are theoretically friendly to her and her cult, though these "children of the goddess" are known to feed on cultists, treating them more as resources than as allies.

SHUB-NIGGURATH IN COMBAT

Shub-Niggurath's avatar arrives in a shower of gore from a prepared creature or cultist before growing to the height of a tall tree and over 40 feet in girth. If the avatar is coaxed into departing via sacrifice, it leaves the torn and deflated corpse from which it emerged in its place. Sometimes a combination of battling her, causing some degree of injury, and a sacrifice can induce her to leave, bloodied but mollified.

If Black Goat cultists successfully escalate her influence beyond this avatar, her far larger true form suddenly explodes from the ground, jaw agape, swallowing up the relatively puny avatar. At this point, mere blood sacrifice will no longer satisfy her and the world is threatened with destruction. Only powerful adventurers or gods can defeat or trick Shub-Niggurath into departing, or else all is lost.

What You See



This massively pregnant beast lashes with writhing tentacles and hungry mouths as she takes each heavy step. The sight of her fills you with loathing and repulsive impulses.

SHUB-NIGGURATH

Elder influence, stage 1

Area 5-mi.-radius circle

Unnamable Doom DC 20

Nucleus 10-ft. space

Armor Class 19

Hit Points 209 (22d10 + 88)

Speed 0 ft.

Saving Throws +11

Damage Resistances acid, cold, two more (see Nucleus); bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

Challenge 21 (33,000 XP) with defenders

Defenders. At stage 1, Shub-Niggurath's influence is assumed to be defended either by 3 adolescent dark young (page 293), 3 Mythos satyrs (page 361), and 1 high priest of Shub-Niggurath (page 362), or else by 1 daughter of Shub-Niggurath (page 375) and 2 mi-go (page 344). If the GM devises a different combination of defenders, treat each defender with line of sight to the manifestation as 1 challenge rating higher for the purpose of determining how challenging the encounter is.

Nucleus (Stage 1). Shub-Niggurath's influence is centered on a Large altar. This altar can be anything from a tangle of wooden fetishes to a stone block to a solid metal plinth. If it is wooden, it has resistance to radiant and thunder damage. If it is stone, it has resistance to fire and lightning damage. If it is metal, it has resistance to acid and fire damage.

A 5-foot-wide yawning mouth or other orifice appears mistily over the altar at the center of the influence. Attacks aimed at the manifestation pass harmlessly through it, inflicting no damage.

EFFECTS

Bolster Bloodthirst. Whenever a cultist or minion of Shub-Niggurath rolls damage for a weapon attack while it can see the nucleus, it adds 6 (1d12) to the damage.

Fertility. All worshipers of Shub-Niggurath in the area of influence gain a +2 bonus to ability checks, attack rolls, and saving throws. In addition, worshipers of Shub-Niggurath in the area gain 15 temporary hit points at dawn each day that last until the next dawn.

Those who do not worship Shub-Niggurath are beset with distracting urges to take transgressive or liberating actions. They take a –2 penalty to saving throws against enchantments and effects that would charm or frighten them. Creatures born in the area or carried into it are often mutated in ways great or small, up to becoming a Mythos satyr or outer mutant.

ESCALATION

A group of cultists of Shub-Niggurath must perform multiple rituals to lure the Black Goat of the Woods to extend more of her presence into the region. This ritual must be performed by a group of cultists including at least one spellcaster able to cast 8th-level spells with at least 6 assistants. After a night during which the ritual is performed, there is a 5% chance Shub-Niggurath's influence escalates to stage 2 at dawn.

DEFEAT

At influence stage 1, Shub-Niggurath's influence can be defeated in one of the following ways.

Blood Sacrifice (Stage 1). Sacrificing living animals of the right type and via the proper ritual while beseeching the goddess to leave can cause her to retreat more quickly. The blood sacrifice must be performed at the nucleus altar of the influence. The animals sacrificed must be warm-blooded and weigh a total of at least 3 pounds (multiple animals are allowed, provided the total weight exceeds 3 pounds). Cold-blooded vertebrates can be substituted for warm-blooded sacrifices, but in this case the amount sacrificed must weigh

a total of 25 pounds, or 225 pounds if invertebrate animals are sacrificed. A successful DC 25 Intelligence (Religion) or Wisdom (Yog-Sothothery) check is required to perform this ceremony successfully. Once the sacrifice is performed successfully and all of Shub-Niggurath's cultists in the area are removed or slain, there's a 20% chance per day of her influence ending entirely.

Combat (Stage 1). If the nucleus altar is destroyed and all cultists removed from the influence or slain, Shub-Niggurath's influence falls dormant and has no effects until a new altar is built in the influence (a task that takes 1 week) and then consecrated in a week-long ritual requiring participants of comparable prowess to the expected defenders for the stage 1 influence. When the ritual is completed, the new altar becomes Shub-Niggurath's nucleus. At the end of each new moon during which the altar remains destroyed without being rebuilt and newly consecrated, there is a 20% chance her influence ends completely.

SHUB-NIGGURATH

Elder influence, stage 2

Area 50-mi.-radius circle

Unnamable Doom DC 21

Nucleus 10-ft. space

Armor Class 20

Hit Points 262 (25d10 + 125)

Speed 0 ft.

Saving Throws +12

Damage Resistances acid, cold, two more (see Nucleus); bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

Challenge 24 (62,000 XP)

Nucleus (Stage 2). Shub-Niggurath's influence is centered on a Large altar. This altar can be anything from a tangle of wooden fetishes to a stone block to a solid metal plinth. If it is wooden, it has resistance to radiant and thunder damage. If it is stone, it has resistance to fire and lightning damage. If it is metal, it has resistance to acid and fire damage.

A 15-foot-wide cloudy mass of mouths, tendrils, hooves and other limbs floats above the altar at the center of the influence. Attacks aimed at the manifestation pass harmlessly through it, inflicting no damage.

EFFECTS

Bolster Bloodthirst. Whenever a cultist or minion of Shub-Niggurath rolls damage for a weapon attack while it can see the nucleus, it adds 6 (1d12) to the damage.

Fertility. All worshipers of Shub-Niggurath in the area of influence gain a +2 bonus to ability checks, attack rolls, and saving throws. In addition, worshipers of Shub-Niggurath in the area gain 15 temporary hit points at dawn each day that last until the next dawn.





Those who do not worship Shub-Niggurath are beset with distracting urges to take transgressive or liberating actions. They take a –2 penalty to saving throws against enchantments and effects that would charm or frighten them. Creatures born in or carried into the area are often mutated in ways great or small, up to becoming a Mythos satyr or outer mutant.

Spawn Young (Stage 2). The influence spawns a daughter of Shub-Niggurath (page 293) and 2 adult dark young (page 375) or other monsters loyal to Shub-Niggurath (dark young, powerful Mythos satyrs, outer mutants, outer abominations, outer spawn, wyverns, or other dangerous monsters of the GM's choice) that are a comparable threat. These monsters infest the area of influence but are always quick to come to the defense of Shub-Niggurath's interests. If any of the monsters are defeated, replacements are spawned at the next sunset, although never more than enough to restore the threat posed by the original group.

ESCALATION

A group of cultists of Shub-Niggurath must perform multiple rituals to lure the Black Goat of the Woods to extend more of her presence into the region. This ritual must be performed by a group of cultists comparable in might to the defenders expected for her stage 1 influence. After a night during which the ritual is performed, there is a 10% chance Shub-Niggurath's influence escalates to stage 3 at dawn.

DEFEAT

At influence stage 2, Shub-Niggurath's influence can be defeated in one of the following ways.

Blood Sacrifice (Stage 2). Sacrificing living animals of the right type and via the proper ritual while beseeching the goddess to leave can cause her to retreat more quickly. The blood sacrifice must be performed at the nucleus altar of the influence. The creature sacrificed must be at least 10 pounds and intelligent enough to understand its situation. An unintelligent warm-blooded creature or creatures weighing at least 250 pounds can be substituted, as could one or more cold-blooded

vertebrates that weigh at least 2,000 pounds. A successful DC 26 Religion check is required to perform this ceremony successfully. Once the sacrifice is performed successfully and all of Shub-Niggurath's cultists in the area are removed or slain, there's a 20% chance per day of her influence vanishing entirely.

Combat (Stage 2). If the nucleus altar is destroyed and all cultists removed from the influence or slain, Shub-Niggurath's influence falls dormant and has no effects until a new altar is built in the influence (a task that takes 1 week) and then consecrated in a week-long ritual requiring participants of comparable prowess to the expected defenders for the stage 1 influence. When the ritual is completed, the new altar becomes Shub-Niggurath's nucleus. At the end of each new moon during which the altar remains destroyed without being rebuilt and newly consecrated, there is a 20% chance her influence ends completely.

SHUB-NIGGURATH

Elder influence, stage 3

Area 500-mi.-radius circle

Unnamable Doom DC 22

Nucleus 50-ft. space

Armor Class 19

Hit Points 412 (25d20 + 150)

Speed 300 ft., fly 300 ft.

Saving Throws +11

Damage Resistances bludgeoning, cold, piercing, psychic, thunder; slashing from nonmagical attacks

Damage Immunities acid, lightning, poison; bludgeoning and piercing from nonmagical attacks

Challenge 27 (105,000 XP)

Nucleus (Stage 3). Shub-Niggurath's influence is centered on a Gargantuan avatar of Shub-Niggurath. This nucleus must emerge from a creature loyal to Shub-Niggurath within 500 feet of the altar that served as the nucleus for her stage 2 influence. When the new nucleus emerges, that creature is killed.

EFFECTS

Bolster Bloodthirst. Whenever a cultist or minion of Shub-Niggurath rolls damage for a weapon attack while it can see the nucleus, it adds 6 (1d12) to the damage.

Devastation (Stage 3). Shub-Niggurath's numerous hooves, tentacles, maws, and other organs wreak devastation on all foes within 50 feet of her nucleus at stage 3. At the start of each round, each enemy must make a DC 21 Dexterity saving throw, taking 44 (8d10) bludgeoning damage and 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one. A creature that takes this



damage must also succeed on a DC 21 Constitution saving throw or its maximum hit points are reduced by the damage taken as Shub-Niggurath feeds on its flesh. A creature whose maximum hit points are reduced to 0 in this way dies and immediately bursts open, revealing an adolescent dark young (page 293). Creatures slain in this way can only be restored to life via divine intervention, *true resurrection*, or *wish*.

Fertility. All worshipers of Shub-Niggurath in the area of influence gain a +2 bonus to ability checks, attack rolls, and saving throws. In addition, worshipers of Shub-Niggurath in the area gain 15 temporary hit points at dawn each day that last until the next dawn.

Those who do not worship Shub-Niggurath are beset with distracting urges to take transgressive or liberating actions. They take a –2 penalty to saving throws against enchantments and effects that would charm or frighten them. Creatures born in or carried into the area are often mutated in ways great or small, up to becoming a Mythos satyr or outer mutant.

Spawn Young (Stage 3). The influence spawns 2 mature dark young (page 293) or other monsters loyal to Shub-Niggurath (dark young, powerful Mythos satyrs, outer mutants, outer abominations, outer spawn, wyverns, or other dangerous monsters of the GM's choice) that are a comparable threat. These monsters infest the area of influence but are always quick to come to the defense of Shub-Niggurath's interests. If any of the monsters are defeated, replacements are spawned at the start of the next round, although never more than enough to restore the threat posed by the original group.

ESCALATION

A group of cultists of Shub-Niggurath must perform multiple rituals to lure the Black Goat of the Woods to extend more of her presence into the region. This ritual must be performed by a group of cultists comparable in might to the monsters spawned by her stage 2 influence. After a night during which the ritual is performed, there is a 20% chance Shub-Niggurath's influence escalates to stage 4 at dawn.

DEFEAT

At influence stage 3, Shub-Niggurath's influence can be defeated in one of the following ways.

Blood Sacrifice (Stage 3). Sacrificing living creatures of the right type and via the proper ritual while beseeching the goddess to leave can cause her to retreat more quickly. The blood sacrifice requires a minimum of ten fully-sapient victims of human size or at least 100 warm-blooded creatures of equal or larger size. A successful DC 27 Intelligence (Religion) or Wisdom (Yog-Sothothery) check is required to perform this ceremony, as well as a DC 30 Charisma (Persuasion) check to convince Shub-Niggurath to be satisfied. At the GM's discretion, instead of an ability check, a specific quest or action may be required to convince her.

Combat (Stage 3). If the nucleus avatar is destroyed, Shub-Niggurath's influence falls dormant and has no effects until a new altar is built in the influence (a task that takes 1 week) and then consecrated in a week-long ritual requiring participants of comparable prowess to the expected defenders for the stage 1 influence. When the ritual is completed, a new avatar

explodes out of a creature loyal to Shub-Niggurath within 500 feet of the new altar (killing the creature). At the end of each new moon during which the altar remains destroyed without being rebuilt and newly consecrated, there is a 20% chance her influence ends completely.

SHUB-NIGGURATH

Elder influence, stage 4

Area entire planet

Unnamable Doom DC 23

Nucleus 1,200-ft. space

Armor Class 19

Hit Points 544 (33d20 + 198)

Speed 600 ft., fly 600 ft.

Saving Throws +13

Damage Resistances bludgeoning, cold, piercing, psychic, thunder; slashing from nonmagical attacks

Damage Immunities acid, lightning, poison; bludgeoning and piercing from nonmagical attacks

Challenge 30 (155,000 XP)

Nucleus (Stage 4). Shub-Niggurath's influence is centered on a titanic avatar of Shub-Niggurath that initially erupts from the ground under its old avatar nucleus.

EFFECTS

Bolster Bloodthirst. Whenever a cultist or minion of Shub-Niggurath rolls damage for a weapon attack while it can see the nucleus, it adds 6 (1d12) to the damage.

Devastation (Stage 4). Shub-Niggurath's numerous hooves, tentacles, maws, and other organs wreak devastation on all foes within 1,200 feet of her nucleus at stage 3. At the start of each round, each enemy must make a DC 22 Dexterity saving throw, taking 55 (10d10) bludgeoning damage and 55 (10d10) slashing damage on a failed save, or half as much damage on a successful one. A creature that takes this damage must also succeed on a DC 22 Constitution saving throw or its maximum hit points are reduced by the damage taken as Shub-Niggurath feeds on its flesh. A creature whose maximum hit points are reduced to 0 dies and immediately bursts open, revealing an adult dark young (page 375). Creatures slain in this way can only be restored to life via divine intervention, *true resurrection*, or *wish*.

Fertility. All worshipers of Shub-Niggurath in the area of influence gain a +2 bonus to ability checks, attack rolls, and saving throws. In addition, worshipers of Shub-Niggurath in the area gain 15 temporary hit points at dawn each day that last until the next dawn.

Those who do not worship Shub-Niggurath are beset with distracting urges to take transgressive or liberating actions. They take a –2 penalty to saving throws against enchantments and effects that would charm or frighten them. Creatures born in or carried into the area are often mutated in ways great or small, up to becoming a Mythos satyr or outer mutant.



Spawn Young (Stage 4). The influence spawns 2 mature dark young (page 293) or other monsters loyal to Shub-Niggurath (dark young, powerful Mythos satyrs, outer mutants, outer abominations, outer spawn, wyverns, or other dangerous monsters of the GM's choice) that are a comparable threat. These monsters infest the area near the nucleus but are always quick to come to the defense of Shub-Niggurath's interests. If any of the monsters are defeated, replacements are spawned at the start of the next round, although never more than enough to restore the threat posed by the original group.

Vile Rebirth. Whenever a cultist or minion of Shub-Niggurath dies, its body bloats horribly at the end of the round. At the end of the next round, an adolescent dark young (page 293) explodes from the bloated corpse. Vile Rebirth also applies to dark young, allowing them to revive themselves endlessly.

DEFEAT

At influence stage 4, Shub-Niggurath's influence can be defeated in one of the following ways.

Combat (Stage 4). If the nucleus avatar is destroyed, Shub-Niggurath's influence falls dormant and has no effects until a new altar is built in the influence (a task that takes 1 week) and then consecrated in a week-long ritual requiring participants of comparable prowess to the expected defenders for the stage 1 influence. If the ritual is completed, a new nucleus emerges from a creature loyal to Shub-Niggurath, but it can be anywhere in the influence. When the new nucleus emerges, that creature is killed. At the end of each new moon during which the altar remains destroyed without being rebuilt and newly consecrated, there is a 20% chance her influence ends completely.

Divine Trickery. Finding a way to lure Shub-Niggurath off the planet in such a way that she cannot return requires succeeding on a DC 35 Intelligence (Religion) or DC 30 Wisdom (Yog-Sothothery) check. Once the method is determined, carrying it out should require a significant quest involving at least one successful DC 35 Charisma (Deception or Persuasion) check.





TSATHOGGUA, FATHER OF FORMLESS SPAWN

Great Old One of arcane knowledge, outcasts, and the underworld; chaotic evil

Primary Source Clark Ashton Smith, "The Tale of Satampra Zeiros"

Favored Weapon short sword

Symbol crouching eyeless toad

Temple caverns, mountain valleys, ruined cities, stone cathedrals

Worshippers deranged wizards, philosophers, and scholars, dwellers of the underworld

Servitors formless spawn

Tsathoggua has been described as a primitive god, a sort of hybrid bat/toad, or else an endlessly changing black fluid like his formless spawn. The truth is that Tsathoggua is all of these. His outer form—the shell he presents to mortals—is typically the well-known repulsive hybrid of bat, toad, and sloth, and this is how he is portrayed in his iconography. But this is a sort of cocoon: a container that protects and contains his true form, which is that of a monstrous fluid. Tsathoggua can project his fluids from this shell, creating formless spawn from himself. Perhaps he is simply a construct the formless spawn have built to house their magical and spiritual potential, or perhaps he is the final stage of their life-cycle and evolution. In any case, they are he and he is they.

The formless spawn work toward their own individual goals and are not formally organized, but their instincts and desires spread Tsathoggua's influence and ability to feast, creating a kind of unnatural unity of effect in their actions. Tsathoggua's temples often host a formless spawn as a representative of the god, and sacrifices are made to it.

THE SLEEPER IN DARKNESS

Tsathoggua normally dwells deep underground but can be called forth either in person or in vision. He also is sometimes made manifest in his temples. More than most Great Old Ones, he rejoices in an effective cult structure.

Tsathoggua is famously lethargic and difficult to awaken, but he is also well known for his hunger and interest in sacrifice. When cultists offer him sacrifices as prey, he grasps such beings in his claws and pulls them to his mouth, where the black formless fluid engulfs them and sucks out all the fluids from their quickly desiccated corpses.

TSATHOGGUA IN COMBAT

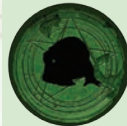
In battle, Tsathoggua can project formless spawn from his mouth or other orifices to defend him even as he draws victims to his mouth to feed upon them. His feeding is a

horribly painful process, involving acid corrosion and destruction of tissue. He is difficult to harm, with his tough exterior shell and lack of internal vitals. In addition, when he is wounded, he bleeds ever more formless spawn, giving him an advantage in long battles.

FOLLOWERS OF TSATHOGGUA

Tsathoggua is particularly adept at magic and frequently appears in visions to his priests. He is desirous of worship and will actively assist important priests and wizards in his cult. He can open magic gates to many areas in the universe, teach unique spells, and bring about dark miracles in return for service to him. Such services almost always include the sacrifice of victims, typically sentient. Tsathoggua receives these sacrifices in person, which his worshippers claim technically absolves them of each murder.

What You See



This being has a broad, toad-like head with an immensely wide face that wears a perpetually sleepy expression. Its furred body is obese yet powerful, its paws heavily clawed.

TSATHOGGUA

Elder influence

Area 1-mi.-radius circle

Unnamable Doom DC 19

Nucleus proxy (avatar of Tsathoggua)

Challenge 19 (22,000 XP)

Lassitude. Whenever a creature dies while Tsathoggua's avatar is using Devour on it, roll a d20. On a 1, the avatar falls unconscious but regains all its hit points and recovers from all other conditions and detrimental effects. The influence has no effect, including Unnamable Doom, while the avatar is unconscious. The avatar immediately awakens when damaged or otherwise harmed.

Proxy. Tsathoggua's influence is centered on his avatar. The avatar's movement isn't hindered by the influence, which simply moves along with it. The avatar can't teleport farther than the influence's edge, however.

EFFECTS

Bolster Formless Spawn. Formless spawn within the area of influence have advantage on attack rolls. Each attack deals an additional 4 (1d8) acid damage. Each formless spawn's Parrying Tendrils reaction becomes constant, applying to all melee attacks from foes it can see. Formless spawn in the area have a challenge rating of 7 (2,900 XP).

Enhance Magic. All worshippers and allies of Tsathoggua within the area of influence gain a +1 bonus to attack rolls and to their spell save DCs. Creatures with Magic Resistance have a -1 penalty on saving throws against their spells.





DEFEAT

Destroying Tsathoggua's avatar ends the influence. His influence can also be suppressed for a long period (though not truly defeated) via sacrifice or overfeeding, as described in the Lassitude trait above.

AVATAR OF TSATHOGGUA

Huge aberration (proxy), chaotic evil

Armor Class 19 (natural armor)

Hit Points 223 (18d12 + 126)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	24 (+7)	22 (+6)	21 (+5)	21 (+5)

Saving Throws Int +12, Wis +11, Cha +11

Skills Arcana +12, History +12, Insight +11, Nature +12, Perception +11, Religion +12, Stealth +11

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 21

Languages Aklo, Common, Undercommon, telepathy 100 ft.

Challenge 18 (20,000 XP)

Formless Blood (1/Round). When the avatar takes at least 10 piercing or slashing damage from a single attack or effect, a formless spawn (page 320) with hit points equal to twice the damage dealt emerges from the wound and lands as close as possible to the avatar.

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Influence. Unless it is asleep, the avatar emanates Tsathoggua's influence and gains the influence's traits and effects.

Innate Spellcasting (Psionics). The avatar's spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no components:

At will: *dispel magic* (4th-level), *dream*

3/day each: *black tentacles*, *gate* (for travel only)

1/day each: *feeblemind*, *symbol*, *wish*

Legendary Resistance (3/Day). If the avatar fails a saving throw, it can choose to succeed instead.

Spellcasting. The avatar is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It knows the following spells.

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *message*, *mage hand*, *minor illusion*

1st level (4 slots): *detect magic*, *grease*, *magic missile*

2nd level (3 slots): *darkness*, *detect thoughts*, *mirror image*, *suggestion*

3rd level (3 slots): *fly*, *haste*, *major image*, *stinking cloud*

4th level (3 slots): *confusion*, *dimension door*, *phantasmal killer*, *polymorph*

5th level (3 slots): *dominate person*, *telekinesis*, *wall of force*

6th level (2 slots): *disintegrate*, *mass suggestion*

7th level (1 slot): *finger of death*

8th level (1 slot): *feeblemind*, *power word stun*

9th level (1 slot): *temporal energy nexus* (see page 115)

ACTIONS

Multiattack. The avatar makes four claw attacks.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 7) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until the grapple ends, the target is restrained and the avatar can't attack another creature with that claw. The avatar has four claws, each of which can grapple one target.

LEGENDARY ACTIONS

The avatar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The avatar regains spent legendary actions at the start of its turn.

Cast a Cantrip. The avatar casts a cantrip it knows.

Cast a Middling Spell (Costs 2 Actions). The avatar casts any spell it has available of 4th level or lower, expending a use as normal or a spell slot of 4th level or lower. If the spell is *detect magic*, *detect thoughts*, *fly*, *major image*, or *phantasmal killer*, it doesn't require concentration.

Claw. The avatar makes a claw attack.

Devour. The avatar transfers a creature it is grappling to its devouring maw. When the avatar does so and each time it begins its turn with a creature in its maw, the creature takes 26 (4d8 + 8) piercing damage and must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by the same amount until it finishes a long rest. If the creature's hit point maximum is reduced, the avatar ceases to be blinded or deafened, the avatar's level of exhaustion is reduced by 1, and it regains 20 hit points. When a creature dies while in the avatar's devouring mouth, the influence's Lassitude trait (see above) might put the avatar to sleep. The avatar can't use this action if there is already a creature in its maw.

TULZSCHA

*Outer God of corrosion, death, and revelations of truth;
chaotic neutral*

Primary Source H. P. Lovecraft, "The Festival"

Favored Weapon shortsword

Symbol pillar of green fire

Temple abandoned neighborhoods, natural rock formations, standing stones

Worshippers arsonists, diviners, prophets, seers

Servitors byakhee

This little-understood being normally dwells near Azathoth at the center of eternity, forever burning and casting its sickly green light over the horrors there, but its avatar can be readily summoned by cultists who wish to bask in its effects. When called to a world, what is sometimes termed "Tulzscha's Finger" emerges from the center of the planet, erupting as a tall column of green fire. The fire of Tulzscha takes an endless variety of shapes—some alluring, most dreadful—that reflect the visions and sights of the True Tulzscha, which remains forever at the court of Azathoth.

Tulzscha is not only a fire but also a reflection of the real entity at the center of the universe, rendering it extremely difficult to harm. Physical weapons cannot affect it, and it is resistant or impervious to many sorts of magic. If the concavity from which it is emitted is blocked, it will burst forth anew somewhere near (as would any gushing geyser of gas or liquid). Fortunately, the worst effects of Tulzscha's presence can be avoided by simply running away, as it cannot pursue.

TRUTH IN THE FIRE

The light of Tulzscha corrodes metal, rots manufactured objects, and causes living things to age rapidly and fester as though decomposing. It also gives viewers visions of other realms and other times when they peer deep into the flames.

Creatures everywhere know the attractions of peering into the ever-changing forms of a fire. Tulzscha's effect is similar, but a thousand times as strong and illuminating. The flames teach spells, reveal hideous cosmic truths, and illuminate unknown paths. Tulzscha, like Azathoth itself, is coterminous with all reality, and its light signifies this.

Tulzscha also reveals the reality of the world as seen through the mind of a creature that feeds upon death and corruption. Its light causes living creatures to appear as if they are dead and rotting, and it also uncovers hidden objects and passageways and pierces disguises. This is highly useful to cultists who may fear infiltration, for under Tulzscha's light, no such interloper can hide.

TULZSCHA IN COMBAT

Though Tulzscha casts light, it sheds no heat, but rather,

in Lovecraft's words, "only the clamminess of death and corruption." Even so, its flame can corrode, blacken, and destroy like a mortal fire. Tulzscha can send forth streams of green flame to attack those who would attempt to stop its servants or simply as an act of malice.

What You See



A glowing green flame bursts from the ground like a bonfire, and in its depths you see many strange, impossible visions. As you watch, the fire seems to twist itself into a distorted parody of a person.

TULZSCHA

Elder influence

Area 300-ft.-radius circle

Unnamable Doom DC 17

Nucleus 15-ft. square

Armor Class 18

Hit Points 168 (16d12 + 64)

Speed 0 ft.

Saving Throws +8

Damage Resistances bludgeoning, fire, lightning, piercing, slashing

Damage Immunities acid, poison, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Challenge 16 (15,000 XP)

Nucleus. Tulzscha's influence is centered on a Huge pillar of flame over 30 feet tall.

Reactive Corrosion (1/Turn). Whenever a creature damages Tulzscha's nucleus, the creature must make a DC 17 Dexterity saving throw. On a failed save, Tulzscha deals 7 (2d6) necrotic damage plus 5 (1d10) radiant damage to the creature and if the creature used a weapon, it corrodes. A corroding weapon takes a permanent and cumulative -2 penalty to damage rolls on a failed saving throw. On a successful save, Tulzscha deals half as much damage to the creature and the weapon doesn't corrode. If the weapon's penalty drops to -6, it is destroyed, crumbling to fragments as if centuries had passed. *Mending* removes this penalty.

EFFECTS

Corroding Glare. At the end of each round, Tulzscha chooses a creature in the area and makes a ranged spell attack roll against that creature (+9 to hit). On a hit, Tulzscha deals 28 (8d6) necrotic damage and the target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by the amount of damage it takes. If this reduces the creature's hit point maximum to 0, it dies.

Cosmic Flame Gout. At the start of each round, each creature that doesn't worship or serve Tulzscha is targeted by a gout



of cosmic flame. It must make a DC 17 Dexterity saving throw, taking 14 (4d6) necrotic damage and 11 (2d10) radiant damage on a failed save, or half as much damage on a successful one.

Revelation of Truth. All creatures in the area have truesight with a range of 120 feet and have disadvantage on saving throws against *confusion* spells, dread, insanity, madness, and spells and effects that cause a creature to act erratically. Creatures in the area of influence other than constructs and

undead appear to be rotting and decaying under Tulzscha's light, and automatically fail ability checks made to conceal their identities. Intentionally hidden objects reflect this light especially strongly, such as secret doors, partially buried treasure, obscured pits, and concealed weapons.

DEFEAT

Reducing the nucleus to 0 hit points ends Tulzscha's influence.

UBBO-SATHLA, THE TOME KEEPER

Old One of ancient secrets, primeval life, and protecting knowledge; chaotic neutral

Primary Source Clark Ashton Smith, "Ubbo-Sathla"

Favored Weapon war pick

Symbol broken tablet covered with illegible runes

Temple caverns, glacial rifts

Worshippers antiquarians, historians, librarians, those who seek the meaning of life at all cost

Servitors shoggoths, other oozes

Ubbo-Sathla, called Tome Keeper and Unbegotten Source, is a mindless primeval being. When the world was created, unknown cosmic forces created the Tablets of the Gods and forged Ubbo-Sathla as their guardian. Part-fungus, part-animal, part-plant, all hideous, Ubbo-Sathla's quivering mass guarded the Tablets until they corroded into indecipherable ruin.

While technically not a Great Old One, Ubbo-Sathla commands the power and terror of one. No cult truly worships it, though a few tribes have learned how to summon and control it. Ubbo-Sathla itself ceaselessly writhes but does not normally move from place to place, preferring instead to remain in one place and defend the Tablets of the Gods. It mindlessly but violently lashes out at any intruders, of which it encounters few.

Some believe Ubbo-Sathla was the first form of life on multiple planets. It absorbed energy from its environment and spawned tiny (harmless) lesser entities called "efts," which may eventually have evolved into plants, animals, and fungi.

TABLETS OF THE GODS

The *Tablets of the Gods* contain primal wisdom, including the secrets to life and death. They are written in a cosmic tongue suitable only for the minds of superintelligent beings that reason in dozens of dimensions at once. Under and around them grows Ubbo-Sathla's large "fruiting body" atop a mass of tentacles or stalks, its limbs wrapping the Tablets to hold them upright. The mass of elder wisdom and raw protoplasmic horror exists as one monstrosity: Ubbo-Sathla and the Tablets cannot properly be separated, as the creature uses the Tablets as a sort of external skeleton to give itself support and form.

Legends hold that the Tablets deteriorated over time as their function was fulfilled and Ubbo-Sathla slowly lost its purpose. After millions of years, the Tablets crumbled to powder, after which Ubbo-Sathla spawned itself into oblivion. In essence, it bore young until it simply dissolved into a mass of eft. But for an entity that defies the laws of physics as mortals know them, temporal non-existence is hardly a foolproof defense against its terrible influence.

Reading the Tablets. Each *Tablet of the Gods* contains

one piece of primordial lore written in Aklo. If a character spends 48 hours reading it over a period of 6 days or fewer, they learn a terrible cosmic truth and must make two saving throws. First, the reader must succeed on a DC 22 Intelligence saving throw or one ability score of the GM's choice is reduced by 3d8; if this reduces the character's score to 0, the character dies. A surviving reader must then make a DC 22 Wisdom saving throw, gaining six levels of dread on a failed save, or half as many levels of dread on a success. Finally, a reader who remains conscious gains a unique benefit of the GM's choice of legendary nature or epic scope. Once it has granted its benefit, the tablet crumbles to dust. Typical benefits include the following:

- deescalating another Elder Influence by one stage
- transporting an entire region to another location anywhere on any plane of existence
- gaining a spell slot up to one level higher than the character's highest-level spell slot (this spell slot is expended, and regained with rest, as a normal spell slot, allowing you to cast more powerful spells than normal)
- gaining a feat (regardless of the prerequisites)
- increasing one ability score and that score's maximum each by 3
- the ability to cast a 5th-level spell at will without expending a spell slot
- the ability to cast a 7th-level spell once that is regained after each short or long rest
- the ability to cast a 9th-level spell once that is regained after each long rest

SUMMONING UBBO-SATHLA

Today, Ubbo-Sathla (the Tome Keeper) can be contacted in one of two ways. The first means is by time travel, which carries significant dangers: Ubbo-Sathla co-exists with other primal beings from the dawn of time, such as the hounds of Tindalos (page 334). The second path involves breaking the laws that govern time and space to bring Ubbo-Sathla to the present time. This course presents its own hazards, as it might alert other time-conscious beings such as Tulzscha, dimensional shamblers, the hounds of Tindalos, the great race of Yith, outer spawn, or entities from the Dreamlands. Some cultists seek to summon Ubbo-Sathla that they might study the Tablets of the Gods, but the creature poses a significant threat while the would-be student is trying to read these cyclopean stone slabs.

As a mindless guardian, Ubbo-Sathla has no friends or allies. It will not hesitate to attack the cultists who summoned it if they linger after it finishes forming. This prerogative makes it a reliable and excellent defender of anything that requires protection. While only the elder lore gives Ubbo-Sathla form, other precious and durable materials can be kept within its purview, whether placed there purposefully or inadvertently by would-be thieves it has slain. For a cult that wishes to use Ubbo-Sathla as a protector, the safest time to deposit these is when the creature is still forming.



UBBO-SATHLA IN COMBAT

When attacked, Ubbo-Sathla flails potently, directed not by intelligence but by raw instinct. It spews forth primal fluids, which immediately form into shapeless entities. The spread of these horrible blob-things is part of the general environment when one is near the Tablets, and they are encountered constantly. In addition, Ubbo Sathla can flail with its stalk-like limbs, which inflict poison, acid, and other harm in addition to their raw crushing strength.

As a fungal being of protoplasm, Ubbo-Sathla possesses no vital spots or organs. It regenerates from damage at a tremendous rate, and the repulsive entities it spews forth intercept attacks. It is virtually indestructible, and any force great enough to destroy Ubbo-Sathla would certainly also destroy the precious Tablets of the Gods in the process.

WHAT YOU SEE



This fungus-like organism uses huge arcane tablets of stone to give its body structure. It bristles with tentacles and fruiting bodies and sprouts a lumpy mass that oozes a cloud of foul-smelling spores.

UBBO-SATHLA

Elder influence, stage 1

Area 500-ft.-radius circle

Unnamable Doom DC 20

Nucleus 15-ft.-radius circle

Armor Class 16

Hit Points 290 (20d20 + 80)

Speed 0 ft.

Saving Throws +11

Damage Resistances acid, poison

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Challenge 23 (50,000 XP)

Nucleus. Ubbo-Sathla's influence is centered on a Gargantuan slime-mold structure between *Tablets of the Gods*.

Regeneration. Ubbo-Sathla regains 20 hit points per *Tablet of the Gods* it has at the start of each round.

Tablets of the Gods (3). Ubbo-Sathla's nucleus contains three Huge *Tablets of the Gods*. Ubbo-Sathla's nucleus depends on the Tablets of the Gods for structure; destroying them causes the entity to fall apart, ending its influence. The tablets can be attacked (AC 23; 100 hp; damage threshold 15; resistance to fire and slashing damage and to bludgeoning and piercing damage from nonmagical attacks that aren't adamantite; immunity to poison and psychic damage). If a spell or effect targets a tablet and allows a saving throw, Ubbo-Sathla makes a saving throw for the tablet. When Ubbo-Sathla's nucleus

takes damage from a spell or effect that deals damage in an area, each tablet takes half the damage Ubbo-Sathla's nucleus takes after it makes all relevant saving throws but before applying damage vulnerabilities, resistances, or immunities; the tablet's damage threshold prevents this damage altogether if the halved amount is below 15. When damage from any attack or effect reduces Ubbo-Sathla's influence to 0 hit points, an equal amount damage is applied to the tablets even if the attack or spell didn't affect an area. Mortal magic can't repair damage to the tablets, but the tablets remain behind if they survive the destruction of Ubbo-Sathla's influence.

EFFECTS

Keep Lore. Ubbo-Sathla's primary drive is to protect the *Tablets of the Gods*, but in its mindless obsession, it will protect any object containing written information, including books and notes. At the start of each round, each such object left unattended in the area is seized by long tendrils of protoplasm. The tendrils immediately transport each object into Ubbo-Sathla's nucleus, where they cannot be used or separated until the influence ends, although they can be attacked.

Spawn Ooze (Recharge 5–6). At the end of each round, if Ubbo-Sathla has at least 151 hit points and there are no oozes in its area, it loses 150 hit points and spawns a shoggoth, two proto-shoggoths, or three formless spawn. Each spawn appears in the area of influence within 150 feet of another creature. Each ooze has its own initiative and turn in the round. The oozes defend Ubbo-Sathla and ignore any damage it does to them.

Tentacles (Stage 1). At the start of each round, Ubbo-Sathla's nucleus extrudes an immense tentacle for each creature in the area (including oozes it spawned). Each tentacle makes a melee attack against that creature with a +11 bonus to hit. On a hit, the target takes 35 (10d6) bludgeoning damage. Roll a d10 for each hit to determine whether there is an additional effect.

1 to 5. No additional effect.

6. **Hallucination.** The target must succeed on a DC 20 Intelligence saving throw or it is magically charmed until the start of the next round. While the condition lasts, it can't take actions or reactions and the GM controls its movement, which is erratic.

7. **Poison.** The target must succeed on a DC 20 Constitution saving throw or take 45 (10d8) poison damage and become poisoned for 1 minute. At the end of each of the poisoned creature's turns, it makes a new saving throw, ending the poisoned condition on itself on a success.

8. **Parasitic Spores.** Spores integrate themselves into the target's nervous system unless the creature is immune to disease or the creature succeeds on a DC 20 Constitution saving throw. At the start of each of their turns, an affected target must succeed on a DC 20 Wisdom saving throw or become charmed by Ubbo-Sathla until the start of their next turn. While the creature is charmed, Ubbo-Sathla makes all decisions for them. Casting *lesser restoration*, *heal*, or another spell on the target that removes a disease ends this effect and the charmed condition.

9–10. **Absorbing Grasp.** The target must succeed on a DC 20 Strength saving throw or be pulled to the nucleus, at





which point they must make a DC 20 Constitution saving throw. If the Constitution save succeeds, Ubbo-Sathla regains an amount of hit points equal to the bludgeoning damage the creature took from the initial Tentacle attack. If the Constitution save fails, the creature takes 55 (10d10) necrotic damage and Ubbo-Sathla regains a number of hit points equal to the total bludgeoning and necrotic damage the creature took from the Tentacle attack and this effect. If the creature is reduced to 0 hit points by the necrotic damage, it dies and its body is absorbed into Ubbo-Sathla. An absorbed creature can only be revived by a *true resurrection* or *wish* spell.

ESCALATION

When Ubbo-Sathla kills a creature with the Absorbing Grasp effect of its Tentacles attack, roll a d4. On a 1, the influence escalates to stage 2. Its maximum hit points increase by 29 and it regains 100 hit points up to its new maximum. It can't escalate further until 10 days pass.

DEFEAT

At influence stage 1, Ubbo-Sathla's influence can be defeated in one of the following ways.

Combat. Ubbo-Sathla's influence ends when it is reduced to 0 hit points. If it has not yet reached stage 3, the end of its influence leaves the *Tablets of the Gods* incomplete.

Destruction of Lore. Destroying the *Tablets of the Gods* ends Ubbo-Sathla's influence but prevents them from being studied.

UBBO-SATHLA

Elder influence, stage 2

Area 1,200-ft.-radius circle

Unnamable Doom DC 21

Nucleus 15-ft.-radius circle

Armor Class 16

Hit Points 319 (22d20 + 88)

Speed 0 ft.

Saving Throws +12

Damage Resistances acid, poison

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Challenge 25 (75,000 XP)

Nucleus. Ubbo-Sathla's influence is centered on a Gargantuan slime-mold structure between *Tablets of the Gods*.

Regeneration. Ubbo-Sathla regains 20 hit points per *Tablet of the Gods* it has at the start of each round.

Tablets of the Gods (4). Ubbo-Sathla's nucleus contains four Huge *Tablets of the Gods* as described in stage 1.

EFFECTS

Keep Lore. Ubbo-Sathla's primary drive is to protect the

Tablets of the Gods, but in its mindless obsession, it will protect any object containing written information, including books and notes. At the start of each round, each such object left unattended in the area is seized by long tendrils of protoplasm. The tendrils immediately transport each object into Ubbo-Sathla's nucleus, where they cannot be used or separated until the influence ends, although they can be attacked.

Quivering Terrain. All surfaces within the influence are coated in undulating, slick protoplasm. Non-ooze creatures treat the area as difficult terrain.

Spawn Ooze (Recharge 5–6). At the end of each round, if Ubbo-Sathla has at least 151 hit points and there are no oozes in its area, it loses 150 hit points and spawns a shoggoth, two proto-shoggoths, or three formless spawn. Each spawn appears in the area of influence within 150 feet of another creature. Each ooze has its own initiative and turn in the round. The oozes defend Ubbo-Sathla and ignore any damage it does to them.

Tentacles (Stage 2). At the start of each round, Ubbo-Sathla's nucleus extrudes an immense tentacle for each creature in the area (including oozes it spawned). Each tentacle makes a melee attack against that creature with a +12 bonus to hit. On a hit, the target takes 35 (10d6) bludgeoning damage. Roll a d10 on the stage 1 list for each hit to determine whether there is an additional effect.

1 to 4. No additional effect.

5. **Hallucination.** The target must succeed on a DC 21 Intelligence saving throw or it is magically charmed until the start of the next round. While the condition lasts, it can't take actions or reactions and the GM controls its movement, which is erratic.

6. **Poison.** The target must succeed on a DC 21 Constitution saving throw or take 45 (10d8) poison damage and become poisoned for 1 minute. At the end of each of the poisoned creature's turns, it makes a new saving throw, ending the poisoned condition on itself on a success.

7. **Parasitic Spores.** Spores integrate themselves into the target's nervous system unless the creature is immune to disease or the creature succeeds on a DC 21 Constitution saving throw. At the start of each of their turns, an affected target must succeed on a DC 21 Wisdom saving throw or become charmed by Ubbo-Sathla until the start of their next turn. While the creature is charmed, Ubbo-Sathla makes all decisions for them. Casting *lesser restoration*, *heal*, or another spell on the target that removes a disease ends this effect and the charmed condition.

8–10. **Absorbing Grasp.** The target must succeed on a DC 21 Strength saving throw or be pulled to the nucleus, at which point they must make a DC 21 Constitution saving throw. If the Constitution save succeeds, Ubbo-Sathla regains an amount of hit points equal to the bludgeoning damage the creature took from the initial Tentacle attack. If the Constitution save fails, the creature takes 55 (10d10) necrotic damage and Ubbo-Sathla regains a number of hit points equal to the total bludgeoning and necrotic damage the creature took from the Tentacle attack and this effect. If the creature is reduced to 0 hit points by the necrotic damage, it dies and its body is absorbed into Ubbo-Sathla. An absorbed creature can only be revived by a *true resurrection* or *wish* spell.

ESCALATION

When Ubbo-Sathla kills a creature with the Absorbing Grasp effect of its Tentacles attack, roll a d4. On a 1 or 2, the influence escalates to stage 3 and regains 100 hit points.

DEFEAT

At influence stage 2, Ubbo-Sathla's influence can be defeated in one of the following ways.

Combat. Ubbo-Sathla's influence ends when it is reduced to 0 hit points. If it has not yet reached stage 3, the end of its influence leaves the *Tablets of the Gods* incomplete.

Destruction of Lore. Destroying the *Tablets of the Gods* ends Ubbo-Sathla's influence but prevents them from being studied.

UBBO-SATHLA

Elder influence, stage 3

Area 1,200-ft.-radius circle

Unnamable Doom DC 22

Nucleus 15-ft.-radius circle

Armor Class 16

Hit Points 319 (22d20 + 88)

Speed 0 ft.

Saving Throws +13

Damage Resistances acid, poison

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Challenge 27 (105,000 XP)

Nucleus. Ubbo-Sathla's influence is centered on a Gargantuan slime-mold structure between *Tablets of the Gods*.

Regeneration. Ubbo-Sathla regains 20 hit points per *Tablet of the Gods* it has at the start of each round.

Tablets of the Gods (6). Ubbo-Sathla's nucleus contains six Huge *Tablets of the Gods* as described in stage 1.

EFFECTS

Keep Lore. Ubbo-Sathla's primary drive is to protect the *Tablets of the Gods*, but in its mindless obsession, it will protect any object containing written information, including books and notes. At the start of each round, each such object left unattended in the area is seized by long tendrils of protoplasm. The tendrils immediately transport each object into Ubbo-Sathla's nucleus, where they cannot be used or separated until the influence ends, although they can be attacked.

Quivering Terrain. All surfaces within the influence are coated in undulating, slick protoplasm. Non-ooze creatures treat the area as difficult terrain.

Spawn Ooze (Recharge 5–6). At the end of each round, if Ubbo-Sathla has at least 151 hit points and there are no oozes

in its area, it loses 150 hit points and spawns a shoggoth, two proto-shoggoths, or three formless spawn. Each spawn appears in the area of influence within 150 feet of another creature. Each ooze has its own initiative and turn in the round. The oozes defend Ubbo-Sathla and ignore any damage it does to them.

Tentacles (Stage 3). At the start of each round, Ubbo-Sathla's nucleus extrudes an immense tentacle for each creature in the area (including oozes it spawned). Each tentacle makes a melee attack against that creature with a +13 bonus to hit. On a hit, the target takes 35 (10d6) bludgeoning damage. Roll a d10 on the stage 1 list for each hit to determine whether there is an additional effect.

1 to 2. No additional effect.

3. **Hallucination.** The target must succeed on a DC 22 Intelligence saving throw or it is magically charmed until the start of the next round. While the condition lasts, it can't take actions or reactions and the GM controls its movement, which is erratic.

4–5. **Poison.** The target must succeed on a DC 22 Constitution saving throw or take 45 (10d8) poison damage and become poisoned for 1 minute. At the end of each of the poisoned creature's turns, it makes a new saving throw, ending the poisoned condition on itself on a success.

8. **Parasitic Spores.** Spores integrate themselves into the target's nervous system unless the creature is immune to disease or the creature succeeds on a DC 22 Constitution saving throw. At the start of each of their turns, an affected target must succeed on a DC 22 Wisdom saving throw or become charmed by Ubbo-Sathla until the start of their next turn. While the creature is charmed, Ubbo-Sathla makes all decisions for them. Casting *lesser restoration*, *heal*, or another spell on the target that removes a disease ends this effect and the charmed condition.

9–10. **Absorbing Grasp.** The target must succeed on a DC 22 Strength saving throw or be pulled to the nucleus, at which point they must make a DC 22 Constitution saving throw. If the Constitution save succeeds, Ubbo-Sathla regains an amount of hit points equal to the bludgeoning damage the creature took from the initial Tentacle attack. If the Constitution save fails, the creature takes 55 (10d10) necrotic damage and Ubbo-Sathla regains a number of hit points equal to the total bludgeoning and necrotic damage the creature took from the Tentacle attack and this effect. If the creature is reduced to 0 hit points by the necrotic damage, it dies and its body is absorbed into Ubbo-Sathla. An absorbed creature can only be revived by a *true resurrection* or *wish* spell.

DEFEAT

At influence stage 3, Ubbo-Sathla's influence can be defeated in one of the following ways.

Combat. Ubbo-Sathla's influence ends when it is reduced to 0 hit points. Unlike at earlier stages of escalation, destroying Ubbo-Sathla at stage 3 leaves the tablets complete and ready to be studied.

Destruction of Lore. Destroying the *Tablets of the Gods* ends Ubbo-Sathla's influence but prevents them from being studied.



YIG, FATHER OF SNAKES

Great Old One of natural cycles, creating life, and serpents; chaotic neutral

Primary Source H. P. Lovecraft and Zealia Bishop, "The Curse of Yig"

Favored Weapon dagger

Symbol coiled serpent with a crescent mark on its head

Temple caves, dry gulches, remote valleys, wooden churches

Worshippers nomads, rural dwellers

Servitors snakes, serpents, and serpentine monsters

Yig is a Great Old One associated with snakes, primarily worshiped among humans and occasionally kobolds and lizardfolk. While serpentfolk are aware of him, such creatures are typically not religious, nor do they find his blessings useful enough to serve him outwardly.

Yig can take three forms, each serving a different function.

YIG THE HUMANOID

In order to interact with mortal races or to further his goals, Yig can appear humanoid. Yig does not fully understand mammalian physiology, so this human form is imprecise: flaws in the disguise might include traces of scales on parts of his body, too-sharp canine teeth that resemble fangs, slit-eyed pupils, or a cold-blooded body. If he is attacked while in humanoid form, he immediately transforms into his monstrous true form.

YIG THE SERPENT

Yig can be a snake of any size, but generally chooses a type resembling his messengers: an imposing venomous serpent with a white crescent moon marking its head. In this form, he is small enough that he often bides his time in innocuous places, such as a shrine or a worshiper's cottage.

YIG THE MONSTER

This monstrous shape is the shape Yig always takes when attacking or being attacked. As Yig-the-Monster, he has a hydra-like thicket of snakes springing from his forebody instead of a head. He also has a single central snake-form ending in a massive eye that has prodigious sensory abilities. He has two forelimbs and a long serpentine body plated with thick armor.

YIG IN COMBAT

At the start of battle, Yig immediately transforms into his monstrous form. Foes are well advised to attack by surprise, such that they might get a few blows in against his unarmored human or snake-form, for as a monster, he has heavy armor that is difficult to penetrate. He is hard to surprise, however, for the eye of Yig can see invisible and hidden things, and no one can be concealed from his view.

While he has two huge claws, these are generally not used in combat but for movement, clinging to walls or climbing, or seizing objects for tactical purposes. He attacks almost exclusively by biting with his thicket of snake heads. As with his messengers, a single bite from Yig is nearly instant death.

Finally, Yig can summon vast numbers of deadly snakes, typically including a few messengers in their number, and these begin appearing as swarms by the second round of battle.

THE MESSENGERS OF YIG

The messengers of Yig are deadly snakes marked with the crescent moon symbol of Yig on their heads. They are typically large members of their species, and their venom is astonishingly deadly—a bite from a messenger is so swift that its effects are often mistaken for a heart attack.

What You See



A monstrous, serpent-tailed being with foreclaws and an armored hide, this creature possesses a medusa-like thicket of snakes sprouting from its forebody where its head should be. A massive serpentine trunk waves ominously above the thicket and ends in a single enormous eye.

YIG

Elder influence

Area 10-mi.-radius circle

Unnamable Doom DC 19

Nucleus proxy (avatar of Yig)

Challenge 21 (33,000 XP)

Proxy. Yig's influence is centered on his avatar. The avatar's movement isn't hindered by the influence, which simply moves along with it. The avatar can't teleport farther than the influence's edge, however.

EFFECTS

Bolster Serpents. Yig's power greatly enhances the poison of all lesser snakes and serpentine creatures within his influence (not his avatar or the Messengers of Yig). If the serpent deals poison damage, it deals an additional 3 (1d6) poison damage. The save DC of the poison increases to 19 unless it was higher. All snakes and serpentine creatures in this area gain 15 temporary hit points, a +2 bonus on attack rolls, and immunity to poison damage and the poisoned condition until they leave the area. Snakes in the area deal poison damage to creatures with immunity to poison damage as if they instead had resistance to poison damage. A serpent in the area generally has its challenge rating increased by 1.

Messengers of Yig. At the start of the second round of combat with Yig's avatar, messengers of Yig begin to manifest on





the ground below Yig, appearing as a slithering carpet of venomous snakes that fill a 10-foot-radius circle centered on Yig (extending 5 feet from Yig's space). At the start of the next round (round three of the combat), the carpet fills a 15-foot-radius (extending 10 feet from Yig's space). The Messengers of Yig move with Yig's avatar, and if he leaves the ground, the Messengers of Yig follow below him. Any creature other than Yig on the ground within this area treats the swarm as difficult terrain and takes 5 (2d4) points of piercing damage from bites when it first enters the area and when it starts its turn there. A creature other than Yig that takes piercing damage in the area must make a DC 19 Constitution saving throw, taking 28 (8d6) poison damage on a failed save or half as much damage on a successful one. The serpents deal poison damage to creatures with immunity to poison damage (other than Yig) as if they instead had resistance to poison damage.

DEFEAT

Destroying Yig's avatar ends the influence.



AVATAR OF YIG

Huge aberration (proxy), chaotic neutral

Armor Class 20 (natural armor)

Hit Points 275 (22d12 + 132)

Speed 60 ft., climb 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	25 (+7)	23 (+6)	20 (+5)	22 (+6)	21 (+5)

Saving Throws Wis +12, Cha +11

Skills Arcana +11, History +11, Insight +12, Nature +11, Perception +12, Religion +11

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft., truesight 120 ft., passive Perception 22

Languages Aklo, Common, Draconic, telepathy 120 ft.

Challenge 21 (33,000 XP)

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Influence. The avatar emanates Yig's influence and gains the benefits of all the influence's traits and effects.

Innate Spellcasting (Psionics). The avatar's spellcasting ability is Intelligence (spell save DC 19). It can innately cast the following spells, requiring no components:

At will: *bestow curse* (9th-level version), *dispel magic* (5th-level version), *dream*, *fly*

3/day each: *curse of Yig* (page 100), *polymorph* (snake only), *suggestion* (can target creatures through *dream*)

1/day each: *feeblemind*, *symbol*, *weird*

Legendary Resistance (3/Day). If the avatar fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The avatar makes two attacks: one with its bites and one with its tail.

Bites. *Melee Weapon Attack:* +13 to hit, reach 10 ft., up to three different targets. *Hit:* 12 (2d4 + 7) piercing damage plus 35 (10d6) poison damage. The avatar deals poison damage to creatures with immunity to poison damage as if they instead had resistance to poison damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and the avatar can't attack another creature with its tail.

LEGENDARY ACTIONS

The avatar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The avatar regains spent legendary actions at the start of its turn.

Attack. The avatar attacks with either a claw or its tail.

Bites (Costs 3 Actions). The avatar attacks up to two targets with its bites.

Cast a Spell (Costs 3 Actions). The avatar casts a spell other than *symbol* or *weird*, expending a use as normal.

Peering Eye. The avatar makes a Wisdom (Perception) check and the range of its truesight increases to 300 feet until the start of its next turn.

YOG-SOTHOTH

Outer God of arcane gates, time, and space; chaotic neutral

Primary Source H. P. Lovecraft, "The Dunwich Horror"

Favored Weapon dagger

Symbol black spiral

Temple hilltops, observatories, orreries, standing stones, stone towers

Worshippers astronomers and stargazers, deranged spellcasters, fringe scientists, philosophers

Servitors outer mutants, outer abominations, outer spawn

Yog-Sothoth is frequently said to be conterminous with all space and time. While this is undoubtedly true on some level, this terrifying entity cannot physically intervene in the waking world unless summoned. When a magical gate is opened for his passage, Yog-Sothoth can intrude into the mortal realms temporarily, to seek sacrifice or to advance his cause, but usually only as a fragment of his true self. For his whole reality to enter the waking world, a gate of colossal size must be prepared, that Yog-Sothoth might enter fully and bring about the end of the world. Fortunately for life and sanity, this is difficult to accomplish and requires significant work.

Yog-Sothoth is an utterly alien being, sometimes described as a congeries of spheres, but the reality is far more terrifying. These "spheres" are bladders or spawning sacs, and the whole is loosely knitted together with rootlets to form a semi-coherent body. The individual sacs can change their three-dimensional relationship with one another, and even operate normally when separated at a distance, but typically hang together. Sometimes Yog-Sothoth can separate a chunk of himself to act semi-independently and even travel in the mortal realm, but this typically lasts only for the length of time his gate passageway is opened (rarely more than a few hours).

Yog-Sothoth is able to fly, travel between dimensions, and grant such travel to his minions and those who seek him out.

What You See



The monstrosity hangs in the air: a rapidly-growing mass of pseudopods and fields of colorful cosmic energy. Overall, it resembles a terrestrial star, with a central eye that opens into an eternity of madness.

YOG-SOTHOTH MANIFESTED

When Yog-Sothoth is called forth to take on physical form, he must literally squeeze through the portal that is opened for his presence. Except in extremely rare cases, the gate permits only the protrusion of a small part of Yog-Sothoth: huge compared to a humanoid and a potent magical and physical threat. Yog-Sothoth is often summoned forth to

Sandy's Notes

Using Yog-Sothoth

Yog-Sothoth is one of the most powerful beings in the Cthulhu Mythos, and of primary prominence in the mythos. Though Cthulhu may be his most well-known and popular creation, Lovecraft never used the phrase "Cthulhu Mythos": he used the term "Yog-Sothothery" to refer to his created mythology.

Yog-Sothoth is one tough cookie. Not only are physical attacks almost useless against him, as he can easily replace a damaged body part with more mass from his interdimensional self, but he also twists and distorts most magic spells. For example, should a bold wizard hurl a **meteor swarm** at Yog-Sothoth, the Outer God can redirect it at the wizard's allies or change it into any other 9th-level or lower spell from the spellcaster's spell list. Alternatively, Yog-Sothoth might turn the meteor swarm into a dominate monster spell (using a 9th level spell slot) and target the wizard in an attempt to fashion himself a new tool for the battle.

The best way to deal with Yog-Sothoth is in fact not to battle him directly at all, except as needed to stay alive. Instead, PCs are better advised to destroy the arcane passageway giving him access to our realm. Once it closes, he must immediately depart.

teach dark secrets to his minions or worse, to intermix genetically with humankind, giving rise to outer mutants, abominations, or spawn. When he does so, he usually requires sacrifices.


When seen in his aspect as the unreality between dimensions, Yog-Sothoth is known as Umr at-Tawil and is covered by what appears to be a cloth. This is probably his least malign manifestation.

YOG-SOTHOTH IN COMBAT

That portion of Yog-Sothoth which reaches through a gate can attack by detaching globules from his body, which fly independently through the air and strike at his foes, or he can reach out with the tangled rootlets that form his internal structure, which become like antennae to strike. The touch of Yog-Sothoth brings about desiccation and death to the part of the body struck. His orbs and rootlets are otherworldly and multidimensional and literally pass through foes, causing damage internally as they do so.

Yog-Sothoth himself is not fully on any one three-dimensional plane of existence, and physical weapons have only a limited effect on him. If a portion of him is destroyed while extruded through the gate, he can always push more into the area. Yog-Sothoth's full size is at least





hundreds of miles or kilometers across, so destroying a few cubic feet or meters of his local presence causes him little concern.

Yog-Sothoth has complete control of the magical flux within his environs. He might repurpose, modify, and/or redirect any spells cast in his presence, except for a few ceremonies powered by ancient artifacts of the Elder Gods or Great Old Ones themselves. A caster might maintain a spell through intense force of will, but this is rare. Yog-Sothoth's minions are well aware of this ability and typically cast spells recklessly in his presence, expecting Yog-Sothoth to turn all such spells into useful aids.

YOG-SOTHOTH

Elder influence

Area 1-mi.-radius circle

Unnamable Doom DC 22

Nucleus 15-ft. square

Armor Class 17

Hit Points 580 (40d20 + 160)

Speed 0 ft., fly 120 ft. (hover, nucleus only)

Saving Throws +13

Damage Resistances fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force

Challenge 29 (125,000 XP)

Dimensional Defense (1/Turn). The second weapon attack that hits Yog-Sothoth's nucleus each turn passes through a portion of Yog-Sothoth that exists beyond the Material Plane. Yog-Sothoth has resistance to all damage from that attack and the attacker is exposed to extreme dimensional energy from the dimensional rift if the attacker is within 10 feet, taking 55 (10d10) damage of a randomly chosen type from among the following: 1. acid, 2. cold, 3. fire, 4. lightning, 5. radiant, or 6. thunder.

If the attack was made with a nonmagical manufactured weapon and the attack's damage is halved in this way, the wielder must succeed on a DC 22 saving throw or the weapon is whisked away to some other plane or time. The saving throw uses the ability score that applied to the attack roll. A weapon lost in this way can be retrieved with a *wish* spell or divine intervention.

Projected Nucleus. Yog-Sothoth's influence is centered on a Huge physical or magical portal. A Huge mass of spheres extends from this portal and serves as Yog-Sothoth's nucleus. While the nucleus can move, the influence remains centered on the portal. The nucleus can't leave or be removed from the influence by any means. The portal has the same statistics as the nucleus, and damage to either one depletes the influence's shared hit points.

Regeneration. Yog-Sothoth regains 40 hit points at the start of each round if it has at least 1 hit point. Casting a spell such as *private sanctum* or *forbiddance* that blocks planar travel or teleportation anywhere within the area of influence causes

this trait to stop functioning for the duration. This effect is foiled if the caster lost control of the spell to Yog-Sothoth's Control Magic effect.

Susceptibility to Dimensional Blocking. When a character casts a spell that blocks planar travel or teleportation that targets or includes the portal at the center of the influence, the influence loses 20 hit points per level of the spell.

EFFECTS

Control Magic. When a spellcaster casts any spell within Yog-Sothoth's influence, Yog-Sothoth can opt to control the magic. In this case, the spellcaster must succeed on a spellcasting ability check (the DC equals 10 + the spell's level) or Yog-Sothoth can immediately transform the spell into another one. If Yog-Sothoth transforms the spell, he can choose any other spell of equal or lower level from the same spell list, and Yog-Sothoth then makes all the decisions involving targeting the spell and any other choices required to resolve the spell's effects. The converted spell uses the same level spell slot as the original casting.

Desiccating Touch. At the start of each round, Yog-Sothoth sends several spheres, roots, and filaments of his body through up to two targets within 20 feet of his nucleus. The target must make a DC 22 Constitution saving throw, taking 101 (2d100) necrotic damage on a failed save, or half as much damage on a successful one. If the creature fails its saving throw, its hit point maximum is reduced by half the damage until removed by a *greater restoration* spell or other magic. If a creature's hit point maximum is reduced to 0, it dies.

Traverse. At the start of each creature's turn in the area, Yog-Sothoth can choose to give it a flying speed of 60 feet with the ability to hover as well as the innate ability to cast the spell *teleport* without expending a spell slot as a bonus action. These benefits last until the creature ends its turn outside the area.

DEFEAT

Yog-Sothoth's influence can be defeated in one of the following ways.

Combat. If the influence is reduced to 0 hit points, it is defeated and vanishes.

Portal Destruction. The portal at the center of the influence is necessary for Yog-Sothoth's influence to remain in the world. The exact nature and defenses of such a portal vary from conjuring to conjuring and are left to the GM to determine, but in most cases destroying a portal should require the use of a special artifact, a dangerous ritual, or a certain set of conditions that require coordinated teamwork and several rounds of work. Physical destruction of the portal should be at least as difficult as destroying a heavily-fortified building or a small mountain.



“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





CHAPTER 9: MYTHOS MONSTERS

“In an instant every moving entity was electrified; and forming at once into a ceremonial procession, the nightmare horde slithered away in quest of the sound—goat, satyr, and aegipan, incubus, succubae, and lemur, twisted toad and shapeless elemental, dog-faced howler and silent strutter in darkness—all led by the abominable naked phosphorescent thing that had squatted on the carved golden throne.”

—H. P. Lovecraft, “The Horror at Red Hook”

THE NIGHTMARE HORDE

The entities of the Cthulhu Mythos are many and varied. Some are powerful and lethal monstrosities from the distant past. Others come from outer space or parallel dimensions beyond our own. Still others are reflections of our own dark selves. They share little in common beyond their terrifying nature and indifference to mortal life and reality.

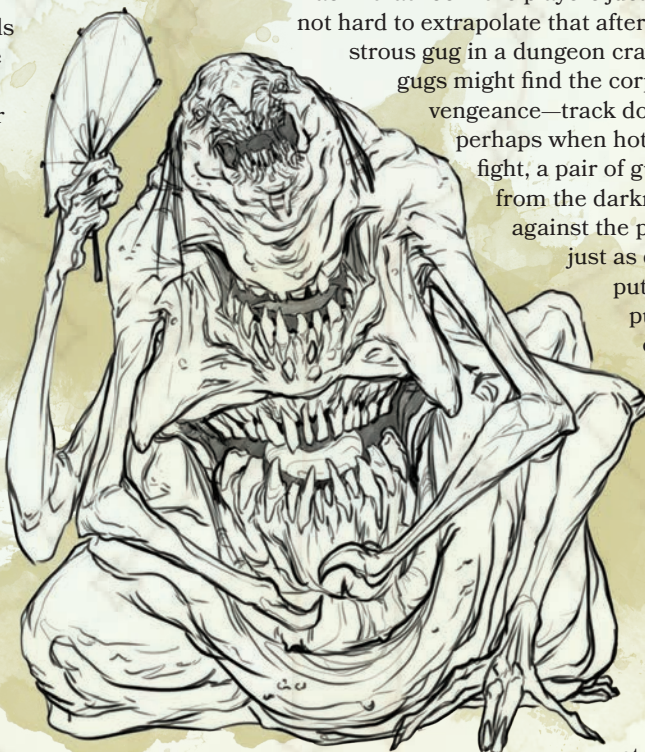
The Elder Beings see us mortals in different ways. To some, we are but prey while to others, we are pawns in titanic clashes with their real enemies. Others seek to exploit us, and a few can even be exploited by us. All such beings can be exciting additions to any roleplaying campaign. They are easy to use as enemies for a single battle, an adventure, or even an entire campaign.

Consider the following hooks.

The Fungi from Yuggoth (an adventure). The dread fungi have carried off every teenager from a village for some loathsome ceremony at the circle of stones atop a haunted mountain. This adventure takes place in two parts. First, most obviously, the heroes must climb to the circle of stones and rescue them. But then the heroes must retreat down the mountain, accompanied by the awkward and helpless victims, while being raided and harassed by the flying fungi and their minions. The second half of the adventure

is even more challenging and exciting than the first half because of the added defensive goal on top of simply slaying the enemies, which is far more difficult than a simple seek-and-destroy mission! And perhaps they arrived too late for some of the teenagers, who now owe more loyalty to the fungi than to humanity...

Against the Gugs (a long-term enemy). Gugs are an intelligent species with organized plans. Perhaps a gug was in that room the players just cleared for a reason? It's not hard to extrapolate that after the party slays a monstrous gug in a dungeon crawl for his loot, his fellow gugs might find the corpse, and—thirsting for vengeance—track down the party. Suddenly, perhaps when hotly engaged in another fight, a pair of gugs emerges silently from the darkness and joins in the fight against the players, then disappears just as quickly when the party puts up a good fight. You've pursued the main course of your campaign but added a recurring antagonistic force with personality and story. After all, even if the players manage to drive away or kill the pursuing party of gugs, this doesn't mean they're done with them—they might be hunted by increasingly mighty bands of gugs for the foreseeable future. The only way to stop the horrors following them would be to discover and fulfill the original gug's nefarious purpose.





ABYSSAL CUSTODIAN

Abyssal custodians were once just ordinary arthropods, like a terrestrial carrion or dung beetle, but this particular species dwelt in the homes of the Outer Gods. After millennia of feasting on the leavings and remains of the elder gods, they've grown to gigantic size. Over the course of their evolution, they did not acquire much intelligence and they lack much will of their own.

These alien organisms evolved or originated from the same branch of life that gave rise to the mi-go. They are clearly related anatomically to the fungi from Yuggoth, though far more individually powerful. There is not just a single custodian but many, and even more formidable entities are known to import custodians to take on tasks for them. Whether or not they fight to the death depends on the will and instructions of their master. The death of a master breaks this binding, as do certain rituals. Custodians want to have a master, and when deprived of a master, they assiduously seek out those who know the proper ritual of binding.

The most well-known custodian is that which tends the Library at Celaeno. It serves as the keeper of that fabulous library and cleans up after the horrendous beings that peruse the knowledge stored therein. It serves and is under the command of Celaeno's Librarian.

ABYSSAL CUSTODIANS IN COMBAT

The Abyssal Custodian is built for physical strength. It is heavily armored and highly resistant to most attacks. The abilities which render a custodian the most useful are its vast strength (custodians have been known to shove around starspawn with ease) and its portal.

Sandy's Notes

Whatever its origin, every abyssal custodian encountered by player characters is serving a master. It always has a master, and this master is some entity even more powerful and dangerous than the custodian. In some cases, the master might not be a single being but an entire cult, a college of magic, or some other organization that together is potent enough to hold the custodian's loyalty.

Abyssal custodians are never found simply wandering around or "in the wild." They are always set to protect and tend some structure or site. It might be a gigantic building like the Library at Celaeno, or it might be an outdoors location, such as the fabled Monolith of Abbith: a single colossal metallic spire that a custodian keeps polished and clean of life.

THE CUSTODIAN'S PORTAL

Each abyssal custodian can open a magical one-way portal to a nearby destination of its choice. This destination cannot be further away than about a mile. The portal is only visible on the custodian's end, and nothing is seen at the destination, though *detect magic* can locate it.

The custodian can move through the portal itself as a means of travel, and thus show up elsewhere, suddenly surprising a group of enemies. A common tactic for the custodian in battle is to open the portal behind its enemies, then use its immense physical prowess to shove enemies through the portal to some special place—perhaps a dungeon cell, a canyon, or a walled prison compound—as its master commands.

APPEARANCE

The coloration of an abyssal custodian might range from a shiny metallic green to bronze or copper, depending on the type of god the creature fed from to reach its mighty size and strength. Its carapace is partly made of adamantite and other special materials. The thickly armored thorax is sometimes a different color from the softer abdomen. The custodian has small delicate flippers, so it can do tasks requiring fine manipulation.

An abyssal custodian is about 30 feet long and 14 feet tall.





What You See



This armored insectoid-crustacean has thick, spiked, shiny chitin and resembles a machine as it hunches over. Its thick tail subdivides into claw-like cerci.



ABYSSAL CUSTODIAN

Gargantuan aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 313 (19d20 + 114)

Speed 40 ft., climb 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	22 (+6)	5 (-3)	20 (+5)	19 (+4)

Saving Throws Wis +11, Cha +10

Skills Perception +11

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses truesight 120 ft., passive Perception 21

Languages Aklo

Challenge 20 (25,000 XP)

Dimensional Acclimation. If the abyssal custodian enters combat via a portal, it has advantage on the initiative roll. It can always choose not to be transported by spells or effects that would banish or otherwise transport it.

Legendary Resistance (3/day). If the abyssal custodian fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The abyssal custodian makes three attacks: one with its bite and two with its slams.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage. If the target is a creature, the abyssal custodian can force it to make a DC 22 Strength saving throw. On a failed save, the target is pushed 20 feet away from the abyssal custodian.

Create Portal (Recharge 4–6). The abyssal custodian conjures

an invisible portal linking an unoccupied space it can see within 60 feet to a precise location within 1 mile. The portal is a 30-foot circular opening, which it can orient in any direction. The portal lasts for 1 minute.

Each portal has a front and a back. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the unoccupied place nearest the other portal.

The portal is opaque. *Dispel magic* can dispel the portal as if it were an 8th-level spell.

Dimensional Plummet. The abyssal custodian uses Create Portal if it is available, placing one portal below itself and placing the other portal up to 200 feet above a point on the ground that it can see. It falls to the chosen point, taking 1d6 bludgeoning damage per 10 feet it fell (it has resistance to this damage), and each creature within a 10-foot-radius circle centered on the chosen point must make a DC 20 Dexterity saving throw, taking 1d6 bludgeoning damage per 10 feet the abyssal custodian fell on a failed save, or half as much damage on a successful one. Each Huge or smaller creature that succeeded is pushed to the nearest open space adjacent to the abyssal custodian. Each Medium or smaller creature that failed is knocked prone and restrained. This restrained condition ends when the abyssal custodian is no longer atop the creature or when a restrained creature succeeds on a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check as an action.

The abyssal custodian can then make a slam attack as a bonus action.

LEGENDARY ACTIONS

The abyssal custodian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The abyssal custodian regains spent legendary actions at the start of its turn.

Portal Step (Costs 2 Actions). The abyssal custodian uses Create Portal if the feature is available, creating one of the portals in the nearest unoccupied space. The abyssal custodian then moves up to half its speed through the portal.

Detect. The abyssal custodian makes a Wisdom (Perception) check.

Slam. The abyssal custodian makes a slam attack.





BHOLE

The vanishingly rare bholes are colossal worm-like entities with scraped, rock-like hides and gaping mouths full of drill-like teeth. They only appear under conditions of absolute darkness, in which they cannot normally be seen, so typically the only way to observe them is through the discovery of the occasional dead specimen or by touch—at which point it is often too late. They dwell in the Dreamlands, burrowing in the Vale of Pnath to eat the carrion and leavings therein.

Bholes have thick, rugged hides that constantly wear and peel off due to their savage environment, though they regenerate just as quickly. Bholes boast large mouths filled with razor-sharp teeth, which they use to carve their way through even the toughest rock formations and to devour their prey.

Bholes exist in constant darkness. Even above ground, a bhole exudes a sort of “absence” which makes it very difficult to perceive it (see *aura of gloom*). As a result, no entity can see a bhole very well, and thus derives only basic impressions of a worm-like form and many teeth.

While bholes can wriggle along the earth, they typically submerge in seas of mud or slime and swim beneath the surface. They can also burrow through hardened soil at a great speed. Bholes are enormous and ravenous but not impulsive: they typically sniff out and investigate a creature before eating it. Their most common attack is to engulf a

target: through sheer size, they can easily crush or overwhelm almost any enemy.

LIFE CYCLE

Bholes are a different form of the unthinkable horrors known as dholes (see page 300). When a mature dhole breeds, its larvae do not emerge in the material universe, but instead in the Vale of Pnath or another similar area in the Dreamlands. This larva is known as a bhole hatchling, which grows and develops under conditions of absolute darkness until it reaches full maturity. The mature bhole, still in the Dreamlands, can then reproduce and deposit dhole hatchlings (see page 301) in the material universe, on appropriate planets, allowing dholes to move from world to world and continue the cycle.

BHOLE HATCHLING

Whereas titanic adults are rarely seen, a bhole hatchling is spawned close to the surface, so the odds of encountering an immature one are much higher. The hatchlings are also more aggressive in some ways than adults: they scour their environment for protein sources to support their rapid growth, and thus may emerge to attack in a situation when an adult might remain idle. They range greatly in size: a typical hatchling is at least 50 feet long and weighs many tons.

BHOLE HATCHLING

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 172 (16d12 + 75)

Speed 40 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	2 (–4)	18 (+4)	17 (+3)

Saving Throws Con +10, Wis +9, Cha +8

Damage Resistances poison

Damage Immunities acid, fire

Condition Immunities charmed, paralyzed, stunned

Senses tremorsense 120 ft., passive Perception 14

Languages Aklo but rarely speaks

Challenge 13 (10,000 XP)

Aura of Gloom. The hatchling exudes an aura that dampens light within 120 feet. Within this area, all forms of vision (including darkvision) are obscured in a faint shadowy gloom, regardless of more powerful light sources in the area. Creatures relying on vision in the area treat all others as being lightly obscured and have disadvantage on attack rolls against the bhole hatchling. This aura cannot be countered via light effects, but creatures that are immune to vision-based attacks, as well as those with truesight, can see through the bhole’s aura.

Keen Smell. The hatchling has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The hatchling has advantage on saving throws against spells and other magical effects.

Tunneler. The hatchling can burrow through solid rock at half its burrowing speed and leaves a 7-foot-diameter tunnel in its wake. It can move through a space as narrow as 7 feet wide without squeezing.

Uncontrollable. The hatchling can’t be put to sleep or controlled by *dominate monster*, *magic jar*, or any other means of compulsion or possession. It remains susceptible to *confusion*, however.

ACTIONS

Multiattack. The bhole hatchling makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage and 11 (2d10) acid damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Thrash. The hatchling moves up to its speed. While doing so, it can enter Large or smaller creatures’ spaces. Whenever the hatchling enters a creature’s space, the creature must make a DC 20 Dexterity saving throw. On a successful saving throw, the creature can choose to be pushed 5 feet back, to the side of the hatchling, or fall prone. On a failed saving throw, the creature takes 20 (3d8 + 7) bludgeoning damage and is knocked prone.



What You See



Darkness obscures the source of a deep grinding sound. Something vast and vaguely worm-like moves in the gloom, wrenching the earth apart as it moves.

A huge worm-like creature bursts from the earth and stone. It is eyeless, with a tattered hide that sloughs away and is regrown constantly, and boasts a massive mouth with a star-like opening full of grinding teeth.

Hatchlings are not always large enough to engulf an enemy, and so sometimes must bite or thrash to cause damage.

They are not particularly intelligent and rely on their size, strength, and burrowing ability to avoid trouble or attack their prey. Like adults, bhole hatchlings can burrow quickly. They are resistant to acid or other environmental toxins, as well as extremes of heat and even fire.

ADULT BHOLE

Regardless of age, only part of an adult bhole typically protrudes through the earth's crust to attack its prey. Adult bholes prefer to swallow prey whole. Adult bholes are mind-numbingly large: hundreds or even thousands of feet long, weighing as much as small mountains.

ADULT BHOLE

Gargantuan monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 289 (18d20 + 108)

Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	8 (-1)	22 (+6)	3 (-4)	18 (+4)	19 (+4)

Saving Throws Con +12, Wis +10, Cha +10

Damage Resistances poison

Damage Immunities acid, fire; damage dealt in an amount less than 10

Condition Immunities charmed, paralyzed, stunned

Senses tremorsense 300 ft., passive Perception 14

Languages Aklo but rarely speaks

Challenge 18 (20,000 XP)

Aura of Gloom. The bhole exudes an aura that dampens light within 300 feet. Within this area, all forms of vision (including darkvision) are obscured in a faint shadowy gloom, regardless of more powerful light sources in the area. Creatures relying on vision in the area treat all others as being lightly obscured and have disadvantage on attack rolls against the bhole. This aura cannot be countered via light effects, but creatures that are immune to vision-based attacks, as well as those with truesight, can see through the bhole's aura.

Keen Smell. The bhole has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The bhole has advantage on saving throws against spells and other magical effects.

Massive. The bhole is much larger than most Gargantuan creatures. The space it occupies is a 30-foot-radius circle, although it can move through a space as narrow as 15 feet wide without squeezing. It is so large that it ignores conventional difficult terrain but treats forests and settlements as difficult terrain. A Huge or smaller creature can move through the bhole's space and vice versa. A Huge or smaller creature can climb on a bhole with a successful DC 20

Strength (Athletics) check. The bhole can't make opportunity attacks against creatures smaller than Huge.

Tunneler. The bhole can burrow through solid rock at half its burrowing speed and leaves a 15'-diameter tunnel in its wake.

Uncontrollable. The bhole can't be put to sleep or controlled by *dominate monster*, *magic jar*, or any other means of compulsion or possession. It remains susceptible to *confusion*, however.

ACTIONS

Multiattack. The bhole makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +15 to hit, reach 90 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage and 11 (2d10) acid damage. If the target is a Large or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the bhole. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the bhole, and it takes 21 (6d6) acid damage at the start of each of the bhole's turns.

If the bhole takes 30 damage or more on a single turn from attacks made inside it, the bhole must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the bhole. If the bhole dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement; the creature exits prone.

Tail. *Melee Weapon Attack:* +15 to hit, reach 90 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet or knocked prone (bhole's choice).

Thrash. The bhole moves up to its speed. While doing so, it can enter Gargantuan or smaller creatures' spaces. Whenever the bhole enters a creature's space, the creature must make a DC 23 Dexterity saving throw. On a successful saving throw, the creature can choose to be pushed 5 feet back, to the side of the bhole, or fall prone. On a failed saving throw, the creature takes 27 (4d8 + 9) bludgeoning damage and is knocked prone.

REACTIONS

Flail. When a Small or larger creature climbs onto the bhole, it can use its reaction to make a tail attack against the creature.



BRAIN CYLINDER

Brain cylinders are alien technology, originating with the fungi from Yuggoth. They are used to preserve intact the brains of other organisms so that the fungi can carry them into space or other worlds. The fluid within the cylinder has a faint glow, and particles of light can be seen “crawling” up and down the brain and brain stem. Unless the brain is of unusual size, the cylinder containing it is not particularly large—only a foot or two long at most and half as wide.

Cylinders need not be transparent and can be made from any substance, including metals or other materials that are typically used in forging armor. The fungi themselves tend to make the main part of the cylinder out of armored glass, which is difficult but not impossible to pierce.

Brain cylinders properly stocked with the mi-go’s glowing fluid never run out of energy: they can keep a brain alive and well for centuries. The extradimensional fluid taps into other planes of existence for its power.

CYLINDER ATTACHMENTS

The cylinder has a number of plugs for attaching devices to it, which enable the brain to see, hear, and communicate, as well as perform other functions (see *sensory machines* starting on page 128). The fungi have a huge variety of devices they have created for the cylinders, including means of interrogation and even torture.

The devices that plug into the cylinder can easily be modified from magic items built for humanoid races, and the cylinder itself is made from normal terrestrial substances. Cylinders can even be constructed by skilled human craftsmen. The true alien technology is not the cylinder itself but the liquid in which the brain floats. This substance is partially extra-dimensional (as are the fungi themselves) and has a sort of life of its own.

Bodiless Immortality. The transparent fluid constantly repairs and maintains the healthy state of the brain, preventing deterioration. It even cures existing ailments, averts new ones, and effectively grants the brain immortality. While in the vat, the brain needs no food, water, or air, although it must still sleep.

Construct Controllers. The fungi can plug brain cylinders into bio-mechanical constructs and use them to control work machines or other large and complex devices. These constructs are rare outside of the fungi homeworlds since they are heavy and often quite large, making them difficult to transport.

BRAIN CYLINDER TEMPLATE

An aberration, beast, giant, humanoid, monstrosity, or undead can become a brain cylinder if it has a brain. It keeps its statistics, except as follows.

Challenge. In most cases, the creature loses all means of defending itself, reducing its challenge rating to 0 (0 XP). If the creature retains some means of attack, its challenge rating must be recalculated. Most often, such a creature’s challenge rating is reduced by 1.

Size. The brain cylinder’s size is three steps smaller, to a minimum of Tiny.

Type. The brain cylinder’s type is construct.

Armor Class. The brain cylinder’s AC becomes 18 from its armored glass casing.

Hit Points. The brain cylinder’s Hit Dice are reduced to suit its new size, but if it has fewer than 5 Hit Dice, it gains Hit Dice until it has 5.

Speed. The brain cylinder is immobile. It loses all special speeds and its base speed is 0 feet.

Ability Scores. The brain cylinder’s Strength and Dexterity scores are 0.

Damage Resistances. The brain cylinder gains resistance to acid, fire, lightning, and poison damage. It also gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren’t adamantine.

Damage Immunities. The brain cylinder gains immunity to cold damage.

Senses. The brain cylinder loses all special senses and is blinded and deafened unless it has appropriate *sensory machines* attached.

Languages. The brain cylinder can’t speak unless it has a proper *sensory machine* attached.

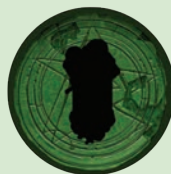
Traits. The brain cylinder loses all traits that rely on its previous physical body.

New Trait: Immobile. The brain cylinder can’t move or speak without external assistance, giving it an effective speed of 0, and it can’t benefit from any bonus to its speed. Without assistance, it automatically fails Strength and Dexterity saving throws, and it can’t take actions or reactions that require any bodily movement.

If the brain cylinder can cast spells, it must have a speech *sensory machine* attached to provide verbal components and it must have a vision *sensory machine* attached to aim spells that require it to choose a target or point it can see. It can’t provide material components unless it is attached to a drone or the material components are touching it.

Actions. The brain cylinder has no physical means of attack. It loses all attacks and other actions that rely on its previous physical body, including most attacks other than ranged spell attacks.

What you See



A transparent cylinder holds a single human brain connected to the inside walls with wires and tubes. The top and bottom of the cylinder have metal caps embedded with sockets and studded with prongs for the attachment of devices. The liquid within glows eerily as sparks crawl over the brain and up and around the surface.

SAMPLE BRAIN CYLINDERS

The **scholar brain cylinder** has no class levels and is harmless without a control drone to pilot. The **sorcerer brain cylinder** presented here was a 4th-level human sorcerer.



SCHOLAR BRAIN CYLINDER

Tiny construct (human), any alignment

Armor Class 18 (armored glass casing)

Hit Points 17 (5d4 + 5)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	0 (-5)	12 (+1)	14 (+2)	9 (-1)	10 (+0)

Skills any two of Arcana, History, Nature, or Religion +4

Damage Resistances acid, fire, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite

Damage Immunities cold

Senses blinded and deafened without *sensory machines*; passive Perception 9

Languages any three languages

Challenge 0 (0 XP)

Immobilized. The brain cylinder can't move or speak without external assistance. Without such assistance, it automatically fails Strength and Dexterity saving throws and it can't take actions or reactions that require any bodily movement.

CONTROL DRONES

A control drone is a bio-chemical-mechanical creation. It is partly surgical in nature, mostly organic, and partly cybernetic. Drones come in a variety of forms, but typically stand well over 16 feet high. For the sake of accessibility, the controlling brain cylinder is visible in a clear organic dome on the drone's top or front. These drones are mostly fungus with some crab- or spider-like parts. The brain cylinder can speak mechanically through attached loudspeakers.

While most such drones are simply work machines, they can be adapted for combat, typically through the installation of grasping limbs or tentacles. The drones are remarkably resistant to damage. Their main vulnerability is the brain cylinder itself: if the cylinder is destroyed, damaged, or simply removed from its socket, the drone becomes inactive. This weakness is intentional on the fungi's part, as a means of discouraging a slave rebellion.

The drones are usually found on mi-go bases, where they work in heavy construction. A rare few drones are titanic, sometimes hundreds of feet tall. On these more potentially dangerous devices, the brain cylinders are always placed on the very top, while typically the drones' grasping limbs are placed so that they cannot protect the cylinder from above. Thus, in case of a massive

SORCERER BRAIN CYLINDER

Tiny construct (human), any alignment

Armor Class 18 (armored glass casing)

Hit Points 12 (5d4)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	0 (-5)	10 (+0)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Con +2, Cha +4

Skills Arcana +4, Persuasion +4

Damage Resistances acid, fire, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite

Damage Immunities cold

Senses darkvision 60 ft.; passive Perception 10

Languages Common

Challenge 1 (200 XP)

Immobilized. The brain cylinder can't move or speak without external assistance (listed in Sensory Machines). Without such assistance, it automatically fails Strength and Dexterity saving throws and it can't take actions or reactions that require any bodily movement.

The brain cylinder must have a *speech sensory machine* attached to provide verbal components and it must have a

vision sensory machine attached to aim spells that require it to choose a target or point it can see (which this one does). It can't provide material components unless it is attached to a drone or the material components are touching it. The sorcerer brain cylinder must use its Metamagic feature's Subtle Spell option to cast spells that normally require somatic components.

Sensory Machines. The sorcerer brain cylinder has the following *sensory machines* attached: *basic sense* (hearing), *basic sense* (sight), and *speech*.

Font of Magic. The sorcerer brain cylinder has 4 sorcery points. As a bonus action, it can spend 2 sorcery points to gain a 1st-level spell slot, spend 3 sorcery points to gain a 2nd-level spell slot, or sacrifice a spell slot to gain sorcery points equal to the slot level.

Metamagic. As part of casting a spell, the sorcerer brain cylinder can spend the indicated number of sorcery points to add one of the following Metamagic options to the spell.

Distant Spell (Costs 1 Sorcery Point). The spell's range is doubled.

Subtle Spell (Costs 1 Sorcery Point). The spell doesn't require any verbal or somatic components.

Spellcasting. The sorcerer brain cylinder is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12). It knows the following sorcerer spells.

Cantrips (at will): *acid splash*, *dancing lights*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *charm person*, *magic missile*, *shield*
2nd level (3 slots): *shatter*, *suggestion*





drone going rogue, a mi-go can simply fly down from above and remove the cylinder, immobilizing the drone and preserving such a useful platform from further damage.

Constructed. Although they include organic components, control drones need no food, water, or air.

SAMPLE CONTROL DRONE

The **control drone** presented here has a scholar brain cylinder attached. A control drone with a sorcerer brain cylinder attached has challenge rating of 12 (8,400 XP).

VARIANT: OTHER CONTROL DRONES

A control drone without an attached brain cylinder is an object, not a creature, and can't act.

If a control drone is attached to a different brain cylinder, the control drone uses the brain cylinder's Intelligence, Wisdom, and Charisma scores. It gains the brain cylinder's traits, actions, and proficiencies except for its Immobile trait. The constructs are designed such that they cannot manage the fine motor control necessary to provide somatic components for spells. Recalculate the variant control drone's challenge rating if the brain cylinder added significant defenses or the brain cylinder had a challenge rating at least equal to the drone's.

Many other control drone designs exist. For example, a simpler control drones might use the statistics for the **flesh golem**, with the following changes. It has the control drone's Brain Cylinder trait and uses the brain cylinder's Intelligence, Wisdom, and Charisma scores. It gains the brain cylinder's traits, actions, and proficiencies except for its Immobile trait. The golem only keeps its immunity to the charmed and frightened conditions if the brain cylinder is immune to them. A **flesh golem control drone** has a challenge rating of 6 (2,300 XP), unless its pilot brain cylinder has rare extensive magical abilities that can be used without somatic components. A flesh golem control drone controlled by a sorcerer brain cylinder has a challenge rating of 7 (2,900 XP).



CONTROL DRONE

Gargantuan construct, unaligned

Armor Class 16 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	7 (-2)	19 (+4)	14 (+2)	9 (-1)	10 (+0)

Skills any two of Arcana, History, Nature, or Religion +4

Damage Resistances cold, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages any three languages

Challenge 11 (7,200 XP)

Brain Cylinder. The control drone depends on the brain cylinder attached to its top to take actions. While attached, the brain cylinder loses its Immobile trait and can use its actions and movement to control the drone. When an attacker attacks the drone, it can choose to aim its attack at the brain cylinder rather than the drone if it can reach the brain cylinder. If the attacker is smaller than the drone, the brain cylinder has half cover against the attack. If the attacker is below the drone, the brain cylinder has three-quarters cover against the attack. If the attacker is above or larger than the drone, the

attacker has advantage on its attack roll. If the attack hits, half the damage is dealt to the brain cylinder and the remaining damage is dealt to the drone. Area spells and effects only damage the control drone and not the brain cylinder. An attacker familiar with mi-go technology that starts its turn grappling the drone but not restrained can detach the brain cylinder by succeeding at a grapple contest with the drone. A successful DC 16 Wisdom (Yog-Sothothery) or DC 18 Intelligence check is sufficient to understand the operation. The drone has advantage on its Strength (Athletics) or Dexterity (Acrobatics) check in such a contest if the attacker is below it or smaller than it. A creature above or larger than the drone has advantage on its Strength (Athletics) check in the grapple contest.

Trampling Charge. If the control drone moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that creature isn't grappled but must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is knocked prone, the control drone can make one stomp attack against it as a bonus action.

Actions

Multiaction. The control drone makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, the control drone can't use that limb to attack another creature, and if the control drone moves, the grappled creature moves with it.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

BYAKHEE

A byakhee's bloated abdomen contains the byakhee's hune organ, which enables it to fly through space at faster-than-light speed. It also allows the creature to issue a shriek that reverberates across vast distances and even backward in time to arrange for allies to arrive almost instantly. Byakhee are commonly summoned to serve as spacefaring steeds for cults of Great Old Ones and Outer Gods.

In combat, a byakhee summons an ally and then relies on its claws and proboscis to drain blood from its foes. It cannot be injured by extreme cold or thunder attacks, and its wholly alien mind renders it immune to mind-affecting effects.

What You See



This flying organism resembles an arthropod with a bloated abdomen. It has huge claws, wings, and an insectoid head.



BYAKHEE

Large aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft., climb 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	17 (+3)	9 (–1)	16 (+3)	8 (–1)

Skills Perception +5

Damage Immunities cold, psychic, thunder

Condition Immunities charmed, frightened, any other condition originating from a mind-influencing effect

Senses darkvision 60 ft., passive Perception 15

Languages Aklo

Challenge 4 (1,100 XP)

Accelerated Star Travel. The byakhee's hune organ allows it to survive and fly in space at incredible speeds. Travel times vary, but it can generally arrive within the same solar system in 3d20 hours, or to another star system within 3d20 days.

Unbreathing. The byakhee doesn't need to breathe.

Unknowable Form. The byakhee's form cannot be grasped by sane mortals' minds. The byakhee is considered lightly obscured by all creatures with Intelligence scores of 3 or higher that are not aberrations, celestials, elementals, fey, fiends, or suffering from some form of insanity or *confusion*. Attack rolls by affected creatures against the byakhee have disadvantage.

Void Sight. Magical darkness doesn't impede the byakhee's darkvision.

ACTIONS

Multiattack. The byakhee makes two attacks: one blood drain and one with its claws.

Blood Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and if the target is a Large or smaller creature other than a construct, elemental, or undead, it must succeed on a DC 13 Strength saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained, and the byakhee can't use blood drain again. When the creature begins its turn grappled by the byakhee, the creature loses 8 (1d8 + 4) hit points from blood loss.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and if the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained, and the byakhee can't claw another target. When the creature begins its turn grappled by the byakhee, the creature loses 8 (1d8 + 4) hit points from blood loss.

Shriek (1/day). The byakhee issues a horrific shriek that penetrates both space and time. At the end of the byakhee's turn, another byakhee is called from another place and time, appearing within 5 feet of the shrieking byakhee. It rolls initiative immediately and takes its own turns. The newly arrived byakhee cannot shriek when called this way. The called byakhee returns from whence it came after 24 hours or when it is reduced to 0 hit points.

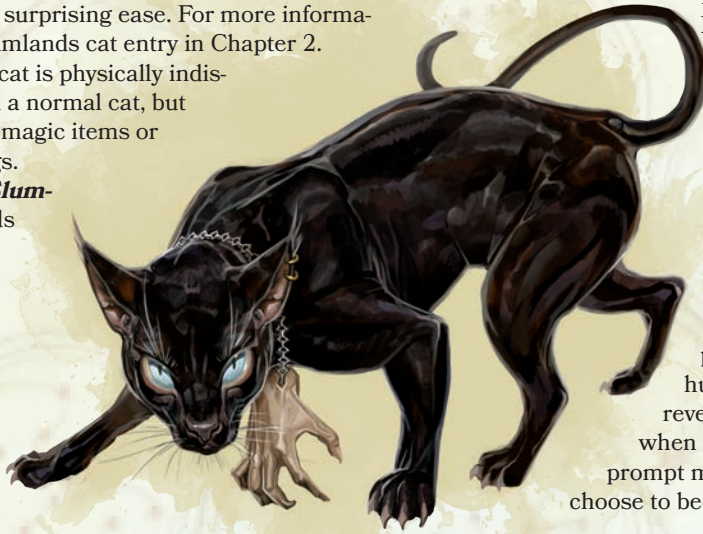


CAT, DREAMLANDS

Dreamlands cats are supernaturally intelligent beasts able to cross the boundaries between the waking world and Dreamlands with surprising ease. For more information, see the Dreamlands cat entry in Chapter 2.

A Dreamlands cat is physically indistinguishable from a normal cat, but sometimes bears magic items or ominous markings.

The Gates of Slumber. A Dreamlands cat can physically travel to the Dreamlands via one of the many Gates of Slumber. Except in unusual cases, non-cats can't follow the cat through the



Gates of Slumber and the cat can't return to the Material Plane farther than 1 mile from where it entered the Dreamlands. The cat can take Tiny worn or carried items to or from the Dreamlands this way.

Magic Item Melding. Some Dreamlands cats meld magic items into their bodies to use them even when they are not designed for cats. For rules on how this is accomplished, see the Magic Item Melding cat racial trait on page 11.

ULTHAR CHAMPION

An Ulthar champion is a magical protector of cats that hides within humanoid communities. It typically reveals itself only when needed, or when unusual magical circumstances prompt many of the cats under its aegis to choose to become Dreamlands cats.

DREAMLANDS CAT, SATURNIAN

Medium beast, any alignment

Armor Class 12

Hit Points 4 (1d8)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	10 (+0)	12 (+1)	13 (+1)

Skills Perception +3

Senses passive Perception 13

Languages Cat, understands but can't speak one other language

Challenge 1/8 (25 XP)

Limb Allocation (1/Day). The cat can absorb or extrude its legs. The cat must concentrate for 10 minutes to adjust the number of legs it has, as if concentrating on a spell. If its concentration is disrupted, it must begin the process of limb allocation from the beginning, but it doesn't lose its daily usage of this trait. The more limbs it has, the weaker its attacks because of spreading its muscle mass. It cannot give itself fewer than four legs or more than seven legs with this trait.

Four Legs. The cat can pounce with great force. When it hits a creature with a claw after moving at least 20 feet straight toward the target, the target must succeed on a DC 10 Strength saving throw or be knocked prone.

Five Legs. The cat's claw attack deals 7 (3d4) slashing damage.

Six Legs. The cat's walking speed increases to 50 feet, its climbing speed increases to 40 feet, it takes a -2 penalty to Constitution saving throws, and its claw attack deals 5 (2d4) slashing damage.

Seven Legs. The cat's walking speed increases to 50 feet, its climbing speed increases to 50 feet, it takes a -2 penalty to Constitution and Dexterity saving throws, and its claws attack deals 5 (2d4) slashing damage.

Low-Light Vision. The cat can see in dim light within 60 feet of it as if it were bright light.

Nine Lives. When killed, the cat's mind and consciousness shifts reflexively back into a dream form, creating a new dream body if necessary. It must then rest for 1d3 days in the Dreamlands, at which point it can return to the waking world. It can revive itself in this manner up to eight times, giving it nine lives in all. Resurrections from other methods (such as via a *raise dead* spell or other powerful magic) do not count against this limit.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) or 7 (3d4) slashing damage (see *Limb Allocation*).

Moon Jump (2/Day). If the cat is in the Dreamlands, it can jump from a planet to its moon or other satellites (or vice versa). This movement provokes opportunity attacks normally, but the flight is supernaturally fast. En route, the cat is protected within a small demiplane. A group of four Dreamlands cats can bring a single Small creature with them when it Moon Jumps, while a group of eight Dreamlands cats can bring a single Medium creature. When the cat uses Moon Jump to return to a planet or moon it left via Moon Jump, it returns to within 1 mile of where it departed that body.



DREAMLANDS CAT

Tiny beast, any alignment

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages Cat, understands but can't speak one other language

Challenge 0 (10 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Low-Light Vision. The cat can see in dim light within 60 feet of it as if it were bright light.

Nine Lives. When killed, the cat's mind and consciousness shifts reflexively back into a dream form, creating a new dream body if necessary. It must then rest for 1d3 days in the Dreamlands, at which point it can return to the waking world. It can revive itself in this manner up to eight times, giving it nine lives in all. Resurrections from other methods (such as via a *raise dead* spell or other powerful magic) do not count against this limit.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 slashing damage.

Moon Jump (2/Day). If the cat is in the Dreamlands, it can jump from a planet to its moon or other satellites (or vice versa). This movement provokes opportunity attacks normally, but the flight is supernaturally fast. En route, the cat is protected within a small demiplane. A group of four Dreamlands cats can bring a single Small creature with them when it Moon Jumps, while a group of eight Dreamlands cats can bring a single Medium creature. When the cat uses Moon Jump to return to a planet or moon it left via Moon Jump, it returns to within 1 mile of where it departed that body.

REACTIONS

Land on Your Feet. When the cat falls, it can use its reaction to right itself before it lands. If it fell less than 60 feet, it treats the fall as 10 feet shorter for purposes of damage (reducing damage by 1d6). If it fell at least 60 feet, it has time to better maneuver and relax, instead negating all fall damage beyond the first 10 feet (for a total of 1d6 bludgeoning damage). If it takes damage from a fall, it nevertheless lands on its feet if it succeeds on a DC 10 Dexterity saving throw.

DREAMLANDS CAT, URANIAN

Medium beast, any alignment

Armor Class 14

Hit Points 4 (1d8)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Cat, understands but can't speak one other language

Challenge 1/8 (25 XP)

Broad-Spectrum Vision. The cat can see ethereal creatures and objects with its darkvision. As a bonus action, it can tell whether an object it sees within 60 feet is magical.

Nine Lives. When killed, the cat's mind and consciousness shifts reflexively back into a dream form, creating a new dream body if necessary. It must then rest for 1d3 days in the

Dreamlands, at which point it can return to the waking world. It can revive itself in this manner up to eight times, giving it nine lives in all. Resurrections from other methods (such as via a *raise dead* spell or other powerful magic) do not count against this limit.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Moon Jump (2/Day). If the cat is in the Dreamlands, it can jump from a planet to its moon or other satellites (or vice versa). This movement provokes opportunity attacks normally, but the flight is supernaturally fast. En route, the cat is protected within a small demiplane. A group of four Dreamlands cats can bring a single Small creature with them when it Moon Jumps, while a group of eight Dreamlands cats can bring a single Medium creature. When the cat uses Moon Jump to return to a planet or moon it left via Moon Jump, it returns to within 1 mile of where it departed that body.



ULTHAR CHAMPION

Tiny beast, any alignment

Armor Class 13 (16 with *mage armor*)

Hit Points 19 (7d4 + 7)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (−4)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Con +4, Cha +6

Skills Arcana +3, Perception +4, Stealth +6

Senses passive Perception 14

Languages Cat, understands but can't speak one other language

Challenge 5 (1,800 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Low-Light Vision. The cat can see in dim light within 60 feet of it as if it were bright light.

Nine Lives. When killed, the cat's mind and consciousness shifts reflexively back into a dream form, creating a new dream body if necessary. It must then rest for 1d3 days in the Dreamlands, at which point it can return to the waking world. It can revive itself in this manner up to eight times, giving it nine lives in all. Resurrections from other methods (such as via a *raise dead* spell or other powerful magic) do not count against this limit.

Spellcasting. The champion is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *jump*, *mage armor*, *magic missile*

2nd level (3 slots): *mirror image*, *scorching ray*

3rd level (3 slots): *fly*, *lightning bolt*

4th level (1 slot): *greater invisibility*

ACTIONS

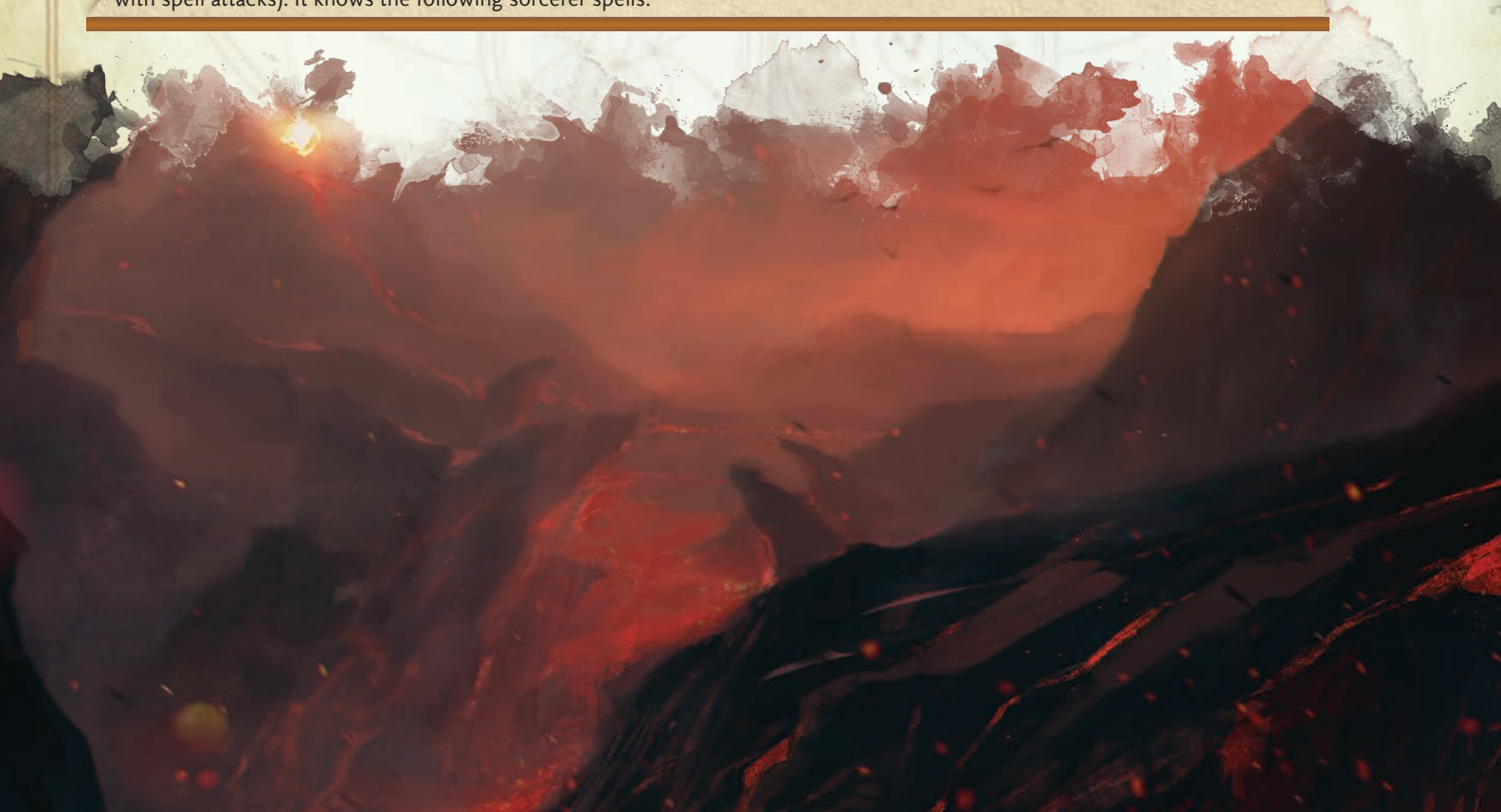
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 slashing damage.

Moon Jump (2/Day). If the cat is in the Dreamlands, it can jump from a planet to its moon or other satellites (or vice versa). This movement provokes opportunity attacks normally, but the flight is supernaturally fast. En route, the cat is protected within a small demiplane. A group of four Dreamlands cats can bring a single Small creature with them when it Moon Jumps, while a group of eight Dreamlands cats can bring a single Medium creature. When the cat uses Moon Jump to return to a planet or moon it left via Moon Jump, it returns to within 1 mile of where it departed that body.

REACTIONS

Land on Your Feet. When the cat falls, it can use its reaction to right itself before it lands. If it fell less than 60 feet, it treats the fall as 10 feet shorter for purposes of damage (reducing damage by 1d6). If it fell at least 60 feet, it has time to better maneuver and relax, instead negating all fall damage beyond the first 10 feet (for a total of 1d6 bludgeoning damage). If it takes damage from a fall, it nevertheless lands on its feet if it succeeds on a DC 10 Dexterity saving throw.





COLOUR OUT OF SPACE

The colour out of space is an unusual entity. Unlike the other monsters presented in this book, the colour is a truly alien presence more akin to a dangerous environment than a traditional creature. Many adventurers simply can't confront and kill one. When a colour out of space arrives on a world, typically in the form of spores encased in meteorites, it seeps slowly into the terrain itself. It concentrates its presence in deep dark regions like caves, wells, or basements but doesn't limit its influence to such areas. A single colour spreads somewhat irregularly throughout a region, but after the passage of a few weeks it can infuse an area of several square miles in size.

A COLOUR'S LAIR

A colour out of space prefers to strike rural areas with intelligent life too disorganized to offer much resistance. A colour out of space presents several dangers to those who dwell in or visit its blighted domain, as detailed below.

REGIONAL EFFECTS

The colour's presence might cause any of the following magical effects after dwelling in the same place for a time:

Fouled Foodstuffs. Plants and smaller beasts in the region (such as rabbits, birds, moles, and the like) grow swiftly to sizes in excess of their norm. This doesn't appreciably modify these creatures' combat statistics. Each creature that feeds upon plants or beasts that have been fouled by the colour's presence must succeed on a DC 15 Constitution saving throw or become poisoned until it finishes a long rest. At the end of each short rest, the creature can make a new saving throw, ending the poisoned condition on itself on a success. Creatures that have become colour-cursed (see below) automatically succeed on this saving throw.

Colour-Cursed Creatures. Any aberration, beast, dragon, fey, giant, humanoid, monstrosity, ooze, or plant with an Intelligence score of 3 or higher is in particular danger within a region blighted by a colour out of space, for it is these creatures upon which the colour prefers to feed. Whenever such a creature enters a colour-blighted region, it must make a DC 10 Charisma saving throw. On a failed save, the creature is afflicted by the colour curse and its gear becomes colour-tainted. On a successful save, any future saving throw against that colour's curse has a cumulative -1 penalty. Every time a creature finishes a long rest in the area, it must make the save again. If the creature exits the colour-blighted region and reenters after finishing a long rest, it must save again but no longer has any penalty from previous successful saves.

Colour-Tainted Items. Any non-magical object that remains unattended in a colour-blighted area for more than 24 hours automatically becomes colour-tainted. A colour-tainted item functions normally, but a creature that picks up a colour-tainted item must make a DC 10 Charisma saving throw. On a failed save, the creature is

afflicted by the colour curse. On a successful save, any future saving throw against that colour's taint has a cumulative -1 penalty. Every time a creature finishes a long rest while carrying the colour-tainted item, it must make the save again. If the creature puts down the item and picks it up again after finishing a long rest, it must save again but no longer has any penalty from previous successful saves. Casting a *remove curse* spell on a colour-tainted item removes the colour taint from it.

If the colour dies, these effects disappear over the course of 1d10 days.

THE COLOUR CURSE

The colour curse can strike an aberration, beast, dragon, fey, giant, humanoid, monstrosity, ooze, or plant with an Intelligence score of 3 or higher. Symptoms include confusion, lethargy, and an increasing brittleness of the flesh culminating in a horrific crumbling apart in the end.

Lassitude. The colour-cursed creature is filled with a strange mental attachment to the blighted landscape and will not willingly exit this area. If such a creature is forcibly evacuated, it feels an irresistible mental pull that prompts it to seek any means of return. A creature that is prevented from returning might resort to violence to have its way.

Madness. As the days wear on, the colour's influence weakens the cursed victim's mind, even if the cursed creature has left the blighted region. At the end of every 24 hours the creature is cursed, the colour-cursed victim must make a successful DC 10 Wisdom saving throw or its Wisdom score is reduced by 1, to a minimum of 1. Strong-minded individuals can resist this creeping madness longer, but as its Wisdom depletes, the spiral into madness only quickens. Once a creature's Wisdom score drops below 5, it becomes increasingly easy to agitate and anger. The cursed creature's Wisdom score can't be restored until the curse is broken.

Disintegration. At the end of every 24 hours, if the cursed creature has a Wisdom score of 1 and it is in a colour-cursed region, it takes 5 (1d10) necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage it took, but this effect does not reduce its hit point maximum below 1. The colour may or may not seek out a disintegrating victim to feed on directly (see "The Colour Out of Space" below), but in most cases it merely lets the victim slowly succumb. As the victim's hit point maximum is reduced, it is slowly bleached of color and turns increasingly gray: its body crumbles along the edges and is shot through with deep, dry, bloodless fissures, almost as if its skin and flesh were turning to hard-packed ash. A victim reduced to 0 hit points while its hit point maximum is reduced by this curse must succeed on a DC 15 Constitution saving throw or die and crumble to dust. The cursed creature's hit point maximum can't be restored until the curse is broken; thereafter, it is restored after a long rest.

Agonizing Death. Once a victim has a hit point maximum of 1, there is nothing left to nourish the colour, which cruelly leaves its victim alive but in wracking pain that ren-



ders the creature incapacitated. Once every 10 minutes, the creature can make a DC 15 Constitution saving throw, suppressing the incapacitated condition for 10 minutes on a success. Once every 24 hours, a colour-cursed creature with a hit point maximum of 1 must succeed on a DC 15 Constitution saving throw or die and simply crumble to dust.

Ending the Curse. The colour curse can only be removed by *remove curse*, *greater restoration*, or other magic that removes curses.

COLOUR OUT OF SPACE

Gargantuan ooze, unaligned

Armor Class 13

Hit Points 101 (7d20 + 28)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	16 (+3)	18 (+4)	1 (–5)	14 (+2)	1 (–5)

Damage Immunities all except force and radiant

Condition Immunities all

Senses deaf; passive Perception 12

Languages –

Challenge 8 (3,900 XP)

Cursed Light. The colour is an incorporeal entity that sheds bright light in its own spaces and casts dim light for an additional 30 feet. Other creatures can occupy the colour's space without provoking opportunity attacks, nor does the creature's movement provoke opportunity attacks. Upon first entering either area of light or starting a turn within the bright light, a creature must make a DC 15 Charisma saving throw. The creature has disadvantage on its save if it is in the bright light. On a failed save, the creature is colour-cursed. On a successful save, any future saving throw against that colour's curse has a cumulative –1 penalty. While the colour is in sunlight and for 1 round after the colour takes radiant damage, the save DC to resist the colour's curse is reduced by 2.

Nigh Invulnerable. A colour out of space is immune to all spells and effects except force damage, radiant damage, and as defined in its Living Curse. It has no survival needs but must feed to grow. Divine intervention or a *wish* spell can instantly destroy a colour out of space.

Living Curse. If the colour starts its turn within an area of sunlight or a *daylight* spell, it takes 10 (3d6) radiant damage. It can be the target of a *remove curse*, *dispel evil and good*, or *greater restoration* spell cast within its space; instead of the spell's usual effect, the spell deals the colour 2d8 force damage per level of the spell or 2d8 force damage per level of the spell slot used if the spell was cast at a higher level than normal.

Luminous Movement. The colour out of space can move through other creatures and objects that don't completely

THE COLOUR OUT OF SPACE

The colour itself scarcely even functions as a creature, since it is so difficult to interact with and takes so little interest in other creatures except to feed.

At the GM's discretion, rare rituals to banish the colour may exist, but these rituals should require unusual and dangerous ingredients and reagents. In most cases, the safest way to respond to a colour out of space is to retreat and wait out its departure.

block light as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object (such as a boulder or a wall); it does not take damage for ending its turn in and around animate creatures.

Sense Sustenance. The colour out of space can locate colour-cursed creatures in the region it has tainted.

Star Travel. The colour out of space can survive and fly in space.

ACTIONS

Overwhelming Colour. Each source of magical darkness with an area that overlaps with the colour's Cursed Light is dispelled. Each creature in the colour's space must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 21 (6d6) radiant damage and is blinded until the start of the colour's next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Feed. *Melee Weapon Attack:* +6 to hit, reach 0 ft., each colour-cursed creature in its space. *Hit:* If the creature has a Wisdom score of 2 or higher, its Wisdom score is reduced by 1d4, to a minimum of 1. If it has a Wisdom score of 1, it takes 22 (4d10) necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage it takes. If the creature's hit point maximum would be reduced below 1, instead it is reduced to 1 and the creature must make a successful DC 15 Constitution saving throw or be incapacitated by pain for 10 minutes.

LEGENDARY ACTIONS

The colour can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The colour regains spent legendary actions at the start of its turn.

Aggravate. The colour chooses a colour-cursed creature it can see within 60 feet. The creature must succeed on a DC 13 Charisma saving throw or use its reaction to make an attack against a target of the colour's choice.

Dazzle. The colour shimmers with enticing light. A creature of the colour's choice within 60 feet that can see the colour must succeed on a DC 13 Charisma saving throw or be charmed by the colour until the end of its turn. If the creature is still charmed on its turn, it must use its movement to approach the colour, entering the colour's light if possible.

Overwhelming Colour (Costs 2 Actions). The colour uses Overwhelming Colour.



DARK YOUNG OF SHUB-NIGGURATH

The dark young is the terrifying spawn either of Shub Niggurath herself or one of her daughters. The creatures are typically nurtured somewhere outside the normal dimensions of space-time and only unleashed into the normal universe when fully adult.

All but the most mature dark young are found to be mostly (if not entirely) hollow when killed, and their shells shrivel in a matter of days. Their flesh is highly poisonous when ingested but is also a powerful aphrodisiac.

A dark young can attack in any direction easily. It cannot be surprised or attacked from “behind.” It attacks with numerous tentacles, grasping, constricting, and crushing. It likes to throw prey in the air with its tentacles, catch them, then toss them again, playing a macabre juggling act with its victims to disorient them and make it that much harder for them to break free from its clutches. Each time the victim lands, the dark young swiftly constricts and crushes them, then tosses them again.

Each dark young is slightly different, much as each tree has a slightly different shape. A given specimen has 2 to 4 thick, hooved legs supporting it. These tentacled horrors can grow quite large. From hoof to the tips of their tentacles, they can be dozens of feet high and usually weigh several tons. However, due to their hollowness, adolescent ones are strangely light and might weigh less than 1,000 pounds.

Toxic Flesh. If a creature eats a dark young’s flesh, it must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage. In addition, its Wisdom score is reduced by 1d4 until it finishes a long rest. If it conceives offspring while its Wisdom score is reduced (and conception is unusually likely while affected), that offspring is a Mythos satyr, outer mutant, or other creature influenced by Shub-Niggurath.

What You See



This stout, many-tentacled beast lurches forward on broad hooves. It has no face or eyes, but its cylindrical body is ringed with gaping, whistling mouths. Long, grasping tentacles wave madly from its dorsal side, slapping together like a dying fish flopping on a pile of carcasses.



ADOLESCENT DARK YOUNG

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	14 (+2)	16 (+3)	17 (+3)

Skills Nature +5, Perception +6, Stealth +7 (+10 in forests), Survival +6, Yog-Sothothery +6

Damage Resistances cold, fire

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Aklo, Sylvan

Challenge 5 (1,800 XP)

Magic Resistance. The dark young has advantage on saving throws against spells and other magical effects.

Reactive. The dark young can make one reaction on every turn of a combat.

Unearthly. The dark young is immune to *confusion*, insanity, and diseases.

Unnerving Susurrrus. The dark young constantly whispers and murmurs from its numerous mouths unless it is unconscious. Whenever a non-aberration creature starts its turn within 5 feet and can hear the dark young, it must make a DC 14 Wisdom saving throw. On a failed save, it is magically frightened by the eerie, grating sound until the start of its next turn. On a successful save, that creature is immune to that dark young’s *Unnerving Susurrrus* for 24 hours.

ACTIONS

Multiattack. The dark young makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be grappled (escape DC 14). Until the grapple ends, the target is restrained and the dark young can’t attack any other creature with that tentacle. The dark young has five tentacles.



ADULT DARK YOUNG

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	18 (+4)	15 (+2)	18 (+4)	19 (+4)

Skills Nature +6, Perception +8, Stealth +8 (+12 in forests), Survival +8, Yog-Sothothery +8

Damage Resistances cold, fire

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 18

Languages Aklo, Sylvan

Challenge 10 (5,900 XP)

Magic Resistance. The dark young has advantage on saving throws against spells and other magical effects.

Reactive. The dark young can make one reaction on every turn of a combat.

Spellcasting. The dark young is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following spells.



ADULT DARK YOUNG (CONTINUED)

Cantrips (at will): *chill touch, dancing lights, guidance, minor illusion, message, produce flame*

1st level (4 slots): *cure wounds, entangle, expeditious retreat*

2nd level (3 slots): *detect thoughts, fog cloud, spider climb*

3rd level (3 slots): *bestow curse*

4th level (2 slots): *confusion*

Unearthly. The dark young is immune to *confusion*, insanity, and diseases.

Unnerving Susurrus. The dark young constantly whispers and murmurs from its numerous mouths unless it is unconscious. Whenever a non-aberration creature starts its turn within

20 feet and can hear the dark young, it must make a DC 16 Wisdom saving throw. On a failed save, it is magically frightened by the eerie, grating sound until the start of its next turn. On a successful save, that creature is immune to that dark young's *Unnerving Susurrus* for 24 hours.

ACTIONS

Multiattack. The dark young makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be grappled (escape DC 15). Until the grapple ends, the target is restrained and the dark young can't attack any other creature with that tentacle. The dark young has five tentacles.

MATURE DARK YOUNG

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 283 (27d10 + 135)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	21 (+5)	16 (+3)	20 (+5)	21 (+5)

Skills Nature +8, Perception +10, Stealth +8 (+13 in forests), Survival +10, Yog-Sothothery +10

Damage Resistances cold, fire

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20

Languages Aklo, Sylvan

Challenge 15 (13,000 XP)

Magic Resistance. The dark young has advantage on saving throws against spells and other magical effects.

Reactive. The dark young can make one reaction on every turn of a combat.

Spellcasting. The dark young is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It knows the following spells.

Cantrips (at will): *chill touch, dancing lights, guidance, minor illusion, message, produce flame*

1st level (4 slots): *cure wounds, entangle, expeditious retreat*

2nd level (3 slots): *detect thoughts, fog cloud, spider climb*

3rd level (3 slots): *bestow curse, fly*

4th level (3 slots): *black tentacles, confusion*

5th level (2 slots): *contagion, tree stride*

6th level (1 slot): *wall of thorns*

7th level (1 slot): *regenerate*

Unearthly. The dark young is immune to *confusion*, insanity, and diseases.

Unnerving Susurrus. The dark young constantly whispers and murmurs from its numerous mouths unless it is unconscious. Whenever a non-aberration creature starts its turn within 90 feet and can hear the dark young, it must make a DC 18 Wisdom saving throw. On a failed save, it is magically frightened by the eerie, grating sound until the start of its next turn. On a successful save, that creature is immune to that dark young's *Unnerving Susurrus* for 24 hours.

ACTIONS

Multiattack. The dark young either makes four tentacle attacks or casts a spell using a spell slot of up to 5th level and makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until the grapple ends, the target is restrained as the dark young tosses and juggles it in the air. The dark young can attack other creatures with that tentacle while grappling a creature this way since the target is only in its tentacles part of the time. Each of the dark young's five tentacles can grapple up to two creatures this way.



DEEP ONE

Central and iconic to H.P. Lovecraft's work, deep ones are minions of the Great Cthulhu himself. A deep one is a repulsive, amphibian hybrid with a vaguely humanoid form. They sometimes shamble upon two limbs and sometimes four. They can leap or hop as well as walk or swim with natural grace. For more detail on the culture of these aquatic creatures, see page 156.

Deep ones do not have a fixed size. When starved, they shrink to tiny size. When overfed, they can grow truly huge: 50-60 feet tall or more. The average **deep one** is a little larger than a human, weighing some 300 pounds, and standing around 7 feet tall if not for its normally hunched, almost crouched posture. A **deep one bishop** leads large cults of deep ones and has begun to mutate into a greater form.

Deep ones can interbreed with any vertebrate being. The offspring always look like the non-deep one parent, but over the years they gradually mutate into a deep one. Humanoids are shaped much like deep ones (two arms, two legs, etc.), so the mutation process is comparatively short for them, requiring no more than a few decades. This change takes longer for less humanoid creatures, such as dolphins, sharks, or whales. Deep ones' offspring ultimately combine aspects of both parents. The deep ones can also spawn amongst their own kind, and such trueborn offspring require no period of mutation.

"And yet I saw them in a limitless stream—flopping, hopping, croaking, bleating—surging inhumanly through the spectral moonlight in a grotesque, malignant saraband of fantastic nightmare. And some of them had tall tiaras of that nameless whitish-gold metal . . . and some were strangely robed . . . and one, who led the way, was clad in a ghoulishly humped black coat and striped trousers, and had a man's felt hat perched on the shapeless thing that answered for a head."

- H. P. Lovecraft, *The Shadow over Innsmouth*

What You See



This fish-frog hybrid is of roughly humanoid shape with thick scales, claws, webbed extremities, and huge gill slits. Lidless, bulging eyes and lipless, fang-filled jaws dominate its leering face.

CONQUEST THROUGH BREEDING

To some, the deep ones' ability to breed with any creature implies they are not necessarily from the sea (or, at least, don't have to remain there permanently). Occasionally, a group of deep ones will break away from the normal sea habitat and live in a freshwater environment, or even become wholly terrestrial for a time. They can crossbreed with elves, orcs, or even less savory creatures, and their dark culture can infest any land.

DEEP ONE

Medium humanoid (deep one), chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	14 (+2)	16 (+3)	12 (+1)

Skills Perception +5, Religion +4, Stealth +1

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech

Challenge 1 (200 XP)

Amphibious. The deep one can breathe air and water.

Deep Dweller. The deep one has advantage on Stealth checks while underwater. In addition, it can't be harmed by water pressure.

Use Magic Device. The deep one ignores all class requirements on the use of magic items.

Actions

Multiattack. The deep one makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



VARIANT DEEP ONES

Some deep ones, especially those that are particularly hearty, manifest their primeval DNA in an unusual way that results in a beneficial throwback or mutation. Generally, only especially tough or ancient deep ones or deep one scions can bear such a potent and unusual mutation—even the typical pure-blood deep one lacks the health to manifest these hideous deformities. A deep one with at least three of these mutations should have its challenge rating recalculated. Typically, its challenge rating increases by 1.

Bestial Bite. The deep one's face mutates into something like that of a shark. It gains a bite attack that deals 1d8 damage. When it takes the Multiattack action, it can make three attacks: one with its bite and two with its claws.

Bulging Eyes. The deep one's eyes enlarge like those of a frog. Its darkvision extends 120 feet and it gains advantage on Wisdom (Perception) checks that rely on sight.

Engorged. The deep one has outgrown its prior shape. It becomes a Large aberration. It deals an additional die of damage with each of its weapon attacks (so its claw would deal 2d6 damage).

Finned Tail. The deep one gains a long, finned tail. Its swimming speed increases to 60 feet.

Loping Legs. The deep one's legs are inhumanly long. Its walking speed increases to 40 feet.

Lure (1/Short or Long Rest). The deep one grows a stalk from the top of its head, ending in a bioluminescent nub. It can cause its lure to glow or cease glowing as a bonus action. While glowing, the lure casts bright light in a 20-foot radius and dim light for an additional 20 feet. Any creature that can see the lure has disadvantage on its next saving throw against a spell or effect the deep one employs that would cause the charmed condition. Once the creature makes this saving throw, it isn't affected by that deep one's Lure for 24 hours.

Primordial Armor. The deep one's skin is covered in armored plates like those of a dunkleosteus, which might include mutating the deep one's head in a similar manner. The deep one's unarmored AC is 17 + Dexterity modifier.

DEEP ONE HYBRID

When a deep one mates with a non-deep one creature, the deep one hybrid offspring initially appears to be a typical specimen of the non-deep one parent's species. Typically, such children are raised in secrecy away from society so that they can grow up and complete their change. In some cases, particularly those involving children orphaned at a young age, deep one hybrids grow up with no knowledge of their true nature until the change occurs. It has happened more than once that a group of well-meaning do-gooders has swept into a port village, wiped out a band of cultists, and rescued infants and children, only for those youths to become monstrous over time (and typically renew the cult's activities).

DEEP ONE BISHOP

Medium aberration (deep one), chaotic evil

Armor Class 16 (natural armor)

Hit Points 176 (22d10 + 66)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (−1)	17 (+3)	14 (+2)	20 (+5)	13 (+1)

Skills Perception +9, Persuasion +5, Religion +6, Stealth +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 19

Languages Common, Deep Speech

Challenge 11 (7,200 XP)

Amphibious. The deep one bishop can breathe air and water.

Eminence of the Void. As a bonus action, the deep one bishop can expend a spell slot to cause its melee weapon attacks to deal an extra 10 (3d6) force damage to a target on a hit. The weapon attack is magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. This benefit lasts until the end of the turn. If the bishop expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Deep Dweller. The deep one bishop has advantage on Stealth checks while underwater. In addition, it can't be harmed by water pressure.

Use Magic Device. The deep one bishop ignores all class requirements on the use of magic items.

Spellcasting. The deep one bishop is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared.

Cantrips (at will): *guidance*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bless*, *create or destroy water*, *cure wounds*

2nd level (3 slots): *kiss of Dagon* (page 106), *spiritual weapon*

3rd level (3 slots): *dispel magic*, *revivify*

4th level (3 slots): *banishment*, *control water*, *death ward*

5th level (2 slots): *insect plague*, *mass cure wounds*

6th level (1 slot): *dream sending of Cthulhu* (page 101), *heal*

7th level (1 slot): *divine word*

8th level (1 slot): *control weather*, *semblance of the key and the gate* (page 112)

Actions

Multiattack. The deep one bishop makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.



The change itself is gradual, taking place over the course of decades. As it progresses, the hybrid's features grow more and more ichthyic: hair progressively falls out, eyes grow large and protrude, webbing begins to grow between fingers or toes, scaly patches appear on the skin, or thick deep wrinkles or folds of skin manifest on the flesh. The more time passes, the more pronounced the changes become. Heads change to become unnaturally elliptical in shape; lips widen and grow short fleshy tendrils or feelers along the edges; teeth grow sharp and perhaps serrated; and skin grows dry and painful when not frequently ex-

posed to water. Those who suffer from this affliction find it increasingly painful to walk and do so with a stumbling or shuffling gait.

DEEP ONE HYBRID TEMPLATE

Any aberration, beast, giant, humanoid, or monstrosity with a spine can become a deep one hybrid. It keeps its statistics, except as follows.

Challenge. The creature's challenge rating doesn't change.

Senses. The deep one hybrid gains darkvision with a range of 60 feet unless it already had darkvision.

Speed. The creature moves with a shuffling gait. Its walking speed is reduced by 10.

Ability Scores. Increase the deep one hybrid's Constitution by 2 and reduce its Dexterity by 2.

New Trait: Hold Breath. The deep one hybrid can hold its breath for 1 hour.

New Trait: Sea Longing. The deep one hybrid has advantage on Strength (Athletics) checks made to swim. However, every week that it spends more than 10 miles from the sea, it must succeed on a DC 10 Wisdom saving throw or its Wisdom score is reduced by 1 until it travels to the sea.

Final Change. The deep one hybrid transforms painfully into a deep one scion (gaining the deep one scion template) within 1d4 weeks of reaching old age, in a situation when it would otherwise drown, and occasionally as a result of a prolonged period of insanity or exposure to eldritch energies (at the GM's discretion).

SAMPLE DEEP ONE HYBRID

The **deep one hybrid cultist** presented here was a human cultist.

DEEP ONE HYBRID CULTIST

Medium humanoid (deep one, human), chaotic evil

Armor Class 12 (studded leather armor)

Hit Points 11 (2d8 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Dark Devotion. The deep one hybrid cultist has advantage on saving throws against being charmed or frightened.

Hold Breath. The deep one hybrid cultist can hold its breath for 1 hour.

Sea Longing. The deep one hybrid cultist has advantage on Strength (Athletics) checks made to swim. However, every week that it spends more than 10 miles from the sea, it must succeed on a DC 10 Wisdom saving throw or its Wisdom score is reduced by 1 until it travels to the sea.

ACTIONS

Trident. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.



DEEP ONE SCION

Ultimately, the result of a deep one hybrid's change is a **deep one scion** that more closely resembles a deep one than its non-deep one parent.

DEEP ONE SCION TEMPLATE

Only a deep one hybrid can become a deep one scion. It keeps its statistics, except as follows.

Challenge. The creature's challenge rating must be recalculated. It usually increases by 1.

Type. The deep one scion loses any humanoid tags it had other than deep one.

Armor Class. The deep one's skin grows thick. When not wearing armor, the deep one scion's armor class is 15 + Dexterity modifier.

Speed. The creature gains a swimming speed of 40 feet.

Ability Scores. Increase the deep one scion's Strength, Constitution, Intelligence, and Wisdom by 2 each.

Damage Resistance. The deep one scion is resistant to cold damage.

Languages. The deep one scion learns Deep Speech.

New Trait: Amphibious. The deep one scion can breathe air and water.

New Trait: Deep Dweller. The deep one scion loses the sea longing trait it had as a deep one hybrid and gains advantage on Dexterity (Stealth) checks while underwater. In addition, it can't be harmed by water pressure.

New Trait: Use Magic Device. The deep one scion ignores all class requirements on the use of magic items.

New Weapon Attack: Claw. The deep one scion gains a claw at the end of each arm, which does not interfere with manipulating objects. The deep one scion treats each claw as a light melee weapon with the finesse quality. Each claw deals 1d6 slashing damage if the deep one scion is Medium.

SAMPLE DEEP ONE SCION

The **deep one scion priest** presented here was an 8th-level human cleric.



DEEP ONE SCION PRIEST OF CTHULHU

Medium humanoid (deep one), chaotic evil

Armor Class 14 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	15 (+2)	18 (+4)	13 (+1)

Saving Throws Wis +7, Cha +4

Skills Arcana +5, History +5, Perception +7, Religion +5

Senses darkvision 60 ft., passive Perception 17

Languages Common, Deep Speech

Challenge 5 (1,800 XP)

Amphibious. The deep one scion can breathe air and water. It can hold its breath for 1 hour.

Deep Dweller. The deep one scion gains advantage on Dexterity (Stealth) checks while underwater. In addition, it can't be harmed by water pressure.

Eminence of the Void. As a bonus action, the deep one scion priest can expend a spell slot to cause its melee weapon attacks to deal an extra 10 (3d6) force damage to a target on a hit. This extra damage is considered magical. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The deep one scion is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared.

Cantrips (at will): *mending*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *cure wounds*, *detect magic*, *sanctuary*, *shield of faith*

2nd level (3 slots): *blindness/deafness*, *enhance ability*, *hold person*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *fear*

4th level (2 slots): *confusion*

Use Magic Device. The deep one scion ignores all class requirements on the use of magic items.

ACTIONS

Multiattack. The deep one scion priest makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.



DHOLE

Dholes are enormous, maggot-like beings which literally hollow out entire worlds, ultimately destroying them. The inhabitants of worlds infested by dholes typically focus largely on spells and anti-dhole tactics to slow their worlds' destruction. Almost always, this effort ultimately fails, though dogged defense can often hold off a world's fate for centuries or even millennia.

Dhole reproduction follows a bizarre generation-alternation method, which is how they travel from planet to planet. When a dhole gives birth, its new larva does not appear in the material plane; instead, it emerges in the Dreamlands as a dhole hatchling. This creature lives and grows in the Dreamlands until it becomes an adult dhole. At that point, it gives birth to a cluster of larvae in the material universe, typically at the heart of a planet or in an area already infested by dholes, to assist in finishing off a world they have invaded. These offspring are dhole hatchlings.

The terrifying reality of this method of reproduction is that there is no way to prevent dholes from attacking a given world. They don't travel to it from space: they simply appear within it, at the whim of a monstrous Dreamlands creature.

Dholes can survive in the magma deep under the world and in the iron core of planets. They cool off this core as they burrow, weakening the planet and eventually causing the core to solidify. The dholes generate huge tunnels and earthquakes as they burrow, causing amazing destruction that should terrify any mortal.

ADULT DHOLE

Truly gigantic, an adult dhole can grow up to miles in length and weigh hundreds of thousands or even millions of tons. Even the Great Old Ones think twice before meddling with these massive worms.

A DHOLE'S LAIR

A typical dhole lair is a deep chasm below a vast network of caverns and tunnels, or else a wasteland canyon crumbling into sinkholes. An adult dhole encountered in its lair has a challenge rating of 26 (90,000 XP).

REGIONAL EFFECTS

The dhole's presence might cause any of the following magical effects after it dwells in the same place for a time:

Barren. Living things find little sustenance in this terrain so thoroughly consumed by the dhole's hunger. Wisdom (Survival) checks to find food or water in the region are made with disadvantage.

Slime. Patches of slime coat many surfaces. Each non-dhole creature that enters the area for the first time on its turn or that starts its turn in the area takes 7 (2d6) acid damage and must succeed on a DC 20 Strength saving throw or be restrained by the slime. A creature that can reach a victim restrained by the slime can take an action to pull the restrained creature up to 10 feet to another

location it can reach. Doing so requires a successful DC 15 Strength check, and the creature making the attempt takes 7 (2d6) acid damage.

Undermined. Sinkholes that function like **pit traps** appear throughout the area.

If the dhole dies, these effects disappear over the course of 1d10 days.

DHOLES IN COMBAT

Dholes are unfazed by extreme temperatures and are invulnerable to the strongest poisons or acid. They can burrow through the earth at an incredible speed, creating an environmental hazard as much as presenting a combat challenge. They prefer to spit on smaller foes from miles away or simply roll over them, reserving bites and grappling for enemies of comparable size to themselves.

DHOLE HATCHLING

When a world is newly-attacked by dholes, the starting infestation consists necessarily of mere hatchlings, so if these can be exterminated, the world can be saved. Once a dhole hatchling reaches maturity, removing the infestation becomes an epic endeavor, if not impossible.

Like adult dholes, dhole hatchlings can burrow quickly. Dhole hatchlings have the same attack methods as the adults, though they are less effective due to their smaller size. They can spit the same acid glue as an adult, only in far smaller quantities. Otherwise, they bite chunks off foes, swallow smaller victims whole, or crush their enemies in their whipping, thrashing coils.

Due to their comparatively small size, dhole hatchlings can sometimes be summoned by arcane rites, though this is dangerous, as no one wants dholes to burrow through their world. The hatchlings are only "comparatively" small: they are still 50 feet long (or more, as they grow) and weigh several dozen tons.

What You See



This creature has a three-pronged mouth and a huge limbless body with gill-like slits along the sides.





DHOLE HATCHLING

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 218 (19d12 + 95)

Speed 60 ft., burrow 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	3 (–4)	19 (+4)	18 (+4)

Saving Throws Con +10, Wis +9, Cha +9

Damage Resistances cold, poison

Damage Immunities acid, fire

Condition Immunities blinded, charmed, paralyzed, poisoned, stunned (see Uncontrollable, below)

Senses blindsight 500 ft. (blind beyond this radius), tremorsense 300 ft., passive Perception 14

Languages Aklo but rarely speaks

Challenge 16 (15,000 XP)

Magic Resistance. The hatchling has advantage on saving throws against spells and other magical effects.

Tunneler. The hatchling can burrow through solid rock at half its burrowing speed and leaves a 7-foot-diameter tunnel in its wake. It can move through a space as narrow as 7 feet wide without squeezing.

Uncontrollable. The hatchling can't be put to sleep or controlled by *dominate monster*, *magic jar*, or any other means of compulsion or possession. It remains susceptible to *confusion*, however.

ACTIONS

Multiattack. The dhole hatchling makes two attacks: one with its bite and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one

target. *Hit:* 29 (4d10 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the hatchling can't bite another target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Slime (Recharge 6). The hatchling spits a gob of thick, acidic slime at a point within 300 feet that it can sense with its blindsight or tremorsense. All surfaces in a 20-foot-radius sphere are coated in slime for 1 hour and each creature within this area must make a DC 18 Dexterity saving throw, taking 49 (14d6) acid damage on a failure, or half as much damage on a success. The area becomes difficult terrain that doesn't impede the dhole or other creatures like it. Other than bholes or dholes, each creature that enters the area for the first time on its turn or that starts its turn in the area takes 3 (1d6) acid damage and must succeed on a DC 18 Strength saving throw or be restrained by the slime.

A creature restrained by the slime can pull free and move up to 5 feet as an action with a successful DC 15 Strength (Athletics) check. Similarly, other creatures can make the check to pull a restrained creature free and move that creature 5 feet. The creature making the attempt takes 3 (1d6) acid damage. A freed creature is no longer restrained by the slime and is caked with dried slime that prevents it being restrained again by dhole slime.

Swallow. The hatchling makes one bite attack against a creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the hatchling, and it takes 14 (4d6) acid damage at the start of each of the hatchling's turns.

If the hatchling takes 30 or more damage on a single turn from attacks made from inside it, it must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the hatchling. If the hatchling dies, a swallowed creature is no longer restrained and can escape from the corpse by using 15 feet of movement, exiting prone.

“Below him the ground was festering with gigantic dholes; and even as he looked, one reared up several hundred feet...”

—*Through the Gates of the Silver Key*; H. P. Lovecraft



DHOLE ADULT

Gargantuan monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 420 (24d20 + 168)

Speed 100 ft., burrow 150 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (–1)	24 (+7)	3 (–4)	22 (+6)	21 (+5)

Saving Throws Con +14, Wis +13, Cha +12

Damage Resistances cold, poison

Damage Immunities acid, fire; damage dealt in an amount less than 15

Condition Immunities blinded, charmed, paralyzed, poisoned, stunned (see *uncontrollable*, below)

Senses blindsight 3 mi. (blind beyond this radius), tremorsense 1 mi., passive Perception 16

Languages Aklo but rarely speaks

Challenge 25 (75,000 XP)

Magic Resistance. The dhole has advantage on saving throws against spells and other magical effects.

Massive. The dhole is much larger than most Gargantuan creatures. The space it occupies is a 100-foot-radius circle, although it can move through a space as narrow as 50 feet wide without squeezing. It is so large that it ignores conventional difficult terrain but treats forests and settlements as difficult terrain. A Huge or smaller creature can move through the dhole's space and vice versa. A Huge or smaller creature can climb on a dhole with a successful DC 20 Strength (Athletics) check. The dhole can't make opportunity attacks on creatures smaller than Huge.

Siege Monster. The dhole deals double damage to objects and structures.

Tunneler. The dhole can burrow through solid rock at half its burrowing speed and leaves a 50-foot-diameter tunnel in its wake. The ground rumbles obviously whenever a dhole burrows.

Uncontrollable. The dhole can't be put to sleep or controlled by *dominate monster*, *magic jar*, or any other means of compulsion or possession. It remains susceptible to *confusion*, however.

ACTIONS

Multiattack. The dhole makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +17 to hit, reach 500 ft., one target. *Hit:* 43 (6d10 + 10) piercing damage. If the target is a creature, it must succeed on a DC 22 Strength or Dexterity saving throw (target's choice) or be swallowed by the dhole. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the dhole, and it takes 28 (8d6) acid damage at the start of each of the dhole's turns.

If the dhole takes 50 or more damage on a single turn from a creature inside it, the dhole must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the dhole. If the dhole dies, a swallowed

creature is no longer restrained by it and can escape from the corpse by using 60 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +17 to hit, reach 500 ft., one target. *Hit:* 37 (6d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Slime (Recharge 6). The dhole spits a prodigious gob of thick, acidic slime at a point within 3 miles that it can sense with its blindsight or tremorsense, arcing over intervening barriers up to 500 feet high. All surfaces in a 60-foot-radius sphere are coated in slime for 8 hours and each creature within this area must make a DC 22 Dexterity saving throw, taking 70 (20d6) acid damage on a failure save, or half as much damage on a success. The area becomes difficult terrain that doesn't impede the dhole or creatures like it. Other than bholes or dholes, each creature that enters the area for the first time on its turn or that starts its turn in the area takes 7 (2d6) acid damage and must succeed on a DC 22 Strength saving throw or be restrained by the slime.

A creature restrained by the slime can pull free and move up to 5 feet as an action with a successful DC 15 Strength (Athletics) check. Similarly, other creatures can make the check to pull a restrained creature 5 feet. The creature making the attempt takes 7 (2d6) acid damage. A freed creature is no longer restrained by the slime and is caked with dried slime that prevents it being restrained again by dhole slime.

REACTIONS

Flail. When a Small or larger creature climbs onto the dhole, the dhole can use its reaction to make a tail attack against the creature. It has disadvantage on the attack roll.

LEGENDARY ACTIONS

The dhole can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dhole regains spent legendary actions at the start of its turn.

Fissure. The dhole chooses a point it can sense with its tremorsense. If that point is in an area of difficult terrain created by its Tremor, a fissure opens under a 10-foot-wide straight or jagged line that extends from one side of the difficult terrain to the other. The fissure is 1d10 × 10 feet deep. Each creature standing on a spot where the fissure opens must make a DC 22 Dexterity saving throw. On a failure, it falls in. On a success, it moves with the fissure's edge as it opens.

Tail. The dhole makes a tail attack.

Tremor (Costs 2 Actions). An earthquake strikes a 150-foot-radius circle centered on a point of the dhole's choice that it can sense with its tremorsense in its tunnel within 300 feet. The ground in the area becomes difficult terrain. Each creature on the ground must succeed on a DC 22 Dexterity saving throw or fall prone. Each creature on the ground that is concentrating must succeed on a DC 22 Constitution saving throw or its concentration is broken. Each ground structure in the area collapses. A creature inside such a structure or within a radius of that structure equal to half the structure's height that failed on its Dexterity save takes 17 (5d6) bludgeoning damage, is knocked prone, and is buried in the rubble, typically requiring a DC 20 Strength (Athletics) check as an action to escape. A creature that succeeds on this saving throw takes half as much damage and doesn't fall prone or become buried.



What You See



This truly gigantic worm-like horror bursts through the world's crust with earthquake-inducing force, its enormous maw dripping caustic slime onto the blasted waste.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) while in its lair, the dhole takes a lair action to cause one of the following effects. It can't choose the same action two turns in a row:

Obscuring Ash. A 10-foot-radius sinkhole that is 30 feet deep opens at a point the dhole can sense with its tremorsense and ash and dust sprays out, creating a cloud that fills a 60-foot-radius sphere. The area within the sphere is heavily obscured. The dust lasts until blown away by a strong wind or the dhole uses this lair action again or dies. Each creature standing on the opening sinkhole must make a DC 20 Dexterity saving throw, falling in on a failed save, or stepping to the nearest

edge on a successful one. Climbing the walls of the sinkhole requires a successful DC 15 Strength (Athletics) check.

Crumble. Rubble falls from the ceiling or high cliffs or exploding rock formations in a 60-foot-radius circle centered on a point the dhole can sense with its tremorsense. Among the rubble, four Large boulders 10 feet across fall at points of the dhole's choice in the area. The area becomes difficult terrain. Each creature under a boulder must make a DC 20 Dexterity saving throw, taking 33 (6d10) bludgeoning damage and becoming restrained by the boulder on a failed save, or stepping to the nearest edge and taking no damage on a successful one. A restrained creature can be freed as an action with a successful DC 15 Strength (Athletics) check.

Volcanic Death Throes. A jet of rapidly-cooling lava erupts from a point on a surface the dhole can sense with its tremorsense. Each creature within a 60-foot-radius sphere centered on that point must succeed on a DC 20 Dexterity saving throw or take 36 (8d8) fire damage. If the dhole is in the area, it drinks up the lava's heat and regains 20 hit points.





DIMENSIONAL SHAMBLER

The multiverse is made up of millions of planes of existence, all of which co-exist at all times from the perspective of the dimensional shambler. Between the planes, beyond even the Astral Plane, is the Nothing: a true emptiness. The interstices are simply barren—a negation of all energy, light, and life, with few but terrifying exceptions.

The origin of the beings now known as dimensional shamblers is largely unknown. They could not possibly have emanated from the Nothing between the dimensions, but wherever they started, they have now taken up the Nothing as their undisputed home.

The shamblers can move from the timeless, vacant Nothing to other dimensions with ease. More terrifyingly, they frequently abduct individuals from those other dimensions, carrying them back to the Nothing or to other dimensions.

PHYSIOLOGY

Dimensional shamblers have bizarre, twisted, only vaguely humanoid forms, with smooth, semi-blank heads, and massive grasping claws. While they can kill with their claws, they have far more terrifying abilities at their command.

Sandy's Notes

Describing a Dimensional Shambler

*A dimensional shambler is a twisted parody of a creature. As it moves, it passes through intermediate dimensions and may seem to be shifting or jumping from position to position, sort of like a real-life version of Marcel Duchamp's *Nude Descending a Staircase* or a stop-motion image. The effect is profoundly unsettling and might cause nausea or induce headaches.*

First is their terrifying ability to appear almost anywhere—inside a magically-warded space, for instance. No spell and no wall can guard against them if they wish to emerge, and it is nearly impossible to stop them. The only way to keep them out is to set up a magical ward too small for one to emerge inside.

When a shambler attacks, quite often it grasps the victim with its claws, then fades back into the Nothing, carrying the victim with it. But there is purpose to this attack. The shambler typically takes the victim across the Nothing to another, alien reality. This is potentially far more dangerous than anything the shambler could do on its own, particularly if the victim's companions don't know the shambler took their friend.

ECOLOGY

The shamblers feed by kidnapping hapless individuals and abandoning them in other universes. When a victim is pulled into the Nothing, the event produces a nearly-invisible astral trail that reaches back to the origin universe. When the shambler hurls the victim into a different plane, that astral trail now links the two realities and sets up an energy differential between the two. One of the two universes is typically more magical or energetic than the other, and this energy starts traveling along the astral trail. The shamblers feed off this energy, and this is how they survive.

Shamblers typically do not pick universes that are too immediately dangerous to deposit their victims because they want them to survive for at least a few hours (though if





DIMENSIONAL SHAMBLER

Large fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	13 (+1)	18 (+4)	18 (+4)

Skills Arcana +5, Perception +8, Stealth +8

Damage Vulnerabilities slashing from magical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Dimensional Shambler

Challenge 10 (5,900 XP)

Magic Resistance. The dimensional shambler has advantage on saving throws against spells and other magical effects.

Regeneration. The dimensional shambler regains 10 hit points at the start of its turn unless it is in an area where planar travel magic doesn't function, such as inside a *private sanctum* or *forbiddance* spell.

ACTIONS

Multiattack. The dimensional shambler makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 11 (2d10) force damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 5 (1d10) force damage. If the target is a creature, it is grappled (escape DC 15). If the target was already grappled by the dimensional shambler, it is restrained and the shambler can't claw another target until this grapple ends. If the target was already restrained by the shambler, it begins to flicker partially in and out of reality and becomes blinded and deafened until this grapple ends.

Plane Shift. The dimensional shambler teleports to an exact location it has seen before on another plane of existence or chooses a destination defined in general terms, in which case it arrives in or near that destination. This teleportation can deposit the shambler inside wards that normally prevent fiends from entering, provided there is room without the shambler occupying another creature's space or touching the boundary of such a ward. Squeezing can't normally help it get around these limitations. If the shambler has a grappled creature in its claws that has begun flickering, it can bring that creature along. An unwilling victim can remain behind by succeeding on a DC 16 Charisma saving throw.

Teleport. The shambler magically teleports to a location within 300 feet that it can see, visualize, or describe in terms of distance and direction. If the space is occupied, the shambler arrives at the nearest open location.

the victim suffers or goes mad in this other universe, that's fine with the shambler). The astral trail dissipates when the victim dies or assimilates to its new reality.

AN IMPOSSIBLE LANGUAGE

The dimensional shamblers speak their own language that no other creature can comprehend, much less learn. If a creature attempts to understand or communicate in the language of the Dimensional Shamblers in any form, the attempt automatically fails, and the creature must succeed at a DC 15 Wisdom saving throw or take 14 (4d6) psychic damage.

What You See



This twisted, nearly featureless humanoid has a loose-hanging hide and an insect-like head. It has four limbs, but the joints twist in every direction as the creature's form flickers in and out of visibility. Frigid wind swirls around the entity, crawling beneath your clothes like an unwelcome winter breeze.





ELDER THING

The elder things, also known as the old ones, came to the world over a billion years ago. They have pentameric symmetry, where almost every aspect of their being manifests in fives. Their barrel-shaped bodies have five prominent ridges. They have five folding wings which they can pull into large crevices in their bodies. They have five powerfully-muscled tentacular legs ending in flippers and five crinoid-like arms that divide into five tentacles, each of which in turn subdivides again into five more delicate tendrils. This produces a total of 125 terminal tendrils. An elder thing's puffy, star-shaped head has eyes emerging from the tips of each "petal" as well as proboscises with toothed mouths that protrude from the inside angles. The heads are also covered with prismatic cilia, sensory organs that enable them to sense objects, temperature, movement, and other stimuli, all without light or air.

ECOLOGY

A highly adaptable alien species, elder things can live under water, dwell on land, or fly through the air. They can even travel in outer space. From head to foot they typically are 7-8 feet in height and usually weigh a few hundred pounds.

To human eyes, they resemble echinoderms with radial symmetry. They also have a massive five-lobed brain deep in their torso, each lobe of which is concerned with a different aspect of reality. Despite their weird appearance and incredible hardness, they are composed of normal, terrestrial matter. Their bodies are tough, able to withstand the pressure of the deepest ocean or the vacuum of space. They can live for tens of thousands of years and can hibernate for even longer eras. Few die, except by violence.

The elder things reproduce with spores but are only interested in increasing their numbers when colonizing new regions. They can feed on both organic and some inorganic substances but are preferentially carnivorous.

Star Travelers. Due to the vast distances between star systems, space travel can take many years, so elder things typically set a course and then hibernate, relying on their precisely calculated inertia to deliver them to their destination while they slumber.

What You See



This creature resembles an echinoderm with arm-like tentacles that spring from its mid-section; a star-shaped head; tube-veined wings; a ridged, barrel-like body; and thick, webbed tentacles emerging from its base. A piping or whistling, like an eerie giggling, erupts as its five eyes curve on their stalks to study the area.

TECHNOLOGY

The elder things are masters of both magic and technology. One of their brain lobes is devoted to magic, a second to technology, and a third to the biological arts and sciences. Each of these lobes is larger than a human brain and gives an elder thing massive potential in its assigned area. Elder things do not normally rely on high technology in their everyday lives, as their natural flexibility and ability to fly, swim, travel through space, and crawl rapidly mean they don't need mechanical transportation or medical equipment.

Thanks to the massive lobe of their brain devoted to the biological arts and sciences, elder things are highly skilled at medical engineering and have synthesized many life-forms. The dread shoggoths themselves originated with elder thing science.

SOCIETY

Because the elder things reproduce through spores, and then only occasionally and circumstantially, they have no biological basis for families or romance. They live together with other like-minded elder things as groups in large dwellings. All items are kept in the center of their huge rooms, with all the wall spaces free for decorations. Though they can freely move and perceive in complete darkness, they prefer electro-chemical lighting. They have some basic furniture, particularly favoring book racks and display cases, though they rest and sleep upright with folded tentacles.

Their writing system is a series of raised or depressed dots, though they can also reproduce it with simple black and white patterns.

Elder thing communities engage in commerce with other such communities or other organisms of similar advancement (the fungi from Yuggoth, Yithians, or starspawn for instance). Mere humanoids typically have little to offer them. They use small, flat stone counters, five-pointed and inscribed, for money. Elder things must eat, so they maintain farms, as well as land and undersea ranches, and conduct other agricultural activities. They are known to keep dinosaurs, whales, and other prehistoric creatures. Typically, elder things live in their cities, while agricultural experts among them fly out to their lands to tend crops and domestic animals. The incredible speed of this flight means they don't have to stay on their farms all the time. Long ago, they used shoggoths to protect their farms and work as beasts of burden, and in more recent times they have taken to taming other monsters for this purpose.

Use of the shoggoths is a dangerous proposition for the elder things, as the creatures periodically rise up and destroy much of local elder thing society. While the elder things can re-tame and control shoggoths with their magical, technological, and scientific prowess, they are always aware of the danger these creatures represent.



ELDER THING

Medium aberration, lawful neutral

Armor Class 16 (natural armor)

Hit Points 136 (13d8 + 78)

Speed 30 ft., fly 90 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	22 (+6)	23 (+6)	18 (+4)	19 (+4)

Saving Throws Int +10, Wis +8, Cha +8

Skills Arcana +14, History +14, Nature +14, Religion +14, Yog-Sothothery +12

Damage Resistances bludgeoning, fire, slashing

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Elder Thing, Mi-Go, Yithian

Challenge 9 (5,000 XP)

Hibernation. The elder thing can enter a state of suspended animation with 1 minute of concentration. Once hibernating, it does not need to eat or drink and it does not age. It is unconscious and difficult to rouse. If jostled or damaged while hibernating, the elder thing makes a DC 15 Wisdom saving throw, awakening in 1d4 days on a failure or in 2d4 rounds on a success. If it chooses fixed duration for its hibernation, it automatically awakens 1d4 rounds after the chosen end time if it was not awakened earlier.

Star Travel. The elder thing can survive and fly in space.

Unbreathing. The elder thing doesn't need to breathe.

Void Sight. Magical darkness doesn't impede the elder thing's darkvision.

Spellcasting. The elder thing is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following sorcerer spells.

Cantrips (at will): *acid splash*, *mage hand*, *mending*, *message*, *prestidigitation*

1st level (4 slots): *detect magic*, *feather fall*

2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *suggestion*

3rd level (3 slots): *dispel magic*, *tongues*

4th level (3 slots): *confusion*

5th level (1 slot): *telekinesis*

ACTIONS

Multiattack. The elder thing makes up to six attacks: five with its arms (each against a different target) and one with its tentacles (any target within reach).

Arms. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 15 (5d4 + 3) bludgeoning damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (5d10 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). The grappled creature is restrained until the grapple ends.







EREMITE (MYTHOS WIZARD)

Eremites are maimed, diabolic, surreal entities formed when a highly-powerful magician gets too involved with a Great Old One such as Tsathoggua. The resulting transformation is often horrendous, but by the time it takes place, the magician is generally so insane they readily acquiesce to the change. The mortal becomes one with an entity called an eremite symbiont, and the two become one creature known as an eremite.

To become an eremite, a mortal wizard must be restrained and their flesh carved with never-healing runes of power, then attached to a mutant creature, forming a permanent symbiotic relationship. This can be a voluntary partnership on the part of an insane or deluded spellcaster, or a coercive arrangement, such as a torment or punishment. Typically, both entities are enhanced by this

connection. The eremite's "monster part" derives much of its nourishment from tapping into the humanoid portion, but not all. The eremite itself is, of course, human-sized, and its symbiont steed is comparable in size to a horse, perhaps a little larger.

All eremites are powerful magic users, and their demon-like-looking symbionts are fearful monsters as well, often bred specifically for the purpose of joining with an eremite (so these steeds are not necessarily encountered on their own). The symbiont can vary, but it is common for it to be something winged or otherwise capable of fast movement. Typically, the symbiont is aggressive and carnivorous. The wizard's knowledge of the waking world is useful in finding victims to sustain the symbiont.

Any mortal being can be transformed into an eremite, gaining various powers and characteristics. The basic **eremite** presented here has a symbiont based on a griffon and the **dracoform-bound eremite** has a symbiont based on a young dragon, but numerous variations, based on other creatures, exist.

EREMITE

Large aberration, chaotic evil

Armor Class 16 (natural armor; 21 with *shield*)

Hit Points 171 (18d10 + 72)

Speed 40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	19 (+4)	18 (+4)	16 (+3)	15 (+2)

Saving Throws Int +9, Wis +8

Skills Arcana +9, Perception +8

Damage Resistances acid, lightning

Senses darkvision 60 ft., passive Perception 18

Languages Aklo, Common

Challenge 13 (10,000 XP)

Bound-Soul Resurrection. If the eremite's hit points would be reduced to 0 or if it would die with at least 1 hit point, it instead drops to half the hit points it had before (rounded down) unless it had exactly 1 hit point, or unless the death or hit point loss was the result of a spell or effect that can affect multiple creatures.

Gestalt Body. The eremite has advantage on Wisdom (Perception) checks and on saving throws against diseases, poisons, and being blinded, charmed, deafened, frightened, poisoned, possessed, stunned, and knocked unconscious.

Magical Attacks. The eremite's weapon attacks are magical.

Magic Resistance. The eremite has advantage on saving throws against spells and other magical effects.

Spellcasting. The eremite is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *chill touch, mage hand, ray of frost, shocking grasp, true strike*

1st level (4 slots): *charm person, detect magic, shield*

2nd level (3 slots): *detect thoughts, hold person, web*

3rd level (3 slots): *counterspell, lightning bolt, haste*

4th level (3 slots): *black tentacles, confusion, dimension door*

5th level (2 slots): *cloudkill, telekinesis*

6th level (1 slot): *sunbeam*

ACTIONS

Multiattack. The eremite makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and if the target is a creature, it is grappled (escape DC 15). If the eremite was already grappling the target, it deals an additional 14 (4d6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

REACTIONS

Cast a Reaction Spell. The eremite can cast *counterspell* or *shield* as a reaction.

LEGENDARY ACTIONS

The eremite can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The eremite regains spent legendary actions at the start of its turn.

Cast a Cantrip. The eremite casts a cantrip.

Cast a Spell (Costs 3 Actions). The eremite casts a prepared spell, using a spell slot as normal.

Detect. The eremite makes a Wisdom (Perception) check.



EREMITE SYMBIONT

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	19 (+4)	9 (–1)	16 (+3)	15 (+2)

Skills Perception +6

Damage Resistances acid, lightning

Senses darkvision 60 ft., passive Perception 16

Languages Aklo

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The eremite makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and if the target is a creature, it is grappled (escape DC 15). If the eremite was already grappling the target, it deals an additional 14 (4d6) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

VARIANT: UNBOUND SYMBIONTS AND OTHER EREMITES

Though they are more dangerous when bound, an unbound eremite symbiont can pose a significant threat when separated. Unbound eremite symbionts are typically encountered among the Mythos cults that groom them to bind with spellcasters to create true eremites. If an eremite symbiont is attached to a spellcaster, the eremite uses the better of each of that spellcaster's ability scores and the unbound eremite symbiont's own ability scores. It gains the spellcaster's spellcasting trait, saving throws, and any other traits, actions, and proficiencies. Recalculate the variant eremite's challenge rating.

What You See



The horrifically melded creature looks at first glance like a human riding a great winged monster, but the two parts are attached by a grotesque fleshy tube. The monster has a gigantic gaping mouth but no head, curved wings, and only a rudimentary body that tapers off into a thick prehensile tail.

DRACOFORM EREMITTE SYMBIONT

Large aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 232 (25d10 + 100)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	18 (+5)	16 (+3)	15 (+2)

Skills Perception +7

Damage Resistances acid, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Aklo

Challenge 12 (8,400 XP)

ACTIONS

Multiattack. The dracoform eremite symbiont makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and if the target is a creature, it is grappled (escape DC 15). If the symbiont was already grappling the target, it deals an additional 14 (4d6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Lightning Breath (Recharge 5–6). The symbiont exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.



DRACOFORM-BOUND EREMIT

Large aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 232 (25d10 + 100)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	18 (+5)	16 (+3)	15 (+2)

Saving Throws Int +11, Wis +9

Skills Arcana +11, History +11, Perception +9

Damage Resistances acid, lightning; damage from spells

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Aklo, Common

Challenge 19 (22,000 XP)

Bound-Soul Resurrection. If the eremite's hit points would be reduced to 0 or if it would die with at least 1 hit point, it instead drops to half the hit points it had before (rounded down) unless it had exactly 1 hit point, or unless the death or hit point loss was the result of a spell or effect that can affect multiple creatures.

Gestalt Body. The eremite has advantage on Wisdom (Perception) checks and on saving throws against diseases, poisons, and being blinded, charmed, deafened, frightened, poisoned, possessed, stunned, and knocked unconscious.

Magical Attacks. The eremite's weapon attacks are magical.

Magic Resistance. The eremite has advantage on saving throws against spells and other magical effects.

Spellcasting. The dracoform-bound eremite is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *acid splash*, *mage hand*, *ray of frost*, *shocking grasp*, *true strike*

1st level (4 slots): *detect magic*, *feather fall*, *identify*, *magic missile*

2nd level (3 slots): *detect thoughts*, *enhance ability*, *misty step*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin*

5th level (3 slots): *cone of cold*, *dominate person*, *enlightenment of the blind idiot god* (see page 102)

6th level (1 slot): *disintegrate*

7th level (1 slot): *nuclear chaos* (see page 109)

8th level (1 slot): *maze*

9th level (1 slot): *weird*

ACTIONS

Multiattack. The dracoform-bound eremite makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and if the target is a creature, it is grappled (escape DC 15). If the eremite was already grappling the target, it deals an additional 14 (4d6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Lightning Breath (Recharge 5–6). The eremite exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

REACTIONS

Cast a Reaction Spell. The eremite can cast *counterspell* or *feather fall* as a reaction.

LEGENDARY ACTIONS

The eremite can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The eremite regains spent legendary actions at the start of its turn.

Cast a Cantrip. The eremite casts a cantrip.

Cast a Spell (Costs 3 Actions). The eremite casts a prepared spell, using a spell slot as normal.

Detect. The eremite makes a Wisdom (Perception) check.

“Then the shrunken corpse of Malygris, fulminating the runes of an old Atlantean formula, cursed the eight sorcerers and King Gadeiron.”

—Clark Ashton Smith, *The Death of Malygris*



EYE OF THE WATCHER

Eyes of the Watcher are large, insect-like constructs of horrific power and unknown purpose. They fly far and wide across the stars from the planet Yuggoth. One's arrival generally heralds utter calamity.

What You See



This vaguely dragonfly-like entity has a small knob-like head with horns or feelers but no other visible organs. The body is segmented and broken in the middle, where a brightly glowing green orb shines forth.

THE WATCHER OF THE GREEN PYRAMID

On Yuggoth, there exists a huge structure known as the Green Pyramid. It was built eons ago to contain the Watcher, a colossally powerful entity. Even when inactive, the Watcher produces vast amounts of usable energy, so the fungi from Yuggoth have built cities on the slopes of the pyramid despite the terrible danger there.

Periodically, the energy drain on the Watcher awakens it, and it strikes out, devastating hundreds of miles of territory. For the fungi, who have no personal sense of survival, losing millions of their readily-replaced population is well worth the energy gained by tapping into the pyramid.

The Watcher of the Green Pyramid itself is enormous. Though it only leaves the pyramid every few decades, it often sends forth a fluttering swarm of eyes. The nature of the eyes is why, in fact, the entity was named “the Watcher” in the first place.

EYES OF THE WATCHER

Each winged eye of the Watcher is actually a separable organ of the greater whole. The winged eyes can see through the glowing organ of the Watcher in each eye's chest, which acts as the creature's main sensory apparatus. The eyes are overall dark gray in color. In essence, only the glowing orb is the eye itself, while the armored torso and wings are simple augmentations to give the organ protection and movement. A typical eye is 12 to 15 feet long and weighs around 2,000 pounds.

The Watcher itself “feeds” off any increase in nearby cosmic entropy. This is the reason for the Watcher's massively destructive activity: the more havoc it wreaks, the more “food” it receives. The eyes also try to create devastation and ruin because they can channel this chaos directly to the Watcher. In other words, neither the Watcher nor the eye “eat” in a conventional sense. Killing sapient beings, destroying buildings, and causing volcanic eruptions, etc. is the Watcher's provender.

The eyes do not have individual sensibilities—they are literally just a disposable organ of a greater being. Nor do they have any sense of self-preservation, as the Watcher produces millions of them at a time and can easily replace them. The eyes do not typically work in groups but flit about individually. They appear from the Green Pyramid when the Watcher is hungry or disturbed, and fly or teleport away to other worlds to destroy and absorb the wreckage for the Watcher. Though the total mayhem produced by all the eyes is immense, their effect is spread over multiple worlds, which means that they are rare—perhaps only half a dozen or so might infest any particular world.

An eye's armor represents its personal energy reserves, of which it has a finite amount when separated from the Watcher. When it runs out, the eye is depleted, the glow vanishes, and it drops to the ground, inert.

Although an eye can teleport, doing so is very taxing to it. It normally flies where it means to go. An eye never teleports to flee combat, and typically only teleports if it absolutely must travel to a destination swiftly.

Constructed. Eyes of the Watcher need no sleep, food, water, or air.





EYE OF THE WATCHER

Large construct, chaotic evil

Armor Class 22 or lower (see Limited Energy Armor)

Hit Points 304 (29d10 + 145)

Speed 40 ft., fly 70 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	19 (+4)	20 (+5)	13 (+1)	18 (+4)	21 (+5)

Damage Resistances fire, lightning

Damage Immunities cold, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 60 ft., passive Perception 13

Languages Aklo, Mi-Go

Challenge 18 (20,000 XP)

Accelerated Star Travel. The eye can fly in space at incredible speeds. Travel times vary, but it can generally arrive within the same solar system in 3d20 hours, or to another star system within 3d20 days.

Death Throes. When the eye is reduced to 0 hit points, it explodes. Each creature within 60 feet of it must make a DC 19 Dexterity saving throw, taking 22 (4d10) force damage and 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one. If the eye is slain by an effect that reduces its maximum hit points, then it does not activate Death Throes.

Limited Energy Armor. The eye depends on energy to maintain its body and to deflect attacks with fields of energy. It degrades as it expends energy, losing hit points when it taxes itself and losing Armor Class as its hit points are depleted. Its AC is determined by the Limited Energy AC table. At the end of its turn, its maximum hit points are each reduced by 5 if it spent movement without using the Dash action that turn.

Limited Energy AC

Hit Points	AC
221 or more	22
153 to 227	20
76 to 152	18
75 or fewer	16

Magic Resistance. The eye has advantage on saving throws against spells and other magical effects.

X-Ray Vision. The eye's truesight can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt, but not thicker substances or sheets of dense metal like gold or lead.

ACTIONS

Multiattack. The eye of the Watcher can use one of its Annihilation Beam, Overwhelming Stare, or Salvo of Rays, if available. If none are available, it makes one ranged attack, then makes either a second ranged attack or two melee attacks.

Energy Ray. *Ranged Spell Attack:* +11 to hit, range 150 ft., one target. *Hit:* 27 (5d10) force damage.

Gore. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 7) piercing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Annihilation Beam (Recharge 6). The eye unleashes a destructive beam of energy from its central eye in a 150-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) force damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or *wish* spell. This beam automatically disintegrates each Large or smaller unattended, nonmagical object and creation of magical force. A 10-foot-cubic portion of each Huge or larger object or creation of force is disintegrated.

This action depletes the eye's energy: its current and maximum hit points are each reduced by 40 and both its Overwhelming Stare and its Salvo of Rays become unavailable until they recharge.

Overwhelming Stare (Recharge 4–6). The eye stares intently over a 60-foot cone, sending back mental energy it has collected in a wave too potent for most creatures to process safely. Each creature in the area must make a DC 19 Intelligence saving throw. On a failed save, the creature takes 27 (6d8) psychic damage and is paralyzed until the start of the eye's next turn. On a successful Intelligence save, the creature glimpses cosmic truths and must make a DC 15 Wisdom saving throw. On a failure, the creature becomes magically frightened until the start of the eye's next turn. On a success, the creature gleans a useful insight and gains advantage on the next Intelligence (Arcana) or Wisdom (Yog-Sothothery) check it makes within 24 hours.

Salvo of Rays (Recharge 5–6). The eye makes one energy ray attack against up to ten targets. It can't target the same creature with more than one of these rays.

Teleport. The eye casts *teleport* without expending a spell slot. The eye's current and maximum hit points are each reduced by 70.



FAVORED ONE OF NYARLATHOTEP (MILLION FAVORED ONES)

The ultimate fate of Nyarlathotep's favored worshipers is to become a mindless wraith. This is gradual and disturbing degeneration into what might seem a bleak state to some, but it is a means to attain true agelessness. All it costs is the worshiper's body and mind.

Nyarlathotep's favored ones engage in combat to defend his interests, chilling foes with their icy touches and terrifying their enemies with their unearthly howls. Although favored ones encountered near humanoid populations tend to look humanoid, Nyarlathotep's faithful come from across the multiverse, wherever the Outer Gods are worshiped, and can look like any intelligent species.

FAVORED ONE OF NYARLATHOTEP

Medium undead, chaotic evil

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	15 (+2)	1 (-5)	10 (+0)	5 (-3)

Damage Resistances acid, fire, lightning, thunder

Damage Immunities cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 2 (450 XP)

Incorporeal Movement. The favored one can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Chill Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The target can't regain hit points until the start of the favored one's next turn.

Howl (Recharge 4–6). Each creature of the favored one's choice within 60 feet that can hear it must succeed on a DC 10 Wisdom saving throw or take 5 (1d10) psychic damage and become magically frightened until the start of the favored one's next turn.

What You See



The apparition floating toward you only vaguely resembles a person, but that faint resemblance makes your blood run chill.





FIRE VAMPIRE

Fire vampires are intelligent gas or plasma creatures originally from near the star Fomalhaut. These awful creatures typically appear at the summons of mortals who want to glean knowledge of the origins of the universe or the cult of Cthugha, but they are capable of self-directed interstellar travel as well. In any case, their motives and goals are mysterious.

When these creatures manifest, they are entities of living flame. An ever-dissolving, ever-reforming internal structure is visible, but the burning never ceases. They can manifest in different sizes, ranging from small, hand-sized flares to enormous bonfire-like horrors (the standard preference for a typical fire vampire). Weight has no real meaning for these beings, which can float in the air or through space. In theory, if one were to collect the plasma from which they are formed, it would have weight, albeit a small one of at most a few pounds.

Over a long span, fire vampires grow and become more formidable. The huge entities known as Fthaggua and Cthugha could simply be the result of fire vampires which have survived for long eons of time and thus become immense in power, intellect, and size.

Nonmagical weapons do little harm to fire vampires. Water can damage them, as can buckets of sand or the use of other anti-flame techniques. Counter-intuitively, simply depriving them of air does not stop their burning, however, and they can survive in space. Particularly old and clever fire vampires often take levels in spellcasting classes.

What You See



This huge flaming entity is always burning and falling apart, yet never consumed. Something disturbingly like, but woefully short of a face constantly forms inside the cacophony of flames, then retreats or dissolves.





FIRE VAMPIRE

Large ooze, chaotic evil

Armor Class 16

Hit Points 85 (9d10 + 36)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	19 (+4)	14 (+2)	18 (+4)	18 (+4)

Damage Vulnerabilities cold

Damage Resistances acid, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities blinded, deafened, exhaustion, prone

Senses darkvision 120 ft., passive Perception 14

Languages Aklo

Challenge 7 (2,900 XP)

Accelerated Star Travel. The fire vampire can survive and fly in space at incredible speeds. Travel times vary, but it can generally arrive within the same solar system in 3d20 hours, or to another star system within 3d20 days.

Fire Form. The fire vampire can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the fire vampire or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the fire vampire can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. Except when invisible, the fire vampire sheds bright light in a 30-foot radius and dim light to an additional 30 feet. As an action, the fire vampire can become invisible until it attacks or deals damage other than with its Fire Motes.

Unbreathing. The fire vampire doesn't need to breathe.

Void Sight. Magical darkness doesn't impede the fire vampire's darkvision.

Smothering. For every 5 feet the fire vampire moves in water, or for every gallon of water splashed on it, it takes 1d6 cold damage. Other fire fighting measures, such as smothering the creature with dirt, inflict damage that is not reduced by its resistances and immunities (DM's discretion).

ACTIONS

Multiattack. The fire vampire attacks once with its touch and once with a Fire Mote.

Touch. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) fire damage. If the target is a creature, the fire vampire burns away some of the creature's psychic energy. The creature must succeed on a DC 15 Wisdom saving throw or its primary spellcasting ability (or Charisma if it does not cast spells) is reduced by 1d4 until it finishes a long rest; when an ability is reduced in this way, the fire vampire regains 5 hit points. If the creature has more than one spellcasting ability, the lowest is reduced first. If this reduces a creature's ability score to 0, it dies and bursts into flame. Although the body is burned beyond recognition, carried items are only damaged if they are flammable and not magical. From this burst of flame emerges a new fire vampire that has only 1 hit point (although it can regain hit points normally thereafter).

If the target of this attack is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns (if it is a creature) or at the start of each of the fire vampire's turns (if the target is an object).

Fire Motes. The fire vampire creates up to two Tiny motes of fire at one or two points it can see within 90 feet. The mote goes out if it is ever more than 90 feet from the fire vampire. The fire vampire can use its senses simultaneously from the mote's position as well as its own. It can control both motes' movement as a bonus action. The mote can be attacked and has the following statistics: AC 16, 1 hit point, speed 0 ft. and fly 40 ft. (hover), immunity to attacks unless they are wind-based or inflict cold damage. The fire vampire can use its action to make a Touch attack from its Fire Mote's location, but if it does, the damage on that hit is reduced to 8 (1d4 + 6) fire damage. The fire vampire must concentrate to maintain the motes as if concentrating on a spell.



FLYING POLYP

Flying polyps are one of the most dangerous species Lovecraft created, with a history to back up their reputation. They are genius-level predators with devastating abilities.

A single polyp is a terrifying threat: a creature with multiple bodies, each shifting in and out of existence. While it has in theory a size and weight, this is difficult to measure because it keeps moving in and out of the Material Plane and does not seem to be affected by gravity as are beings of normal matter. When grouped together, the mock-flesh of a single polyp body is at least 16 feet across. When killed, the remaining flesh usually weighs a few thousand pounds at least.

ECOLOGY

Flying polyps don't obey known physical laws. They shift in and out of mortal reality, and at any given time much of their existence is on other planes of existence. They prefer to feed on creatures on the material plane. With their polypous, gestalt nature, the various parts of their form in our dimension don't even need to be adjacent, which may help explain how they can emanate winds which pull a target back toward them, rather than push a target away. Typically, a hungry polyp emits a strange sucking wind to hamper a target while at the same time flying forward at top speed. With concentration and focus, a flying polyp can become totally invisible, and anyone trying to strike toward the polyp must be guided by other senses—typically sound, as flying polyps emit a continual piping noise.

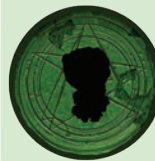
Damage from a polyp's tentacles looks like desiccated tissue, almost like a mummified patch of flesh.

HISTORY

When the flying polyps first arrived from space, they occupied four different worlds. They built cities of basalt with high, windowless towers and fed horribly on the native life. They were eventually defeated in a war with the great race of Yith and forced underground.

The ingresses to flying polyp habitats are typically old ruins, under which lie huge pits sealed with stone. The polyps live deep below these pits, waiting and deadly.

What You See



This huge, tentacled entity is not shapeless so much as its shape is not entirely visible. Parts of it vanish and reappear as it moves: its eyes, mouths, and tendrils flash in and out of sight. A great, sweeping whistle penetrates your ears, blocking out all other noises for a moment.

COLLECTIVE WEATHER CONTROL

Multiple flying polyps (not merely multiple bodies, but multiple minds) can pool their efforts when casting *control weather*. Each additional flying polyp who casts *control weather* in this way extends the area's radius of effect of the *control weather* spell by a factor of one. Thus, two flying polyps working together double the radius of effect, while three can triple it, four can quadruple it, and so on.





FLYING POLYP BODY

Huge aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 25 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	17 (+3)	18 (+4)	18 (+4)

Saving Throws Dex +6, Wis +8, Cha +8

Skills Perception +8, Yog-Sothothery +8

Damage Vulnerabilities lightning

Damage Resistances acid, bludgeoning, cold, piercing; slashing from nonmagical attacks

Damage Immunities thunder

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 18

Languages Aklo, Yithian

Challenge see Challenge Rating table

Challenge Rating	Number of Bodies	CR
1	10 (5,900 XP)	
2	15 (13,000 XP)	
3	19 (22,000 XP)	
4	20 (25,000 XP)	
5	21 (33,000 XP)	
6	22 (41,000 XP)	
7	24 (62,000 XP)	
8	25 (75,000 XP)	

Innate Spellcasting. The flying polyp's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *gust of wind*, *wind walk*, *wind wall*

1/day each: *control weather*, *plane shift* (self only)

Interdimensional Flickering. The flying polyp's body constantly shifts partially between planes of existence, which renders random parts of its mass invisible from moment to moment. As a result, it can move through spaces as narrow as 5 feet wide without squeezing. If a creature attacks it, the attack roll has disadvantage unless the attacker can see invisible creatures.

Magic Resistance. The flying polyp has advantage on saving throws against spells and other magical effects.

Multi-Dimensional Bodies. The flying polyp is one consciousness spread out among up to eight bodies. Each body belonging to one flying polyp is connected to the others by telepathy and takes separate actions on a shared initiative count. However, they otherwise move and act as separate creatures. The bodies of a flying polyp can't move or be moved more than 1 mile from each other. If one of a flying polyp's bodies is reduced to 0 hit points by damage, any damage beyond what reduced it to 0 hit points is divided evenly among all the flying polyp's other bodies. If a single

spell or effect reduced more than one body to 0 hit points, only the largest amount of excess damage is distributed to the surviving bodies. For example, if a *fireball* spell dealt 40 damage to two of a polyp's three bodies when the first had 10 hit points and the second had 35, the third body would take 30 damage (the larger of 5 and 30). The excess damage can't reduce any other body below 1 hit point. One destroyed body is replaced after 1 year. Only by destroying all of a flying polyp's bodies on one plane of existence can it be permanently slain. A typical flying polyp is encountered with fewer than the maximum number of possible material bodies, as its attention is spread across multiple dimensions.

Multi-Dimensional Mind. Because they share a mind, multiple flying polyp bodies can be affected by a single mind-influencing spell or effect. Whenever a spell of the enchantment school, a spell or effect that would give the charmed or frightened condition, or a spell or effect that deals psychic damage targets one of the flying polyp's bodies, it affects all the flying polyp's other bodies. If the flying polyp has more than one body, it makes a single saving throw for all its bodies against such a spell or effect but treats a 7 or less on the d20 as an 8.

ACTIONS

Multiattack. The flying polyp body can use its Frightful Presence. It then either uses its Sucking Wind or makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 16 (3d6 + 6) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 16). Until the grapple ends, it is restrained.

Flickering Invisibility. The flying polyp body becomes invisible until the end of its next turn or until it attacks or casts a spell.

Frightful Presence. Each creature of the flying polyp's choice that is within 120 feet of its body and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to that polyp's Frightful Presence from all of its bodies for the next 24 hours.

Sucking Wind. The flying polyp sends out an eerie wind to slow and eventually stop escaping foes. The wind emanates from one flying polyp body to a radius of 100 feet until the end of the flying polyp's next turn. The flying polyp gains blindsight with a range equal to that of its current Sucking Wind. If the flying polyp uses this action again before the end of the duration, the radius increases by 100 feet, to a maximum of 1 mile.

As a bonus action while the Sucking Wind lasts, the flying polyp can focus its wind's effect on one target of its choice. The wind does not require concentration, but focusing it in this way requires concentration as if concentrating on a spell. The target must succeed on a DC 16 Strength saving throw or moving in any direction except toward the flying polyp costs the target 2 feet of movement for every 1 foot the target moves until the creature leaves the area or the Sucking Wind ends. If creature fails its saving throw when slowed this way, it is restrained until the start of the flying polyp's next turn.





FORMLESS SPAWN

Deep below the earth live the formless spawn of Tsathoggua. They are highly fluid entities of black protoplasm, which can shift between shapes with the rapidity of water. They are liquescent in their native habitats and build channels or gutters of stone that they can flow through with incredible speed. Their preferred resting-place is a tub or a depression in the earth. A given formless spawn can be large or small, but the average size is around 15 feet across with a weight of about 2,000 pounds.

The formless spawn, though technically oozes, almost never form simple shapes. They often sprout spindly legs

to run upon, twisted faces to leer with, and limbs to grasp and hold. When lurking in a room, they commonly shoot out sticky strands to cling to the walls or ceiling, building a web-like structure out of their own bodies.

Despite their surface differences, the formless spawn are related to Tsathoggua himself and doubtless come from the same dark home. When Tsathoggua is wounded, he bleeds formless spawn so perhaps he is the ultimate goal and end-point of their life-cycle, or perhaps he is an aggregate construct the formless spawn created to house their magical potential.

Unlike many entities of similar influence, the formless spawn are wholly chaotic in their philosophy. Though they





FORMLESS SPAWN

Large ooze, chaotic evil

Armor Class 14 (19 with Parrying Tendrils)

Hit Points 95 (10d10 + 40)

Speed 40 ft., climb 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	15 (+2)	12 (+1)	15 (+2)

Damage Resistances lightning, piercing, slashing

Damage Immunities acid

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 90 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 11

Languages Aklo

Challenge 6 (2,300 XP)

Amorphous. The formless spawn can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the formless spawn remains motionless, it is indistinguishable from a puddle of tar or oil and need not eat or drink.

Form Weapon. As a bonus action, the formless spawn transforms its body to gain one of the following attacks until the end of its turn.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage plus 7 (2d6)

acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the formless spawn can't bite other targets. When the formless spawn moves, any Large or smaller creature it is grappling moves with it.

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 29 (4d12 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be either knocked prone or pushed up to 5 feet away (formless spawn's choice).

Whip Tendrils. *Melee Weapon Attack:* +6 to hit, reach 15 ft., up to five different targets. *Hit:* 8 (2d4 + 3) slashing damage.

Magic Resistance. The formless spawn has advantage on saving throws against spells and other magical effects.

Reactive. The formless spawn can make one reaction on every turn of a combat.

Spider Climb. The formless spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

REACTIONS

Parrying Tendrils. The formless spawn adds 5 to its AC against one melee attack that would hit it. To do so, the formless spawn must be able to see or otherwise detect the attacker.

sometimes work toward the same larger goal, each takes its own independent action and direction. Even Tsathogua himself doesn't try to command them, instead relying upon their own instinctual desires to work toward his schemes.

COMBAT

Formless spawn reform after being cut or chopped. They are extremely fast and intelligent, so they can and do flee superior foes clever enough to use high-damage magical attacks against them.

Each combat round, the formless spawn can take a different shape and use a different attack system, as the combat demands. If an enemy is significantly smaller than the spawn, the spawn can open a huge toothless mouth and swallow its victim whole. A formless spawn frequently transforms its whole body into a pointed deadly ram and thrusts at a single, large enemy. Its club-like pseudopod attacks are generally reserved for heavily-armored foes. The formless spawn's whip attacks are lashes with many small tendrils sharpened to razors, which slice lightly-armored enemies to shreds.

What You See



This black blob of thick organic material swiftly changes form, emitting rope-like tendrils and building legs, mouths, and other structures seemingly without pattern. It is utterly silent despite the chaos of its ever-moving structure, though noise like a babbling brook or trembling pool of water would seem apt.







GHAST, MYTHOS

Mythos ghosts are underground-dwellers, scavengers, and eaters of the dead. These creatures may share an ancestor with humanity but bear only some resemblance to them: they are significantly larger than humans, with overgrown hooved hind legs and clawed hands. Their warped faces have neither noses nor much forehead to speak of, and their mouths are filled with grinding, cutting teeth. They can walk upright but prefer to move on all fours until they attack. The typical Mythos ghost is the size of a small horse: about 600 pounds and stands just shy of 8 feet tall.

Mythos ghosts are technically omnivorous, but the lack of plants underground means that most function primarily as carnivores. They possess limited intelligence like that of a baboon or wolf, which allows them to work together to take down prey. They are smart enough to make and use rudimentary tools when necessary and even excavate crude homes and villages in which to dwell.

Their greatest weakness is their vulnerability to light. While Mythos ghosts can survive in dim light for many hours, eventually they need to return to pitch blackness and recover. Full sunlight will kill them if they are exposed for a prolonged period.

Numerous underground races have tamed these disgusting beasts for their own uses. While loathsome and aggressive, Mythos ghosts can be trained to serve as mounts or war animals, much like griffons.

What You See



This vaguely humanoid creature is almost as big as a pony. It hops on long, hooved legs, grasps with clawed hands, and leers with a hideous noseless face. The reek of the grave surrounds it, turning the stomach.



MYTHOS GHAST

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	4 (–3)	16 (+3)	12 (+1)

Damage Vulnerabilities radiant

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Ghoul but can't speak

Challenge 2 (450 XP)

Beast of Burden. The Mythos ghost can comfortably carry a rider of the same size category or smaller.

Sunlight Sensitivity. The Mythos ghost has disadvantage on attack rolls and ability checks while in direct sunlight. Its hit point maximum is reduced by 5 at the end of every hour it spends in sunlight, returning to normal when the Mythos ghost finishes a long rest entirely out of sunlight.

Undeath Affinity. The Mythos ghosts is not undead, but has a strong affinity to undeath, perhaps as a result of countless generations spent feasting on necromantic leavings. Undead with an Intelligence score of 6 or less do not perceive the Mythos ghost as living and do not attack it unless directed to do so or in self-defense.

ACTIONS

Multiattack. The Mythos ghost makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage.



Gugs hunt ghosts in the Dreamlands underworld.



GHOUL, MYTHOS

Mythos ghouls are immortal but not undead. In fact, they often feed on undead, treating zombies or mummies as handy, portable meals. When equipped to fight, they wield ancient and rusty (though sometimes magical) weapons taken from tombs.

Mythos ghouls connect with other sentient races in several ways. Their young resemble those infants of other humanoid species, and ghouls often swap them for those of other races. While ghouls most frequently take advantage of humans in this way, ghouls can swap babies with elves, dwarves, and other species without too much trouble. The kidnapped infants are raised as ghouls, eventually becoming ghouls themselves, while the transplanted ghouls changelings become part of the humanoid society in which they grow up. Ghouls unconsciously adapt their appearance to look like the host species, but often corrupt all around them, intentionally or not. It is also possible for adult humanoids, under the influence of sufficient ghoulish contact, to transform over time into true ghouls.

Ghouls don't just eat corpses for nourishment but also to absorb knowledge. In general, the older and more withered the corpse, the better and more complete a base of knowledge the ghouls can gain. Fresh corpses are really only good for filling the belly, while a millennia-old pharaoh's mummy is a precious delicacy. As a result, ghouls specifically seek out the bodies of famous leaders, geniuses, and wizards, sharing the feast among several of their kind, all of whom now take on part of the knowledge of their prey. Because of this, some ghouls are wiser than any mere mortal could ever be.

While Mythos ghouls are clearly malign, carnivorous entities, they are not necessarily evil, any more than a hyena is evil. They may eat the dead, but not all are interested in killing to make a fresh corpse; older bodies are more delicious anyway, and there's rarely a shortage of corpses to feast upon. Ghouls are also able to communicate with and interact with humanity, with whom they frequently make treaties and pacts. After all, they have the knowledge of deceased human diplomats to guide them.

A **charnel whisperer** is a ghoulish creature that has learned magical secrets directly from the dead as a warlock with the Pact of the Skull.

A **grave sage** is an ancient and learned ghoulish creature that has eaten invaluable ancient corpses in its many decades or centuries of monstrous life.

A **crypt lurker** keeps to the secret places near civilization, hiding in underground service tunnels or catacombs so that it can learn from the living as well as the dead without unnecessary scrutiny. It often makes deals with humanoid criminals.

What You See



This humanoid creature has a dog-like head, hooved feet, and claws. Its skin is pale and covered with grave-mold. The stench of rot and dust surrounds it, but it doesn't seem to care.

GHOUL STORY HOOKS

A player character or NPC ghoulish creature might...

- be a ghoulish changeling, left in a cradle in their adoptive parents' home, only recently made aware of their heritage.
- have been kidnapped as a baby and raised to be a ghoulish creature and has become one despite having been born a humanoid.
- have previously been a humanoid who had extensive contact with ghouls and experienced "the change" to become a ghoulish creature.
- be a pure ghoulish creature who ate a particularly intriguing corpse—an adventurer, humanitarian, or famous counselor—and now is interested in experiencing humanoid civilization in a way other than secret consumption. This ghoulish creature seeks to join humanoid society and develop friendships through adventuring, exploring, or at least studying this culture closely for a few decades.





MYTHOS GHOUL

Medium monstrosity, chaotic neutral

Armor Class 12

Hit Points 22 (3d8 + 9)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	8 (–1)

Skills History +3, Investigation +3, Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Ghoul

Challenge 1/4 (50 XP)

Psychic Feast. The ghou can feed for 1 minute on a humanoid or monstrosity corpse with flesh at least 24 hours dead to absorb some of the lingering traces of memory and knowledge that the creature possessed in life. This adds a +1 bonus on a skill of the ghou's choice that the creature was proficient in. The ghou gains only one bonus from any given

corpse. At the GM's discretion, a particularly ancient corpse might grant a larger bonus or a bonus to more than one skill. The ghou can maintain three separate bonuses. If it uses this trait when it already has the maximum number of bonuses, it must forget one of the current bonuses in order to replace it with one from the new corpse.

Grave Nose. The ghou has advantage on Wisdom (Perception) checks that rely on smell to notice or recognize corpses, decaying things, meat, and undead creatures.

Inured to Disease. The ghou is immune to nonmagical diseases and has advantage on saving throws against magical diseases.

Scrounger. The ghou has advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find objects in rubble or undergrowth, buried, or otherwise hidden from view.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage.

CRYPT LURKER

Medium monstrosity, chaotic evil

Armor Class 15 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	14 (+2)	10 (+0)	7 (–2)

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Athletics +5, Investigation +6, Perception +4, Stealth +5

Tools thieves' tools +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Thieves' Cant

Challenge 3 (750 XP)

Cunning Action. The lurker can use a bonus action to take the Dash, Disengage, Hide, or Use an Object action, to make a Dexterity (Sleight of Hands) check, or to use thieves' tools to disarm a trap or open a lock.

Psychic Feast. The lurker can feed for 1 minute on a humanoid or monstrosity corpse with flesh at least 24 hours dead to absorb some of the lingering traces of memory and knowledge that the creature possessed in life. This adds a +1 bonus on a skill of the lurker's choice that the creature was

proficient in. The lurker gains only one bonus from any given corpse. At the GM's discretion, a particularly ancient corpse might grant a larger bonus or a bonus to more than one skill. The lurker can maintain three separate bonuses. If it uses this trait when it already has the maximum number of bonuses, it must forget one of the current bonuses in order to replace it with one from the new corpse.

Grave Nose. The lurker has advantage on Wisdom (Perception) checks that rely on smell to notice or recognize corpses, decaying things, meat, and undead creatures.

Inured to Disease. The lurker is immune to nonmagical diseases and has advantage on saving throws against magical diseases.

Scrounger. The lurker has advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find objects in rubble or undergrowth, buried, or otherwise hidden from view.

Sneak Attack (1/Turn). The lurker deals an extra 10 (3d6) damage when it hits a target with a weapon attack if it had advantage on the attack roll, or when the target is within 5 feet of an ally of the lurker that isn't incapacitated and the lurker didn't have disadvantage on the attack roll.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (2d4 + 3) slashing damage.



CHARNEL WHISPERER

Medium monstrosity, chaotic evil

Armor Class 14 (studded leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6

Skills Arcana +3, History +3, Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Ghoul

Challenge 5 (1,800 XP)

Psychic Feast. The whisperer can feed for 1 minute on a humanoid or monstrosity corpse with flesh at least 24 hours dead to absorb some of the lingering traces of memory and knowledge that the creature possessed in life. This adds a +1 bonus on a skill of the whisperer's choice that the creature was proficient in. The whisperer gains only one bonus from any given corpse. At the GM's discretion, a particularly ancient corpse might grant a larger bonus or a bonus to more than one skill. The whisperer can maintain three separate bonuses. If it uses this trait when it already has the maximum number of bonuses, it must forget one of the current bonuses in order to replace it with one from the new corpse.

Grave Nose. The whisperer has advantage on Wisdom (Perception) checks that rely on smell to notice or recognize corpses, decaying things, meat, and undead creatures.

Inured to Disease. The whisperer is immune to nonmagical diseases and has advantage on saving throws against magical diseases.

Scrounger. The whisperer has advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find objects in rubble or undergrowth, buried, or otherwise hidden from view.

Spellcasting (Pact Magic). The whisperer is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*

1st–4th level (2 4th-level slots): *animate dead*, *blight*, *comprehend languages*, *detect magic*, *dispel magic*, *fear*, *hold person*, *mirror image*, *unseen servant*

ACTIONS

Multiattack. The charnel whisperer casts a cantrip it knows and makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage and 14 (4d6) psychic damage. The charnel whisperer regains hit points equal to the psychic damage dealt.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage.

REACTIONS

Call of the Grave (1/Day). If the whisperer fails an Intelligence, Wisdom, or Charisma saving throw, it can use its reaction to roll again. It uses the new result in place of its original result, which can make it succeed on the saving throw after all.



GRAVE SAGE

Medium monstrosity, chaotic evil

Armor Class 11 (14 with *mage armor*)

Hit Points 91 (14d8 + 28)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	13 (+1)	10 (+0)	18 (+4)

Saving Throws Dex +5, Wis +5, Cha +8

Skills Deception +7, History +12, Insight +8, Investigation +5, Perception +4, Performance +7

Damage Resistances damage from spells

Senses darkvision 60 ft., passive Perception 14

Languages any three languages

Challenge 11 (7,200 XP)

Bardic Inspiration (4/Short or Long Rest). As a bonus action, the sage can grant an ally that can hear it a d10 if it doesn't already have one. Once, within 10 minutes, the target can roll the die after rolling an ability check, attack roll, or saving throw but before the GM declares success or failure. The result is added to the total.

Psychic Feast. The sage can feed for 1 minute on a humanoid or monstrosity corpse with flesh at least 24 hours dead to absorb some of the lingering traces of memory and knowledge that the creature possessed in life. This adds a +2 bonus on a skill of the sage's choice that the creature was proficient in. The sage gains only one bonus from any given corpse. At the GM's discretion, a particularly ancient corpse might grant a larger bonus or a bonus to more than one skill. The sage can maintain three separate bonuses. If it uses this trait when it already has the maximum number of bonuses, it must forget one of the current bonuses in order to replace it with one from the new corpse.

Grave Nose. The sage has advantage on Wisdom (Perception) checks that rely on smell to notice or recognize corpses, decaying things, meat, and undead creatures.

Inured to Disease. The sage is immune to nonmagical diseases and has advantage on saving throws against magical diseases.

Peerless Skill. When the grave sage makes an ability check, it can expend one use of Bardic Inspiration to roll 1d10 and add the number rolled to its check before the GM declares success or failure.

Scrounger. The sage has advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find objects in rubble or undergrowth, buried, or otherwise hidden from view.

Spellcasting. The sage is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16). It knows the following spells:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *cure wounds*, *identify*, *mage armor*, *unseen servant*

2nd level (3 slots): *blindness/deafness*, *hold person*, *suggestion*

3rd level (3 slots): *counterspell*, *dispel magic*, *fear*, *nondetection*

4th level (3 slots): *dimension door*, *greater invisibility*, *phantasmal killer*

5th level (2 slots): *consume likeness* (page 98), *insect plague*, *mislead*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *contrary melody* (page 99)

ACTIONS

Multiattack. The grave sage casts a spell (expending a spell slot as normal) and makes one attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 21 (6d6) psychic damage. The grave sage regains hit points equal to the psychic damage dealt.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

REACTIONS

Counterspell. The sage knows *counterspell*, which it can cast as a reaction.

“I know always that I am an outsider; a stranger in this century and among those who are still men.”

—H.P. Lovecraft, *The Outsider*



GNOPH-KEH

A gnoph-keh stands between 10 and 18 feet tall and weighs up to 2 tons. When it moves, it can do so on two to six limbs, depending on its need for speed or action. It rarely allows itself to be seen moving if it can help it, preferring to simply appear suddenly.

A gnoph-keh psychically ensnares the mind, making it hard to look away or concentrate. Observers develop worsening symptoms of illness the longer they perceive it, suffering chills, coldness, weakness, lethargy, and a desire to sleep and to stop moving. Even if the victim escapes from the gnoph-keh, the creature will forever be on each observer's mind—lurking and watching, even if it is too far to be seen. At great distances and over long periods, this illness can be fatal. A gnoph-keh seems to move closer to anyone thinking about it, even if such movement seems impossible.

Gnoph-keh often lurk distantly to drive creatures that have seen it unconscious. Once it has incapacitated a creature in this way, the gnoph-keh generally swoops in to abduct the creature or, if it is hungry enough, simply eats the victim.

As a victim draws closer to it, the illness weakens, but a different magical attack begins to affect the victim—that of confusion. The mind becomes prone to forgetting things, including who is friend and foe, but not the gnoph-keh. At extreme close range, this mental fog prevents most action altogether.

What You See



This tall, white-furred entity looms in the snow like an eerie statue. A pall of fear and unrest awakens in you as its beady eyes pierce your very soul.





GNOPH-KEH

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	6 (–2)	17 (+3)	18 (+4)

Skills Perception +7, Stealth +6 (+10 in snow)

Damage Vulnerabilities fire

Damage Resistances bludgeoning and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed, frightened

Senses darkvision 90 ft., passive Perception 17

Languages Aklo

Challenge 11 (7,200 XP)

Death Throes. When the gnoph-keh dies, it explodes in necromantic energy. Each creature within 30 feet of it must make a DC 16 Constitution saving throw, taking 35 (10d6) necrotic damage on a failure, or half as much damage on a success.

Magic Resistance. The gnoph-keh has advantage on saving throws against spells and other magical effects.

Snowfield Sight. Snow, other precipitation, and distance doesn't impede the gnoph-keh's sight.

Snow Stealth. The gnoph-keh can use the Hide action as a bonus action in snow. It can hide even in the open in a snowy environment. When the gnoph-keh moves in snow, it leaves no tracks or other signs of its passage and it becomes invisible until it attacks or takes an action other than Dash or Withdraw.

Thoughtsense. The gnoph-keh knows the distance and direction to all creatures with an Intelligence score of 3 or higher within 120 feet. It knows each one's Intelligence score. This sense doesn't detect any creature under a *mind blank* or *nondetection* spell.

ACTIONS

Multiattack. The gnoph-keh can use its Engrossing Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Death Touch (1/Day). *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 55 (10d6 + 20) necrotic damage and the creature must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an equal amount equal to the necrotic damage it took until it finishes a long rest. If the creature's hit point maximum is reduced to 0, it dies.

Engrossing Presence. The gnoph-keh targets a creature that it can see and that can see it within 150 feet. The target must make a DC 16 Wisdom saving throw. A creature that can't be frightened or is already engrossed by another gnoph-keh automatically succeeds on its save. On a failed save, the target becomes unable to look away from the gnoph-keh. In addition, any other creature engrossed by that gnoph-keh is no longer engrossed. As long as an engrossed creature can see the gnoph-keh, it has disadvantage on attack rolls, Wisdom (Perception) checks, and Intelligence (Investigation) checks not directed at the gnoph-keh as well as on all saving throws to maintain concentration. The target cannot willingly stop looking at the gnoph-keh, and even if the target's line of sight is forcibly blocked, the effects continue as though the target could see the gnoph-keh. If the gnoph-keh does not engross a new target, the effect only ends if the gnoph-keh is slain.

At the start of each of the engrossed creature's turns, it must make a DC 16 Wisdom saving throw if it can see the gnoph-keh. On a failed save, the creature suffers the appropriate effect from those below according to how far it is from the gnoph-keh.

40 feet or farther. On a failed save, the creature can take either a bonus action or an action, but not both, on each of its turns until it can no longer see the gnoph-keh or it approaches within 40 feet of the gnoph-keh. If this condition already applied to it, it also becomes incapacitated. If it was already incapacitated, it falls unconscious for 8 hours or until it is damaged.

10 to 40 feet. On a failed save, the creature gains three levels of dread until it starts its turn less than 10 feet from the gnoph-keh, more than 40 feet from the gnoph-keh, or unable to see the gnoph-keh. If your game doesn't use dread, treat the creature as affected by a *confusion* spell.

10 feet or closer. On a failed save, the creature is incapacitated and has disadvantage on ability checks.

At the end of every long rest, whether in the actual presence of the gnoph-keh or not, the engrossed creature doesn't regain hit points and must make a DC 16 Constitution saving throw. On a failed save, it gains one level of exhaustion and one level of dread (see Chapter 4); if your game doesn't use dread, the creature instead becomes magically frightened until it finishes another long rest. These conditions can't be removed except by magic.



GNORRI

Gnorri are amphibious Dreamlands entities that range in size from slightly larger to about twice the size of an average human. They weigh from 250 to 1,500 pounds. They can function on land as well as in the sea. While some have two arms, many have three or four arms, and they can grow or retract these extra arms over time according to their current needs.

These amphibious beings are able to survive on both water and land and carve out extensive grottoes in rocky coastlines. Though they keep to themselves, they generally communicate and interact with other species in a friendly manner, and when they do have conflicts with other intelligent species, it is usually in the context of a war or a negotiation. Their extensive access to undersea treasures makes them desirable trading partners.

For more information, see Chapter 2.

What You See



This creature has a newt-like head, a long tapering body that ends in a prehensile tail, and a variable number of arms.



GNORRI HUNTER

Large monstrosity, neutral

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 25 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	14 (+2)	7 (–2)

Skills Medicine +4, Nature +2, Perception +4, Survival +4

Senses darkvision 60 ft. (120 ft. underwater), passive Perception 14

Languages Common, Gnorri

Challenge 1/2 (100 XP)

Amorphous Physiology. The gnorri hunter can move through spaces as narrow as 5 feet wide without squeezing. It can squeeze through spaces as narrow as 2 feet wide. In addition, it can't be harmed by water pressure.

Amphibious. The gnorri hunter can breathe air and water.

Limb Allocation (1/Day). The gnorri can absorb or extrude its arms. It must concentrate for 10 minutes to adjust the number of arms it has, as if concentrating on a spell. If it loses concentration, the gnorri must begin the process of limb allocation from the beginning, but it doesn't lose its daily usage of this trait.

Two Arms. The gnorri gets a +1 bonus on Strength-based weapon damage rolls.

Three Arms. The gnorri gets no bonus or penalty.

Four Arms. The gnorri gets no bonus and takes a –1 penalty to Constitution saving throws.

ACTIONS

Multiattack. The gnorri hunter makes two attacks: one with its long shardspear and one with its shardsword (normally wielded in one hand). If it hits the same target with both weapon attacks, the hunter gets a +2 bonus to AC against that target until the start of the hunter's next turn.

Long shardspear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Shardsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage or 6 (1d8 + 2) if used with two hands.

REACTIONS

Squeeze Entrails (1/Short or Long Rest). The gnorri turns a critical hit on it into a normal hit.





GUG

Gugs are creatures so evil that even the Mythos gods once banned them from the surface world of the Dreamlands. Their legends remind them of the tasty nature of surface-dwellers, driving their lust to return, and they have been seeking measures to circumvent the gods' ban. Since the ban does not apply to the waking world, they have been appearing there in increasing numbers. An attempt by the gugs to retake their ancient holdings would make for a devastating and far-reaching conflict.

Gugs are a civilization of giant black-furred carnivores. Their arms terminate in two forearms each, giving them four spade-clawed hands. Their mouths are vertical slits and they have eyes on each side of their heads. Gugs are enormous: a typical gug is about 12 feet tall, and some reach heights of 20 feet. They weigh at least 1,500 pounds.

Gugs hardly make a sound as they move. Typically, the first sign anyone sees of an impending gug attack is their sudden and shocking arrival out of the dark.

Gugs in the Dreamlands were long ago banished to the underworld, though they can access the waking world

through magic passages (which invariably lead to caves and tunnels underground). Because of their substantial size and darkvision, they like operating in the dark where it is harder for surface-dwellers to see.

Gugs are intelligent and build stone cities, worship the Outer Gods, and make formal sacrifices. Their social structure is a mystery to surface folk, as gugs primarily interact with surface-dwellers in terms of predator and prey. Since gugs have no vocal cords and their language operates by means of facial expression (which humans cannot imitate, lacking the gugs' vertical mouth), it is basically impossible for gugs and others to communicate. Some especially intelligent gugs have mastered writing other languages, however.

What You See



This giant, black-furred humanoid's forearms split into two hands per arm that end in vicious claws. Its face is split by a vertical slice of a mouth, filled with razor-sharp fangs made for rending flesh.

GUG

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 171 (18d10 + 72) (196 with *aid*)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	15 (+2)	18 (+4)	12 (+1)

Skills Religion +6, Stealth +7

Senses darkvision 120 ft., passive Perception 14

Languages Gug

Challenge 8 (3,900 XP)

Contortion. The gug can contort its body to move through a space as narrow as 2 feet wide without squeezing.

Glyph Mastery. The gug never triggers a writing-based magic trap or spell unless it wishes to. It can cast such a spell it has prepared without providing any material component, but when it does, any spell it previously cast with this trait is immediately dispelled.

Keen Smell. The gug has advantage on Wisdom (Perception) checks that rely on smell.

Spellcasting. The gug is an 11th-level spellcaster, although it can't prepare any spells above 3rd level; it uses higher

level slots to enhance the casting of lower level spells. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks), and it never requires verbal components for its spells. It can use any viscera or magical glyph within 10 feet as a spellcasting focus. It has the following spells prepared:

Cantrips (at will): *guidance, mending, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *bless, cure wounds*

2nd level (3 slots): *aid, hold person, silence*

3rd level (3 slots): *bestow curse* (range is 30 feet when cast with a 5th-level or higher slot; option to render target incapable of speech), *fear, glyph of warding*

4th level (3 slots)

5th level (2 slots)

6th level (1 slot)

Void Sight. Magical darkness doesn't impede the gug's darkvision.

ACTIONS

Multiattack. The gug makes four claw attacks. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.





HOUND OF TINDALOS

The hounds of Tindalos dwell in the unthinkable distant past. Unfortunately, this does not keep present-day dwellers safe from them. The hounds travel in time, rather than space, and can burrow their way through the eons to reach those upon whom they have chosen to feed. Their goals are mysterious, but they are said to hunger after a particular food source abundant in humanoid bodies: perhaps a physical substance or some sort of spiritual energy.

Because they live in the past, the hounds must be contacted or somehow alerted to a potential prey's presence. Any form of time travel has a chance of giving off energies or vibrations that the hounds can sense, after which they may come after the victim.

The hounds live in the angles of time, though it is unclear exactly what this means. They can only emerge into the current world through an angle of less than 120 degrees (by definition, a rectangular room has 90-degree angles at its corners). Some victims have sought, with

some success, to evade the Hounds by hiding in an area which has no corners or walls or angles but is instead rounded and smooth.

Unfortunately, defending against hounds alone once one becomes their quarry is often not enough. Many malign creatures, such as Mythos satyrs and dholes, know of the hounds and will work with them, helping the Hounds to bring down a victim.

Ancient Magic Insights. Hounds of Tindalos use their access to the alien reaches of time to practice strange forms of magic. Many hounds of Tindalos might know spells other than those described here, typically of similar spell levels.

What You See



This jagged, emaciated entity shaped like a towering dog skeleton glistens with a blue sheen.

HOUND OF TINDALOS

Large fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 73 (7d10 + 35)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	21 (+5)	17 (+3)	20 (+5)	18 (+4)

Damage Resistances necrotic, poison; piercing and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 90 ft., passive Perception 15

Languages Aklo, telepathy 120 ft.

Challenge 6 (2,300 XP)

Ichor. The hound is covered in toxic ichor. A creature is exposed if it touches the hound, hits the hound with a weapon while within 5 feet of it, or is hit by the hound's claw attack. At the start of each of the exposed creature's turns, it takes 3 (1d6) poison damage. The effect ends when fire damage is dealt to the creature or a creature uses its action to wipe the ichor off.

Innate Spellcasting (Psionics). The hound's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *fog cloud*, *invisibility*

3/day each: *detect thoughts*, *scrying*

1/day each: *hold monster*, *locate creature*, *phantasmal killer*

Regeneration. The hound regains 15 hit points at the start of its turn if it has at least 1 hit point.

Timeless. The hound can't be aged and is immune to *slow* and any other spell or effect that would alter how time passes for it. It automatically notices time travel and divinations that glimpse the future or past that are used within 1 mile of it or that learn about anything within 1 mile of it, and it can make Wisdom (Perception) checks to notice such spells and effects at greater ranges.

The hound can travel through time with *Angled Entry* to reach the source of the disturbance, although from the perspective of the target this takes at least hours and possibly several days; the farther apart in time the Hound and the disturbance are, the longer it takes.

ACTIONS

Multiattack. The hound makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) poison damage, and the target is exposed to the hound's Ichor.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 25 (4d10 + 3) psychic damage, and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom score to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Angled Entry (Recharge 4–6). The hound of Tindalos teleports to a location it has seen before or has a good description of, even on another plane of existence. It can also choose a destination by naming a distance within 500 feet and a direction. It arrives at the nearest unoccupied space to the location it means to arrive at that is within 5 feet of a sharp angle at least 5 feet across, such as a room corner or a doorway. The angle must be 120 degrees or less and must have a physical form; an image of an angle is insufficient.





HUNTING HORROR

Hunting horrors flow down directly from the sky like black lightning. They are very large, and their serpentine bodies act like tentacles to grip victims while their mouths grow impossibly wide to swallow foes whole. An individual hunting horror usually has a wingspan of over 20 feet and an even longer body length. It weighs from 3,000 to 6,000 pounds and could never fly if the normal laws of physics applied to it.

A hunting horror's flesh secretes a mucus so rapidly that it constantly drips off as if the hunting horror were falling apart. After sloughing off, the mucus hardens to a consis-

tency like that of thick mud. It is possible to plod through it but not to swim in it like water. The mucus piles up during a fight, eventually covering the horror's prey and holding them in place so they cannot escape when the horror swallows them whole.

Hunting horrors speak to their prey mentally. They send fantastically horrible images to the minds of those they are going to swallow. The hunting horror bombards its prey's consciousness with grisly and horrific images in an attempt to undermine the potential meal's defenses and to flavor the flesh with the tang of fear and despair. To them, this is playing with their food. To the victim, it is a trial to resist despair and dread at the images projected by the hunting horror.





ECOLOGY

Hunting horrors are all branches of the same immense organism that spans great reaches of space. They are each the nerves and nerve endings of this being. This is how they can appear instantly and travel vast distances while avoiding the sunlight they dread. The creature as a whole is practically a Great Old One in terms of power.

What You See



Flowing down directly from the sky like black lightning, this worm-like creature reeks of ancient rot. From between its armored plates seeps a grotesque mucus that falls constantly like an unholy rain. Its many eyes stare with vile hatred.

HUNTING HORROR

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft., fly 70 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	21 (+5)	17 (+3)	21 (+5)	20 (+5)

Skills Yog-Sothothery +10, Survival +10

Damage Vulnerabilities radiant

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities charmed, frightened, prone

Senses darkvision 120 ft., passive Perception 15

Languages Aklo, telepathy 300 ft.

Challenge 14 (11,500 XP)

Innate Spellcasting (Psionics). The hunting horror's spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *plane shift* (self only), *teleport* (self only)

Magic Resistance. The hunting horror has advantage on saving throws against spells and other magical effects.

Mucus. The hunting horror's body constantly weeps thick foul mucus, seemingly melting off its serpentine frame as swiftly as it rebuilds and restores its shape. When a hunting horror lands on a surface or ends its turn without moving, the mucus swiftly spreads out in a 15-foot-radius circle on any solid surface directly below the creature. This surface is difficult terrain until it hardens after 1 minute. When a creature other than a hunting horror first enters the mucus on its turn or begins its turn on it, the creature must succeed on a DC 18 Strength saving throw or become restrained until it leaves the area. A creature restrained by the mucus can pull or be pulled free and can move or be moved up to 5 feet as an action (no check required).

Regeneration. The hunting horror regains 20 hit points at the start of its turn if it has at least 1 hit point.

Shared Consciousness. All hunting horrors are branches of the same immense organism that has spread throughout several dimensions across the reaches of space. Anything one hunting horror experiences is experienced by all. Multiple hunting horrors in the same combat make a single collective initiative roll and all act on that initiative count.

Sunlight Weakness. While in sunlight, the hunting horror has disadvantage on attack rolls, ability checks, and saving throws.

Void Sight. Magical darkness doesn't impede the hunting horror's darkvision.

ACTIONS

Multiattack. The hunting horror can use its Telepathic Barrage. It then makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be swallowed by the hunting horror. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the horror, and takes 21 (6d6) acid damage at the start of each of the horror's turns.

If the horror takes 30 damage or more on a single turn from attacks made inside it, the horror must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the horror. If the horror dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Constrict. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until the grapple ends, the target is restrained, and the hunting horror can't constrict another target.

Telepathic Barrage. The hunting horror psychically torments a target creature it can see within 90 feet, which must make a DC 18 Wisdom saving throw. On a failed save, it takes 21 (6d6) psychic damage, is stunned until the start of the hunting horror's next turn, and automatically succeeds on saving throws against any hunting horror's Telepathic Barrage for 24 hours. On a successful one, it takes half as much damage and its speed is reduced by 10 feet until the start of the hunting horror's next turn.



LENG FOLK

The folk of the plateau of Leng are distant relatives of humanity, being the same size and shape and possessing the same basic abilities. They are individually no more formidable than a normal human, have their own culture and religions, and build villages in their homeland. There the resemblance ends, however, for the almost-humans of Leng are morally repulsive, with dark desires and dubious inclinations.

What You See



You had initially taken this creature for a human, but now that its disguise has fallen away, you see it has hooves instead of feet, furred legs, small horns, and an unsettlingly wide mouth.

More than once, the denizens of Leng have fallen under the sway of moonbeasts in the Dreamlands, serving as slaves, food, and emissaries to other, more natural humanoid races (who typically would balk at dealing with moonbeasts). They are known to have waged wars against the Leng spiders, and the two are bitter enemies.

Despite their bestial features, denizens of Leng are human enough to disguise themselves as true humans. To pass for full human, they must wear a hat, wrapping, or turban to cover their horns, and long pants and foot-coverings to hide their hooves and tails.

A **Leng folk thief** moves alone or in small groups discretely among other humans, identifying potential slaves and gathering useful intelligence. They might also crew slaver ships.

A **necromancer of Leng** makes additional use of dead slaves and slain enemies, sometimes leading crews of Leng folk thieves on slave ships.





LENG FOLK THIEF

Medium humanoid (human), chaotic evil

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	11 (+0)	8 (-1)	10 (+0)

Skills Deception +2, Intimidation +2

Tools disguise kit +2 (+4 to pass as human), navigator's tools +2, any waterborne vehicle +4

Senses darkvision 60 ft., passive Perception 9

Languages Aklo, Common, Ghoul

Challenge 1/4 (50 XP)

Guarded. The Leng folk has advantage on initiative rolls.

Humanlike. Whenever the Leng folk makes an Intelligence check with a disguise kit to disguise itself as human, it is considered proficient with disguise kits and adds twice its proficiency bonus to the check, instead of its normal proficiency bonus. It can attempt the check even with improvised tools so long as something covers its hooves, tail, and horns.

Sneak Attack (1/Turn). Once per turn, the Leng folk deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Leng folk that isn't incapacitated and the Leng folk doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

“They leaped as though they had hooves instead of feet, and seemed to wear a sort of wig or headpiece with small horns. Of other clothing they had none, but most of them were quite furry.”

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

LENG NECROMANCER

Medium humanoid (human), chaotic evil

Armor Class 13 (18 with shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	17 (+3)	10 (+0)	8 (-1)

Skills Arcana +6, Deception +2, Intimidation +2

Tools disguise kit +6 (+9 to pass as human), navigator's tools +6, any waterborne vehicle +6

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Aklo, Common, Ghoul

Challenge 6 (2,300 XP)

Guarded. The necromancer has advantage on initiative rolls.

Humanlike. The necromancer applies twice its proficiency bonus on Intelligence checks with a disguise kit to pass as human and can attempt the check even with improvised tools so long as something covers the Leng folk's hooves, tail, and horns.

Spellcasting. The necromancer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *acid splash*, *chill touch*, *light*, *ray of frost*

1st level (4 slots): *false life*, *magic missile*, *shield*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*, *suggestion*

3rd level (3 slots): *dispel magic*, *lightning bolt*, *vampiric touch*

4th level (3 slots): *blight*, *dimension door*

5th level (1 slot): *dominate person*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Withering Bolt (3/Day). *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 11 (2d10) necrotic damage and if the target is a creature, it must succeed on a DC 14 Constitution saving throw or have disadvantage for 1 hour on Strength and Constitution ability checks and saving throws.





LENG SPIDER

Leng spiders are intelligent, carnivorous spiders. Adults have a leg span of 20 to 30 feet or occasionally more, but smaller (younger) specimens are common. Adults weigh 1 to 3 tons. Since they never stop growing, a few are far larger.

Leng spiders are sly and design traps for their prey, which can be elaborate and often involve treasure as bait. They are clever enough to let some adventurers live after finding the treasure, in order to entice further visitors to their mountain lairs. The creatures thrive on being underestimated: they delight in preying on humanoid egos and spring traps when a would-be treasure-seeker is most confident.

Leng spiders have a complex, territorial society that reacts violently to any who infringe on their territory. Unless guarding their homes, they rarely fight to the death and will retreat if severely wounded.

What You See



This bloated, mottled purple spider's eyes shine eerily as if resenting the fact that you are still alive. Its head swivels to examine the area as if searching for its next meal.

WEB TRAPS

Leng spiders are particularly gifted at crafting complex traps using their webs and other objects at hand. Often these traps utilize bait in the form of wounded captives or attractive treasure. Creating a trap takes a Leng spider a number of hours equal to the final trap's calculated Challenge. The trap created must be mechanical (not magical) in nature, and often utilizes Leng spider webbing. Leng spider traps must be frequently tended and often need minor repairs, and as such, a single Leng spider can only maintain a few traps at a time.

If your game awards noncombat experience for traps, a Leng spider should generally maintain a total number of traps at a time whose challenge ratings add up to less than the Leng spider's own Challenge. For practical access, all of these traps are typically located within 1 mile of each other. Leng spiders prefer traps that catch and incapacitate rather than kill. Three typical Leng spider traps are presented below.

BOULDER-CAPPED PIT

Mechanical trap

Challenge: 6 (2,300 XP)

When a creature touches a trigger object, a 5-foot-wide, 20-foot-deep pit opens underneath, causing the creature to fall into the pit below, supported by elaborately engineered webbing. A concealed boulder nearby then falls to seal the hole so that the spider can collect the intruder as part of a routine patrol, hoisting away the boulder with cleverly engineered webbing.

A successful DC 15 Wisdom (Perception) check discerns that the trigger item (usually a piece of treasure) is conspicuously untouched and laced with a strand of webbing so fine as to be nearly invisible. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit or to deduce that a patch of ceiling or wall nearby is a silk image hiding a boulder strung up by ultra-strong webbing. Unless a character succeeds at a DC 20 Dexterity check with thieves' tools or weaver's tools, disturbing the webbing causes the boulder to roll on a straight path to the trigger object's original location.

Triggering the trap requires all creatures present to roll initiative after the pit opens. The trap rolls initiative with a +8 bonus. When the trap is triggered, all creatures in the affected area fall into the pit, taking 7 (2d6) bludgeoning damage from the fall. The pit's floor and walls are coated in the Leng spider's Toxic Web. Whenever a creature starts its turn restrained by the webbing, it must succeed on a DC 17 Constitution saving throw or be poisoned. At the end of each of the poisoned creature's turns, it makes a new saving throw, ending this poisoned condition on itself on a success. On the trap's initiative count on the round after it is triggered, a 6-foot-diameter solid stone sphere falls atop the pit, blocking the opening with no more than an inch gap at any point around the edge. If the boulder passes through a creature's space, the creature must succeed on a DC 15 Dexterity saving throw or take 55 (10d10) bludgeoning damage and be knocked prone.

The boulder weighs 10 tons. It can also be attacked and destroyed (AC 17; damage threshold 10; hp 1,000; resistance to cold, fire, lightning, and slashing damage; immunity to poison and psychic damage). The boulder can also be broken with 6 person-hours of work with mason's tools, picks, or other suitable equipment. If the boulder is broken by any means while atop the pit, it collapses into the pit and each creature within must make a DC 15 Dexterity saving throw, taking 55 (10d10) bludgeoning damage and becoming restrained on a failed save, or taking half as much damage and not becoming restrained on a successful one. A restrained creature can be freed as an action with a successful DC 20 Strength check. The Leng spider can use its webbing as cables to roll the boulder aside as an action. Characters who carefully inspect the webbing can deduce how to manipulate the webbing to move the boulder themselves with a successful DC 25 Intelligence (Investigation) check or a successful DC 20 Dexterity check with weaver's tools.

BOULDER PENDULUM

Mechanical trap

Challenge: 8 (3,900 XP)

A boulder pendulum is typically placed in a confined area, such as along a mountain ledge or in a narrow passage with a tall ceiling. When triggered, a large boulder swings down on a thick cord of webbing, passing through a 30-foot line to the trigger location.



A successful DC 15 Wisdom (Perception) check notices a strand of webbing so fine as to be nearly invisible that serves as the trigger. A successful DC 15 Intelligence (Investigation) check deduces that a patch of ceiling or wall nearby is a silk image hiding a boulder strung up by ultra-strong webbing. Unless a character succeeds at a DC 18 Dexterity check with thieves' tools or weaver's tools, disturbing the webbing triggers the trap.

The swinging boulder makes a melee attack with a +8 bonus against each target in its path. On a hit, the target takes 45 (10d8) bludgeoning damage and must succeed on a DC 15 Dexterity saving throw or be knocked prone. If the creature was on a ledge no wider than its space, it falls off the ledge if it failed its saving throw by 5 or more.

WEB NET

Mechanical trap

Challenge: 2 (450 XP) if encountered with Leng spiders

This trap uses a silk trip wire to release a net of fine poisonous webbing suspended from the ceiling.

The trip wire is 3 inches off the ground and stretches between two columns or trees. The net is hidden by cobwebs

or foliage. A successful Wisdom (Perception) check DC 15 spots the fine silk trip wire and net. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the web is released, covering a 10-foot-square area. Those in the area are trapped under the web and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. Whenever a creature starts its turn restrained by the webbing, it must succeed on a DC 17 Constitution saving throw or be poisoned. At the end of each of the poisoned creature's turns, it makes a new saving throw, ending this poisoned condition on itself on a success. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 13) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

LENG SPIDER

Large monstrosity, lawful evil

Armor Class 16 (natural armor)

Hit Points 124 (11d10 + 44)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	18 (+4)	16 (+3)	16 (+3)	17 (+3)

Skills Investigation +6, Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13

Languages –

Challenge 6 (2,300 XP)

Magic Resistance. The Leng spider has advantage on saving throws against spells and other magical effects.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The Leng spider makes three attacks: one with its bite and two with its talons.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 7 (3d4) poison damage. If the target is a creature, it is poisoned. At the end of the creature's next turn, it must make a DC 15 Constitution saving throw, ending the poisoned condition on a success. At the end of every 30 days thereafter, the creature can make another saving throw to end the poisoned condition. This is a curse. Casting any spell that removes the poisoned condition or that removes curses on the creature ends the poisoned condition.

Talon. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Toxic Web (Recharge 5–6). *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. Whenever a creature starts its turn restrained by the webbing, it must succeed on a DC 15 Constitution saving throw or be poisoned. At the end of each of the poisoned creature's turns, it makes a new saving throw, ending this poisoned condition on itself on a success. As an action, the restrained target or another creature that can reach it can make a DC 15 Strength (Athletics) check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 13; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



OLD LENG SPIDER

Huge monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 181 (14d12 + 70)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	17 (+3)	16 (+3)	17 (+3)

Skills Investigation +7, Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13

Languages –

Challenge 9 (5,000 XP)

Magic Resistance. The Leng spider has advantage on saving throws against spells and other magical effects.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The Leng spider makes three attacks: one with its bite and two with its talons.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (3d4) poison damage. If the target is a creature, it is poisoned. At the end of the creature's next turn, it must make a DC 17 Constitution saving throw, ending the poisoned condition on a success. At the end of every 30 days thereafter, the creature can make another saving throw to end the poisoned condition. This is a curse. Casting any spell that removes the poisoned condition or that removes curses on the creature ends the poisoned condition.

Talon. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Toxic Web (Recharge 5–6). *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. Whenever a creature starts its turn restrained by the webbing, it must succeed on a DC 17 Constitution saving throw or be poisoned. At the end of each of the poisoned creature's turns, it makes a new saving throw, ending this poisoned condition on itself on a success. As an action, the restrained target or another creature that can reach it can make a DC 17 Strength (Athletics) check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 13; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



MI-GO, THE FUNGI FROM YUGGOTH

Mi-go, commonly called the fungi from Yuggoth, are mainly fungoid in nature, but externally they have many features in common with crustaceans, such as multiple jointed limbs and a carapace. Folded against their bodies when not in use, their fan-like wings allow them to fly rapidly through space or clumsily in an atmosphere, and their heads are brain-like excrescences covered with small bristles which can change color for communication.

Mi-go develop custom spores and fruiting bodies, thus giving rise to endless varieties of their species. There are some mi-go whose hyphae grasp and feed from the very universe and the void of space itself, though most use these filaments to feed on animals and minerals. Their hyphae can sting and induce madness as they eat prey.

Most mi-go modify themselves surgically, magically, and genetically. Some are little more than gigantic brains while others are heavily-armored **mi-go warriors**. Adventurers

typically encounter **mi-go scouts**, who are by no means the most advanced of their kind.

Masters of Technology. These highly intelligent creatures have advanced knowledge and skill in chemical and biological processes. Their brain cylinders and *sensory machines* are common examples of the many wonders they can create. As such, it is difficult to prepare for and know what to expect when encountering the mi-go. One could wield a new weapon a mi-go scientist developed to kill a specific person, which it does with unnerving efficiency. Another could spread madness-inducing spores modeled after the mi-go's own hyphae.

What You See



This hideous crustacean creature possesses multiple jointed limbs extending from its carapace and folded, fanlike wings. Its head is a brainy protuberance covered with tiny bristles that constantly cycle through a nauseating array of clashing colors.





MI-GO SCOUT

Medium plant, neutral evil

Armor Class 15

Hit Points 93 (11d8 + 44)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	18 (+4)	21 (+5)	17 (+3)	16 (+3)

Skills Deception +6, Medicine +6, Stealth +8, Yog-Sothothery +6

Damage Resistances fire

Damage Immunities cold

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Aklo, Common, Mi-Go

Challenge 5 (1,800 XP)

Basic Star Travel. The mi-go can fly through space at great speeds. Travel times vary, but it can generally arrive within the same solar system in 3d20 months, or to another star system within 3d20 years.

Maddening Hyphae (Recharge 5–6). When the mi-go inflicts sneak attack damage on a foe, it can extend swiftly stinging filaments of fungal matter from its body to infect the wound. The target must succeed on a DC 14 Wisdom saving throw or become confused (as per the *confusion* spell) as the spores injected by the filaments spread through the victim's nervous system. The target may attempt this Wisdom save at the end of each of its turns to end the confusion. This effect lasts until the target succeeds on this saving throw, to a maximum of 1 minute.

Sneak Attack (1/Turn). The mi-go deals an extra 7 (2d6) damage when it hits a target with a weapon attack if it had advantage on the attack roll, or when the target is within 5 feet of an ally of the mi-go that isn't incapacitated, and the mi-go didn't have disadvantage on the attack roll. Its evisceration attack automatically deals this damage (included below).

Unbreathing. The mi-go doesn't need to breathe.

ACTIONS

Multiattack. The mi-go attacks twice with its pincers.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage and the target must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 13).

Evisceration. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target creature grappled by the mi-go. *Hit:* 30 (4d8 + 5 + 2d6) slashing damage and one of the target's ability scores of the mi-go's choice is reduced by 1d4 until it finishes a long rest. If the target's ability score is reduced to 0, it dies and the mi-go can extract the target's brain intact.

MI-GO WARRIOR

Large plant, neutral evil

Armor Class 18 (natural armor)

Hit Points 151 (14d10 + 56)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	21 (+5)	17 (+3)	16 (+3)

Damage Resistances fire

Damage Immunities cold

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Aklo, Common, Mi-Go

Challenge 8 (3,900 XP)

Basic Star Travel. The mi-go can fly through space at great speeds. Travel times vary, but it can generally arrive within the same solar system in 3d20 months, or to another star system within 3d20 years.

Unbreathing. The mi-go doesn't need to breathe.

ACTIONS

Multiattack. The mi-go warrior makes three attacks: two with its pincers and one with its claws.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the mi-go warrior can't attack another target with that pincer.

Evisceration. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target creature grappled by the mi-go. *Hit:* 41 (8d8 + 5) slashing damage and one of the target's ability scores of the warrior's choice is reduced by 1d4 until it finishes a long rest. If the target's ability score is reduced to 0, it dies and the warrior can extract the target's brain intact.

REACTIONS

Spore Burst. When the mi-go warrior takes bludgeoning, piercing, or slashing damage, it releases a burst of acid spores. Each non-plant creature within 5 feet of the mi-go must make a DC 16 Dexterity saving throw, taking 7 (2d6) acid damage on a failure, or half as much damage on a success. The creature that dealt the damage that released the spores automatically fails its saving throw.



MI-GO DIMENSION WALKER

Medium plant, neutral evil

Armor Class 15 (20 with *shield*)

Hit Points 212 (25d8 + 100)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	18 (+4)	25 (+7)	18 (+4)	15 (+2)

Saving Throws Int +12, Wis +9, Cha +7

Skills Arcana +12, Deception +7, Medicine +9, Stealth +10, Yog-Sothothery +9

Damage Resistances fire; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities cold

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages Mi-Go, any seven other languages

Challenge 14 (11,500 XP)

Basic Star Travel. The mi-go can fly through space at great speeds. Travel times vary, but it can generally arrive within the same solar system in 3d20 months, or to another star system within 3d20 years.

Maddening Hyphae (Recharge 5–6). When the mi-go inflicts sneak attack damage on a foe, it can extend swiftly stinging filaments of fungal matter from its body to infect the wound. The target must succeed on a DC 17 Wisdom saving throw or become confused (as per the *confusion* spell) as the spores injected by the filaments spread through the victim's nervous system. The target may attempt this Wisdom save at the end of each of its turns to end the confusion. This effect lasts until the target succeeds on this saving throw, to a maximum of 1 minute.

Sneak Attack (1/Turn). The mi-go deals an extra 7 (2d6) damage when it hits a target with a weapon attack if it had

advantage on the attack roll, or when the target is within 5 feet of an ally of the mi-go that isn't incapacitated, and the mi-go didn't have disadvantage on the attack roll. Its evisceration attack automatically deals this damage (included below).

Spellcasting. The dimension walker is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *acid splash*, *chill touch*, *mending*, *minor illusion*, *prestidigitation*

1st level (4 slots): *charm person*, *detect magic*, *fog cloud*, *shield*

2nd level (3 slots): *mirror image*, *see invisibility*, *suggestion*

3rd level (3 slots): *dispel magic*, *slow*, *vampiric touch*

4th level (3 slots): *banishment*, *dimension door*, *fire shield*, *ice storm*

5th level (2 slots): *cloudkill*, *seeming*, *teleportation circle*, *transport to Yondo* (page 115)

6th level (1 slot): *wave of oblivion* (page 116)

7th level (1 slot): *plane shift*, *project image*

Unbreathing. The mi-go doesn't need to breathe.

ACTIONS

Multiattack. The dimension walker either makes two attacks with its pincers or casts three cantrips.

Pincer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage and the creature must succeed on a DC 18 Dexterity saving throw or be grappled (escape DC 14).

Evisceration. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target creature grappled by the mi-go. *Hit:* 30 (4d8 + 5 + 2d6) slashing damage and one of the target's ability scores of the dimension walker's choice is reduced by 1d4 until it finishes a long rest. If the target's ability score is reduced to 0, it dies and the mi-go can extract the target's brain intact.

“Too well did I know the marks of those loathsome nippers, and that hint of ambiguous direction which stamped the horrors as no creatures of this planet. No chance had been left me for merciful mistake. Here, indeed, in objective form before my own eyes, and surely made not many hours ago, were at least three marks which stood out blasphemously among the surprising plethora of blurred footprints leading to and from the Akeley farmhouse.”

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



MOON-BEAST

Moon-beasts dwell in lunar cities but they are unlikely to have originated there. They serve the Great Old Ones in exchange for their foul favors, and at times engage in the conquest of other races. Innately cruel, they take pleasure in—and actual sustenance from—the agonies of those they capture and torment.

The forms of moon-beasts are mutable to an extent, allowing them to change their general aspect and proportions, but they are not true shapeshifters. Their pink nose-tentacles enable them to comprehend their environs in a complete lack of light. They are large, up to 400 to 600 pounds, and typically at least 4 to 6 feet in height and often of a similar breadth.

When the moon-beasts take over a land, they typically enslave those species which are most compatible with their own evil agendas. Those unable to subject themselves fully on an emotional and mental level to the horrors the moon-beasts cause are eaten or otherwise exterminated. For instance, moon-beasts might enslave drow and orcs, while elves and most humans would be annihilated.

Moon-beasts do not wholly focus on warlike activities, and pleasing the Great Old Ones is always at the forefront of their will. They also engage in trade, espionage, and other interactions like any other civilization, though because of their hideous appearance, they use go-betweens for such efforts. In the Dreamlands, they use Leng folk, for instance.

Moon-beasts are fully capable of using weapons but prefer to rely on soldiers drawn from their hordes of slaves. Many moon-beasts advance personally as spellcasters, for they have a natural affinity for magic. A **moon-priest** is a typical moon-beast leader. The greatest champions of their race make many-layered pacts with Nyarlathotep or other Outer Gods, becoming **moon-vassals**.

“Gray-white slipper things which could expand and contract at will, and whose principal shape ... 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.”

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



What You See

An unnatural scent invades your nostrils as a cluster of pink, worm-like sensory tendrils writhes from the nose of this hefty, eyeless, gray toad-like being. It tastes the air, making tiny sucking sounds that leave you simultaneously terrified and nauseous.





MOON-BEAST

Medium aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Skills Arcana +3, Stealth +3, Yog-Sothothery +4

Damage Resistances bludgeoning, piercing

Damage Immunities cold

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Aklo

Challenge 1 (200 XP)

Innate Spellcasting (Psionics). The moon-beast's spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no components:

3/day: *bane*

1/day each: *detect thoughts*, *hold person*

Spellcasting Prodigy. The moon-beast has advantage on Constitution saving throws to maintain concentration on a spell. If it has the spellcasting trait, it can cast a spell prepared or known without expending a spell slot once per day.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used to make a melee attack with two hands.

MOON-PRIEST OF NYARLATHOTEP

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	19 (+4)	12 (+1)

Saving Throws Wis +7, Cha +4

Skills Arcana +3, Religion +3, Stealth +5, Yog-Sothothery +7

Damage Resistances bludgeoning, piercing

Damage Immunities cold

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages Aklo

Challenge 7 (2,900 XP)

Eminence of the Void. As a bonus action, the moon-priest can expend a spell slot to cause its melee weapon attacks to deal an extra 10 (3d6) necrotic damage to a target on a hit. The weapon attack is magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. This benefit lasts until the end of the turn. If the moon-priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Innate Spellcasting (Psionics). The moon-priest's spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no components:

3/day: *bane*

1/day each: *detect thoughts*, *hold person*

Spellcasting. The moon-priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared.

Cantrips (at will): *mending*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *cure wounds*, *healing word*, *sanctuary*

2nd level (3 slots): *enhance ability*, *spiritual weapon*

3rd level (3 slots): *clairaudience/clairvoyance*, *dispel magic*, *speak with dead*, *tongues*

4th level (3 slots): *guardian of faith*, *locate creature*

5th level (1 slot): *insect plague*

Spellcasting Prodigy. The moon-priest has advantage on Constitution saving throws to maintain concentration on a spell. Once per day, it can cast a spell prepared without expending a spell slot.

ACTIONS

Multiattack. The moon-priest makes two melee attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



MOON-VASSAL OF NYARLATHOTEP

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 178 (21d8 + 84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	18 (+4)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Wis +6, Cha +8

Skills Arcana +5, Stealth +6, Yog-Sothothery +10

Damage Resistances bludgeoning, piercing

Damage Immunities cold

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Aklo, any one other language

Challenge 11 (7,200 XP)

Innate Spellcasting (Psionics). The moon-vassal's spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no components:

3/day: *bane*

1/day each: *detect thoughts*, *hold person*

Innate Spellcasting. The moon-vassal's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells:

At will: *phantasmal killer* (can't target same creature again for 24 hours)

1/day each: *circle of death*, *dominate monster*, *finger of death*

Secret of Time's End. Whenever the moon-vassal deals damage with a warlock spell, the target's hit point maximum is reduced by the damage it took for 1 hour. If the moon-vassal reduces the target to 0 hit points, the moon-vassal gains 5 temporary hit points. If the moon-vassal reduces the target's hit point maximum to 0, it dies.

Spellcasting (Pact Magic). The moon-vassal is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *minor illusion*, *poison spray*, *prestidigitation*

1st–5th level (4 5th-level slots): *bestow curse*, *blight*, *charm person*, *cone of cold*, *death ward*, *dimension door*, *dispel magic*, *false life*, *fly*, *hold monster*, *hypnotic pattern*, *moonbeam*, *identify*, *scrying*, *shatter*

Spellcasting Prodigy. The moon-vassal has advantage on Constitution saving throws to maintain concentration on a spell. Once per day, it can cast a spell known without expending a spell slot.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Magical Defiance. When a creature hits the moon-vassal with an attack, the moon-vassal casts a cantrip on the attacker if it is within range.





NIGHTGAUNT

Nightgaunts have skin that is slick and rubbery-looking, rather like the skin of a whale. They do not have faces at all but instead bear blank, unsettling surfaces on the front of their heads. It is not known how they feed, but they are able to sense things around them with perfect clarity.

Nightgaunts often serve as guards, stationed to watch over areas by powerful beings such as Great Old Ones. They always attack in flocks, often large ones. They are sometimes termed “mindless,” but actually possess intelligence of a sort. While always perfectly silent, even while flying, they can understand speech.

Usually, Nightgaunts do not try to kill their victims directly but hamper, frustrate, and put them in dangerous situations. A horde of flapping nightgaunts typically emerges from tombs or a hollow mountain and carries off its victims to deposit them in situations of dire danger.

What You See



This bipedal monstrosity has slick, violet-black skin, horns, claws, bat wings, and a long, barbed tail. Its face is completely featureless.

NIGHTGAUNT

Medium monstrosity, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	5 (–3)	14 (+2)	11 (+0)

Skills Athletics +6, Stealth +3

Condition Immunities charmed, frightened

Senses blindsight 60 ft., passive Perception 12

Languages understands Aklo and Ghoul but can't speak

Challenge 2 (450 XP)

Clutches. The nightgaunt's speed isn't halved by carrying or dragging a grappled Medium or smaller creature.

Faceless. The nightgaunt doesn't need to breathe and is immune to gaze attacks as well as inhaled attacks or hazards.

Pack Tactics. The nightgaunt has advantage on attack rolls against a creature if at least one of the nightgaunt's allies is within 5 feet of the creature and the ally isn't incapacitated.

Tickle. As a bonus action, the night gaunt can tickle a creature grappled by it with horrible efficiency. Unless it is a construct, elemental, ooze, plant, or undead, the target must succeed on a DC 14 Constitution saving throw or be incapacitated until the end of its next turn.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage and if the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and the nightgaunt can't claw another target.





OUTER MUTANT, ABOMINATION, AND SPAWN

CHILDREN OF THE OUTER GODS

Humanity was not meant to delve deeply into the eldritch secrets of Yog-Sothothery. Madness and insanity are the typical result of curiosity and exploration into these nightmare topics. However, some of the most fecund or contagious elements of the Mythos, such as experiments involving past life regression, certain transformative mutagens crafted by the serpentfolk, or the mere presence of Shub-Niggurath can cause twisting and distortion in the flesh as surely as the mind. These events can give rise to the vile and terrible transformations that warp curious unfortunates into outer mutants. Perhaps the most revolting method by which such monstrosities come to be lies with interbreeding between alien monstrosities and humanity. In some cases, the results of such crossbreeding are relatively stable, as in the case of the deep one hybrid or the satyr, but in most, particularly those involving one of the Great Old Ones or Outer Gods, the result is always one of teratological terror.

These entities fall into three broad categories. First are the outer mutants, representing those hybrids in which the human side features most prominently. The outer spawn represent the other end of the spectrum: the colossal insect/octopus thing that appears at the end of Lovecraft's "The Dunwich Horror," for instance, is an outer spawn. Outer abominations fall between these two extremes into a sort of intermediate stage. Children of the Outer Gods often progress inevitably through these stages, from mutant to abomination to spawn, the transitions marked by awful trauma and burgeoning evil.

Children of the Outer Gods are usually outer mutants, which are around human size, though they tend toward the larger end of the scale. In "The Dunwich Horror," the interdimensional entity Yog-Sothoth fathers two children upon a wizard's daughter. One of the children can pass for human, at least when wearing long pants and shirts that button up to the neck and wrists, though there is still obviously something wrong (at the age of 12, he stood 7 feet tall). The other child is an outer abomination, an oft-invisible mix of tentacles and conjoined limbs bigger than an elephant's.

There is more to these beings than grotesque monstrosity. The Outer Gods spawn them not out of whim but to a purpose, and often a terrible one. Yog-Sothoth and the other Outer Gods seek constantly to break through into mortal planes for unthinkable purposes. These entities contact humans and other races (and can be contacted in return), and often mingle their own vile heritage with lesser beings. The result, in every case, is a distorted monstrosity, varying greatly in power and size.

This is the fundamental truth behind the outer mutants,

abominations, and spawns they constantly plot, scheme, and work toward opening gateways to bring the Outer Gods to the world to rule again and bring about the final apocalypse. They make ideal opponents for a horror-based campaign in which the heroes must stop entities of the Mythos to save the world or universe itself.

THE FIRST STAGE: OUTER MUTANT

An outer mutant is an individual who seems, at least externally, to be more human than Outside. When heavily dressed to conceal their mutations, they can pass for human (or a member of whatever race the Outer God bred with to create them). Upon close inspection, however, the truth is easily revealed: tentacles, gills or fins, and hexagonal scales are just a few of the variations found among their kind.

Mutants always need to feed on blood and soul energy as well as normal provender, and typically have a secret proboscis or mouth somewhere on their body to drain this. Mutants don't require much blood—not enough to kill their prey—so they can rely on volunteers. Mutants grow rapidly, usually reaching the size of an adult human before the age of 5. By the age of 15, mutants can be 8 feet tall or more, and this growth does not stop throughout their lives.

Mutants develop the character traits of their "host race," plus greatly enhanced intelligence and magic aptitude from the Elder Being that gave them life. Many cults adopt a mutant as their destined leader, dedicating themselves to guiding, training, and protecting the mutant. Some mutants are bred and raised in secret at the hands of a single insane magician—rather than a cult—who may or may not be that mutant's mortal parent.

As a mutant continues to grow and gain experience, eventually it transforms into the next stage, the outer abomination. In most cases, a mutant devoutly desires this transformation, and will lead its gang of cultists on adventures and rituals to bring this about as quickly as possible.

An outer mutant is still human enough to disguise itself with a heavy layer of clothing. Basically humanoid, they possess a humanoid head, arms, and hands, and sometimes other parts. Beyond that, they begin to vary from their mundane source. They always have one or more feeding tendrils somewhere on their torsos. Typically, they are most humanoid near the top of their form, and decreasingly so lower down, where they might not be at all recognizable as mortal. Wilbur Whateley of the *Dunwich Horror* had dinosaur-like legs with circular padded disks for feet, eyes on his hips, and a ring of mouth-tipped proboscises like a belt around his body.

Deformed. Regardless of their exact mutations, no mutant can pass for a mortal humanoid while bare or otherwise revealed. Any Intelligence check to create a disguise for the mutant to pass as humanoid has disadvantage. In addition, an outer mutant can't wear armor that is not custom-built for its unique physiology.



OUTER MUTANT TEMPLATE

A giant, humanoid, or monstrosity can become an outer mutant. It keeps its statistics, except as follows.

Challenge. The creature's challenge rating must be recalculated. It usually increases by 1.

Armor Class. The outer mutant's skin grows thick. Its natural armor class is 13 + Dexterity modifier unless it was higher.

Ability Scores. Increase the outer mutant's Strength, Constitution, and any one other ability by 2 each.

Saving Throws. The outer mutant has proficiency in Constitution and Wisdom saving throws.

Skills. The outer mutant has proficiency in the following skills: Athletics, Intimidation, and Perception. It also gains proficiency in its choice of Arcana, History, Religion, or Yog-Sothothery. Proficiency in Yog-Sothothery doesn't penalize its saving throws.

New Trait: Magical Adept (1/Day). If it can cast spells, the outer mutant can regain an expended spell slot as a bonus action.

New Weapon Attack: Bite. The outer mutant gains a bite attack using a mouth at the end of a stalked proboscis somewhere on its body. The outer mutant's unarmed strike deals 1d6 piercing damage if the mutant is Small or Medium and has the light and finesse qualities. If the attack hits a creature other than a construct that is its size or smaller, the creature is grappled (escape DC is equal to 10 + outer mutant's Strength [Athletics] modifier). If the outer mutant starts its turn grappling a creature, it can't bite that turn but it siphons blood and spiritual energy. The target loses 10 (3d6) hit points and its Wisdom score is reduced by 1d4 until it finishes a long rest.

SAMPLE OUTER MUTANTS

The **outer mutant scout** is a **scout** transformed by the power of an elder influence such as Chaugnar Faugn.

OUTER MUTANT SCOUT

Medium humanoid (any race), neutral evil

Armor Class 15 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	11 (+0)	15 (+2)	11 (+0)

Saving Throws Con +4, Wis +4

Skills Athletics +3, Intimidation +3, Nature +5, Perception +6, Religion +2, Stealth +6, Survival +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 1 (200 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and a Medium or smaller target is grappled (escape DC 13). If the outer mutant starts its turn grappling a creature other than a construct, it can't bite that turn but instead siphons blood and spiritual energy. The target loses 10 (3d6) hit points and its Wisdom score is reduced by 1d4 until it finishes a long rest. If the creature's Wisdom score is reduced to 0, it falls unconscious until its Wisdom score is at least 1 and it gains a first-degree insanity (see page 79) or indefinite madness (GM's choice).

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

The **outer mutant priest** presented here is a **priest** descended from Yog-Sothoth, only a few years old but already possessing the size and intellect of an adult human. While it has only started to gather its magical power, in short order this mutant will gain additional spellcasting levels and eventually transform into an outer abomination (see page 354 for statistics for this mutant as an abomination).

The **thrall of Yog-Sothoth** is a 15th-level sorcerer with the blood of Yog-Sothoth. (For similar powers for player characters, see the Yog-Sothoth Bloodline sorcerous origin on page 56).





OUTER MUTANT PRIEST OF YOG-SOTHOTH

Medium humanoid (any race), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	17 (+3)	13 (+1)

Saving Throws Con +4, Wis +5

Skills Athletics +3, Intimidation +3, Perception +5, Religion +3, Yog-Sothothery +5

Senses passive Perception 15

Languages Aklo, Common

Challenge 3 (700 XP)

Eminence of the Void. As a bonus action, the outer mutant priest can expend a spell slot to cause its melee weapon attacks to deal an extra 10 (3d6) force damage to a target on a hit. The weapon attack is magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. This benefit lasts until the end of the turn. If the

priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Magical Adept (1/Day). As a bonus action, the outer mutant priest can regain an expended spell slot.

Spellcasting. The outer mutant priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared.

Cantrips (at will): *light, mending, sacred flame*

1st level (4 slots): *bless, command, cure wounds, guiding bolt, shield of faith*

2nd level (3 slots): *hold person, locate object, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and a Medium or smaller target is grappled (escape DC 13). If the outer mutant starts its turn grappling a creature other than a construct, it can't bite that turn but instead siphons blood and spiritual energy. The target loses 10 (3d6) hit points and its Wisdom score is reduced by 1d4 until it finishes a long rest. If the creature's Wisdom score is reduced to 0, it falls unconscious until its Wisdom score is at least 1 and it gains a first-degree insanity (see page 79) or indefinite madness (GM's choice).

THRALL OF YOG-SOTHOTH

Medium humanoid (any race), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	10 (+0)	10 (+0)	21 (+5)

Saving Throws Con +8, Cha +9

Skills Arcana +4, Athletics +6, Intimidation +9, Perception +4, Yog-Sothothery +4

Senses passive Perception 14

Languages Aklo, Common

Challenge 12 (8,400 XP)

Flicker. As a bonus action after casting a spell, the thrall can become invisible until the start of its next turn or until it attacks or casts a spell.

Magical Adept (1/Day). As a bonus action, the thrall can regain an expended spell slot.

Spellcasting. The thrall is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It knows the following sorcerer spells.

Cantrips (at will): *acid splash, dancing lights, mage hand, message, prestidigitation, shocking grasp*

1st level (4 slots): *charm person, detect magic, magic missile*

2nd level (3 slots): *detect thoughts, see invisibility*

3rd level (3 slots): *counterspell, fireball, stinking cloud, tongues*

4th level (3 slots): *dimension door, polymorph*

5th level (2 slots): *seeming, teleportation circle*

6th level (1 slot): *disintegrate, mass suggestion*

7th level (1 slot): *finger of death, plane shift*

8th level (1 slot): *dominate monster*

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and a Medium or smaller target is grappled (escape DC 16). If the thrall starts its turn grappling a creature other than a construct, it can't bite that turn but instead siphons blood and spiritual energy. The target loses 10 (3d6) hit points and its Wisdom score is reduced by 1d4 until it finishes a long rest. If the creature's Wisdom score is reduced to 0, it falls unconscious until its Wisdom score is at least 1 and it gains a first-degree insanity (see page 79) or indefinite madness (GM's choice).

Invoke the Gate (Recharge 4–6). The thrall creates a barely-visible connection between two 5-foot-cubic areas centered on points it can see within 120 feet of it and each other. The thrall can step from within one to within the other by spending 10 feet of movement. Any other creature that starts its turn in one area must succeed on a DC 17 Charisma saving throw or fall to the other area. The connection lasts for as long as the thrall concentrates (as if concentrating on a spell).

REACTIONS

Counterspell. The thrall knows *counterspell*, which it can cast as a reaction.



THE SECOND STAGE: OUTER ABOMINATION

Every outer abomination is unique. Generally, such beings are still clearly derived from a humanoid form and are still in the process of eternal change. They have a face that buds from or is embossed upon some part of their upper body, and they usually still have hands and legs of a sort. Their evolving bodies often leave their inner organs open to the air, and they sprout tentacles or spawning sacs.

Outer abominations, like outer mutants and outer spawn are hybrids of mortals and beings from outside normal reality, descended from profane unions with Outer Gods. When these offspring reach the abomination stage of development, they can no longer pass for mortal creatures and grow quite large—up to 12 feet in height and a ton or more in weight.

Abominations are the second stage of horror resulting from an Outer God producing offspring with a mortal

creature. They are significantly larger and more physically powerful than outer mutants, with potent mental and magical abilities. However, their minds are far more alien than those of the comparatively tractable mutant and they rarely work well with humans, let alone lead them. Rather, cults tend to treat them more as objects of worship at best or dangerous guardian beasts at worst.

Abominations still feed on blood and soul energy, as mutants do, but they require much larger quantities and typically drain victims dry, rather than just tapping a target for a few pints at a time. Cults often use abominations as a convenient means to sacrifice victims to their Outer God master (usually but not always the abomination's parent), since they cannot afford to let the abominations feed on their numbers.

Feeding its Growth. As long as it regularly siphons fatal amounts of blood and spiritual energy from creatures, an abomination grows steadily larger and more powerful until it eventually transforms into an outer spawn.

OUTER ABOMINATION

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	20 (+5)	17 (+3)	17 (+3)	18 (+4)

Saving Throws Con +9, Wis +7

Skills Intimidation +8, Perception +7, Religion +7, Yog-Sothothery +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 17

Languages Aklo, Common

Challenge 10 (5,900 XP)

Innate Spellcasting. The abomination's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *hold person*

3/day each: *bestow curse*, *confusion*, *fear*, *invisibility*

1/day each: *black tentacles*, *greater invisibility*, *phantasmal killer*, *shriek of the byakhee* (see page 113)

Magic Resistance. The abomination has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The abomination makes three attacks: one with its bite and two with its slams.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and a Large or smaller target is grappled (escape DC 14). If the outer abomination starts its turn grappling a creature other than a construct, it can't bite that turn but instead siphons blood and spiritual energy. The target loses 17 (5d6) hit points and its Wisdom score is reduced by 1d4 until it finishes a long rest. If the creature's Wisdom score is reduced to 0, it falls unconscious until its Wisdom score is at least 1 and it gains a second-degree insanity (see page 79) or indefinite madness (GM's choice).

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Abominable Curse (Recharge 5–6). The abomination calls down a dread curse, causing coils of rippling, foaming magic to descend from above its foes. The abomination chooses a point it can see within 90 feet; all visible creatures of the abomination's choice within 20 feet of that point must make a DC 16 Charisma saving throw. On a failed save, that creature takes 35 (10d6) necrotic damage and has disadvantage on attack rolls until the curse is dispelled with *remove curse* or *dispel magic*. On a successful save, the creature takes half as much damage and has disadvantage on attack rolls until the start of the outer abomination's next turn. This is a 5th-level spell.





THE THIRD STAGE: OUTER SPAWN

Yog-Sothoth and other Outer Gods such as Shub-Nig-gurath and Nyarlathotep can produce hybrids that vary greatly in power and size. The outer spawn are typically the most powerful such entities encountered in the normal planes of reality. This is the penultimate stage of outer/human hybridization, nearing the final goal of bringing its parent Outer God to the world physically.

The outer spawn is close to its ultimate form, and the traces of its former humanity are few and far between. Often, it still has a face or parts of a face, spread across parts of its upper body. Its limbs have become insectoid or tentacular, rather than human arms or legs. It typically resembles a centipede, octopus, or spider creature with traces of the human form threaded throughout. Outer

spawn are huge, reaching the size of an elephant or triceratops and weighing 10 tons or more. For reasons unclear to mortal scholars, but likely to do with becoming more like their extradimensional Outer God forebears, they are almost always invisible, except when they choose to appear or someone dares suppress the ability through some means.

Like a mutant or abomination, an outer spawn also drains blood and soul energy, but an abomination may need more. The ravenous nature of the outer spawn is alien and terrifying: it can often eat more food at a sitting than its entire body mass, and only its interdimensional nature can explain such a paradox. As its hunger can consume entire herds of cattle or dozens of humanoid victims per week, when a cult is trying to maintain a relationship with an outer spawn, its activities become increasingly

OUTER SPAWN

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	17 (+3)	21 (+5)	18 (+4)

Saving Throws Con +10, Wis +10

Skills Intimidation +9, Perception +10, Religion +8, Yog-Sothothery +10

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities charmed, frightened

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20

Languages Aklo, Common

Challenge 15 (13,000 XP)

Innate Spellcasting. The spawn's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *bestow curse*, *confusion*, *dispel magic* (5th-level), *fear*, *hold person*

3/day each: *black tentacles*, *phantasmal killer*

1/day each: *feeblemind*, *heal*, *power word stun*, *shriek of the byakhee* (8th-level, see page 113)

Invisible. The spawn is constantly invisible, although the invisibility can be dispelled as a 4th-level spell (DC 17). Once dispelled, the spawn can regain invisibility as an action.

Magic Resistance. The spawn has advantage on saving throws against spells and other magical effects except those that would banish or transport it.

ACTIONS

Multiattack. The spawn makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and a Huge or smaller creature is grappled (escape DC 15). If the outer spawn starts its turn grappling a creature other than a construct, it can't bite that turn but instead siphons blood and spiritual energy. The target loses 17 (5d6) hit points and its Wisdom score is reduced by 1d4 until it finishes a long rest. If the creature's Wisdom score is reduced to 0, it falls unconscious until its Wisdom score is at least 1 and it gains a second-degree insanity (see page 79) or indefinite madness (GM's choice).

Claw. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Curse from Beyond (Recharge 5–6). The spawn calls down a dread curse, causing coils of rippling, foaming magic to descend from above its foes. The abomination chooses a point it can see within 90 feet; all visible creatures of the spawn's choice within 30 feet of that point must make a DC 17 Charisma saving throw. On a failed save, that creature takes 49 (14d6) necrotic damage and has disadvantage on attack rolls until the curse is dispelled with *remove curse* or *dispel magic*. On a successful save, the creature takes half as much damage and has disadvantage on attack rolls until the start of the outer spawn's next turn. This is a 7th-level spell.

LEGENDARY ACTIONS

The outer spawn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The spawn regains spent legendary actions at the start of its turn.

Claw. The outer spawn makes a claw attack.

Cast a Lesser Spell (Costs 2 Actions). The spawn casts a spell that it can innately cast at least 3/day, expending a use normally.



hard to conceal. Worse, when the cult cannot continue feeding its spawn (as they often fail to do), the monster eventually breaks out of containment and rampages across the countryside.

THE PURPOSE OF AN OUTER SPAWN

The ultimate fate of a spawn inevitably goes one of two ways, assuming it is not destroyed by intrepid adventurers or an army sent by the local authorities. First, the cult or wizard which fostered the spawn wants it to mature and reach apotheosis, that it might bring an avatar of its parent Outer God bodily into the world. This process takes time, energy, and a huge amount of food, and the proper rituals must be performed. Secondly, if these rituals are not performed—if the spawn is alone when it reaches its apotheosis, for instance—instead of becoming the Outer God, it splits into a host of outer mutants, equal in total mass to itself. Thus, a 6-ton spawn might become 50 or 60 human-sized mutants, which provide the core of a new cult or a small army to conquer one. Sometimes, these

newly-born mutants manifest in various places around the world, infiltrating a number of cities or kingdoms. In this way, the cycle begins anew.

Theoretically, each mutant can go on to become a spawn again given the chance to grow. These mutants typically see each other as siblings or multiple aspects of the Outer God who gave them life. They consider themselves allies in accomplishing the purpose of summoning their Outer God parent, though they can also work against each other as rivals. They compete to determine the one most worthy of accomplishing this purpose, while those proven unworthy often become food for the chosen mutant.

What you see



This mass of flesh the size of an elephant has numerous tentacles; insectoid legs; and a sucking proboscis intermixed with humanoid eyes, mouths, and noses stretched across its upper body.







RE-ANIMATED

The scientifically- and magically-advanced underground race of humans oft-known as the Ancients never leave their subterranean cities, but their creations are often sent forth to forestall contact with the Outside. One of the more-common constructs seen in the mortal world are the horrible entities known as the re-animated.

Sometimes, the re-animated are sent into the mortal world as raiders, or guardians of sites which the Ancients wish to preserve for a time. Because of their rather simple mental workings, the re-animated can be subverted and, in effect, repurposed by an evil sorcerer or powerful entity. Thus, their use has spread around the world. Some entities or dark cults even engage in regular trade with the Ancients via their agents, in order to obtain re-animated for their own uses.

The largest group of re-animated originate as prisoners or criminals of the Ancients, who are executed by exotic tortures. The bodies are resuscitated, but only as biological machines, with no souls or minds. Instead, they are programmed to undertake limited activities. They are not true undead and cannot be turned or controlled by a cleric.

Constructed. Despite their organic components, the re-animated need no sleep, food, water, or air.

RE-ANIMATED LABORER

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	17 (+3)	4 (-3)	10 (+0)	5 (-3)

Damage Resistances poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1/2 (100 XP)

ACTIONS

Grabbing Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12).

VARIANT RE-ANIMATED

The re-animated are often missing pieces of their bodies as a by-product of their execution. To make them more effective servants or guards, the Ancients typically surgically implant magical or mechanical additions to them. Each re-animated can have a different array of weapons, always designed for its function.

VARIANT TRAIT: EXPLOSIVE

A re-animated laborer or guard assigned to a location where it is isolated and vulnerable to attack might be booby-trapped with an alchemical explosive. It gains the re-animated raider's Explosive trait, which increases a laborer's challenge rating to 1 (200 XP) or a guard's challenge rating to 3 (700 XP).

VARIANT WEAPONS

A re-animated might have one or more of the following adjustments to its attacks, which don't change its challenge rating.

Drill. The creature's melee weapon attack deals piercing damage and doesn't start a grapple. The re-animated gains a burrowing speed of 10 feet.

Saw. The creature's melee weapon attack deals slashing damage and doesn't start a grapple. It scores a critical hit on a roll of 19 or 20.

VARIANT ACTIONS

A re-animated might have one or more of the following actions. Adding one of the actions with a Recharge

increases a laborer's challenge rating to 1 (200 XP), a guard's challenge rating to 3 (700 XP), or a raider's challenge rating to 5 (1,800 XP).

Grappling Hook. The re-animated gains a climbing speed of 30 feet. As an action, it can shoot a rope or chain (GM's discretion) that embeds itself in a firm surface the re-animated can see within 80 feet. The re-animated can then pull itself to that location or to any location on the straight line to it.

Flamethrower (Recharge 5–6). The re-animated projects a gout of flame in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (4d8) fire damage on a failure, or half as much damage on a success.

Pesticide (Recharge 5–6). The re-animated projects a cone of poison gas in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 10 (4d4) poison damage on a failure, or half as much damage on a success. Each creature that fails its saving throw gains the poisoned condition if it isn't holding its breath. The poisoned creature makes another Constitution saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Sterilizer (Recharge 5–6). The re-animated projects a cone of acidic gas in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) acid damage on a failure, or half as much damage on a success.



RE-ANIMATED GUARD

Medium construct, unaligned

Armor Class 18 (plate armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	4 (-3)	10 (+0)	5 (-3)

Damage Resistances poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

ACTIONS

Multiattack. The re-animated guard makes two attacks.

Automatic Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage. This crossbow doesn't have the loading property.

Grabbing Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and a medium or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the re-animated guard can't use that claw to attack another creature.

What You See



A humanoid corpse shambles toward you, its flesh riddled with large hoses and metal plates. Grotesque metal rods replace large portions of its form with no rhyme or reason as to their placement or purpose.

RE-ANIMATED RAIDER

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	4 (-3)	10 (+0)	5 (-3)

Damage Resistances poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

Explosive. When the re-animated raider is reduced to 0 hit points, it explodes, and each creature within 20 feet of it must make a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the raider's components.

ACTIONS

Multiattack. The re-animated raider makes two attacks.

Automatic Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. This crossbow doesn't have the loading property.

Grabbing Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and a medium or smaller target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the re-animated raider can't use that claw to attack another creature, and if the creature is Medium, the re-animated raider gets a +2 bonus to its AC as if from a shield. If the re-animated raider moves, the grappled creature moves with it.





SATYR, MYTHOS

Mythos satyrs were once humanoids who became twisted in body and mind by the influence of Mythos forces. The *milk of Shub-Niggurath* (see page 127) notoriously produces this degenerative effect in a very short time.

Hobbling, chuckling, mewling, and enthusiastic creatures, Mythos satyrs are the frequent result of contact with forces outside mortal understanding. A typical Mythos satyr starts out at human size, then grows, topping out at around 400–600 pounds and some 7–8 feet tall, depending on their humanoid heritage.

Every Mythos satyr is unique, mixing their humanoid form with some other element. The Mythos satyr's humanity degrades significantly, becoming less and less symmetrical and rational over time. Mythos satyrs may have additional limbs or limb stubs and incorporate animal-like or even plant-like forms. The only consistency is their degenerate and mutated nature.

THE CHANGE

When magic or chemicals from Outside mix with the blood of humans it provokes changes down to the cellular level. This triggers mutation and eventually causes the victim (who may volunteer for the process) to devolve into a monstrous human entity called a Mythos satyr.

The first effect of the change is typically for any ailments, curses, or ills to be purged (or incorporated into the victim's metabolism). Unfortunately, the victim's mind also steadily spirals into madness as the body undergoes metamorphosis. Indeed, the victim's physical transformation is partly based on their mind, their urges, and their tendencies. Most often, as the physical change takes place,

Sandy's Notes

There are many ways for humanity to become animalistic and vile under the influence of the entities of the Mythos. Lovecraft's tales show humans degenerating into monstrous quadrupeds in "The Rats in the Walls", the cannibalistic Martense family in "The Lurking Fear", and Arthur Jermyn in "Facts Concerning the Late Arthur Jermyn and His Family".

the victim partly comes to resemble some kind of animal, such as a cat, deer, snake, or hawk. Such hybrid creatures may resemble lycanthropes in exterior appearance, but they are internally and mentally very different indeed.

Most Mythos satyrs are the result of a single contact with Mythos entities, and so stop at the earliest stages of mutation, resembling human-beast hybrids. If they continue to contact Outside powers, the changes to Mythos satyrs do not stop: as they continue to warp physically, their minds degenerate and they sink into madness. Over time, the changes become truly grotesque and illogical; for instance, organs begin to sprout on the creature's flesh almost randomly. If the process continues (for example if the Outside radiation keeps going for longer periods of time), the victims may just turn into masses of flesh, no longer recognizable as human or even animal. At this point, the entity's only goals are to consume and reproduce.

Mythos satyrs have animal instincts, but most still have primarily human minds. If the changes are allowed to continue, the animalistic part of the satyr becomes stronger as the human part weakens.

MYTHOS SATYR

Medium aberration, neutral evil

Armor Class 12 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Stealth +5

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 12

Languages Aklo, Common

Challenge 1/2 (100 XP)

Innate Spellcasting (Psionics). The Mythos satyr's spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no components:

1/day each: *entangle*, *sending* (maximum range 100 miles)

Mighty Leap. The Mythos satyr's jump distance is tripled (to 33 feet long or 9 feet high).

Regeneration. The Mythos satyr regains 5 hit points at the start of its turn if it has at least 1 hit point.

Spider Climb. The Mythos satyr can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Traceless. The Mythos satyr has advantage on Dexterity (Stealth) checks and can't be tracked except by magical means. It leaves no tracks or other signs of its passage.

Warped Mind. The Mythos satyr has advantage on Wisdom saving throws against *confusion* and spells and effects that would charm it, frighten it, or cause it to act erratically.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Gore. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8 + 1) piercing damage and the target must succeed on a DC 11 Strength saving throw or be knocked prone.



HIGH PRIEST OF SHUB-NIGGURATH

Medium aberration, chaotic evil

Armor Class 19 (half plate, shield)

Hit Points 127 (17d8 + 51)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	11 (+0)	20 (+5)	16 (+3)

Saving Throws Wis +10, Cha +8

Skills Animal Handling +10, Religion +10, Stealth +7

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 15

Languages Aklo, Common

Challenge 13 (10,000 XP)

Innate Spellcasting (Psionics). The high priest's spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells, requiring no components:

1/day each: *entangle*, *sending* (maximum range 100 miles)

Mighty Leap. The high priest's jump distance is tripled (to 33 feet long or 9 feet high).

Regeneration. The high priest regains 5 hit points at the start of its turn if it has at least 1 hit point.

Spellcasting. The high priest is a 17th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It has the following spells prepared.

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *command*, *create or destroy water*, *healing word*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *silence*, *spiritual weapon*

3rd level (3 slots): *bestow curse*, *dispel magic*, *revivify*, *speak with dead*

4th level (3 slots): *blight*, *polymorph*, *stone shape*

5th level (2 slots): *contagion*, *flame strike*, *implant dark young* (see page 105)

6th level (1 slot): *harm*, *Red Sign* (page 111)

7th level (1 slot): *divine word*

8th level (1 slot): *earthquake*, *holy aura*, *obscene fertility rites of Shub-Niggurath* (page 110)

9th level (1 slot): *mass heal*

Spider Climb. The high priest can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Traceless. The high priest has advantage on Dexterity (Stealth) checks and can't be tracked except by magical means. It leaves no tracks or other sign of its passage.

Warped Mind. The high priest has advantage on Wisdom saving throws against *confusion* and spells and effects that would charm it, frighten it, or cause it to act erratically.

ACTIONS

Multiattack. The high priest makes an attack or casts a cantrip and then casts a spell of up to 4th level with a casting time of 1 action.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 9 (2d8) acid damage and 9 (2d8) poison damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 2) piercing damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Blessing of the Black Goat. When the high priest or an ally it can see within 60 feet takes damage, the high priest can use its reaction to cast *healing word* on that ally, expending a spell slot normally. The high priest regains 10 hit points (in addition to any hit points the spell restored). The healed creature rolls on the Mutagenic Spells table on page 56.

What You See



This humanoid has misshapen limbs—its legs seemingly reversed—and its skull is warped by horns obviously not meant to be there. It leers with a mouth full of fangs.

“Presently through the thin gloomy red vapour I saw something that killed the hope in me and gave me a horrible despair; for the indigo circle, the final barrier of the defense, was being slowly lifted into the air... I could see its dreadful snout rising upwards out of the cloud.”

—William Hope Hodgson, *The Hound*





SERPENTFOLK

A highly intelligent race with a knowledge of advanced magic and science, the serpentfolk once had a great empire, but it fell before modern races had even evolved. Serpentfolk are about the size of an average human, though because of their slim and muscular form, they typically seem to stand slightly taller.

Serpentfolk favor the use of carefully crafted magic items and have almost limitless access to magic. They can naturally create an illusion to resemble a particular human

and often live within human society unnoticed. Serpentfolk alchemists are renowned in secret circles, particularly for their skill at producing poisons and drugs, including metamorphic venom (see page 120).

What You See



This serpent-headed humanoid wears elegant robes over its sinuous body. The cuffs of its sleeves reveal wicked claws, and a long tail emerges from beneath the hem of the robe.





SERPENTFOLK

Medium monstrosity (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	18 (+4)	16 (+3)	15 (+2)

Skills Arcana +6, Yog-Sothothery +5

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Aklo, Common, Serpentfolk

Challenge 3 (700 XP)

Innate Spellcasting. The serpentfolk's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *charm person*, *major image*, *mirror image*, *suggestion*

Keen Smell. The serpentfolk has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The serpentfolk has advantage on saving throws against spells and other magical effects.

Shapechanger. The serpentfolk can use its action to polymorph into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

ACTIONS

Multiattack. The serpentfolk makes two attacks: one with its bite and one with its dagger.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failure, or half as much damage on a success.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failure, or half as much damage on a success.

SERPENTFOLK ALCHEMIST

Medium monstrosity (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	18 (+4)	19 (+4)	16 (+3)	15 (+2)

Skills Arcana +8, Yog-Sothothery +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks (from *stoneskin*)

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Aklo, Common, Serpentfolk

Challenge 9 (5,000 XP)

Innate Spellcasting. The serpentfolk's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *charm person*, *cure wounds* (3rd-level), *detect thoughts*, *dominate person*, *gaseous form*, *invisibility*, *major image*, *mirror image*, *nondetection*, *see invisibility*, *stoneskin*, *suggestion*

Keen Smell. The serpentfolk has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The serpentfolk has advantage on saving throws against spells and other magical effects.

Shapechanger. The serpentfolk can use its action to polymorph into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

ACTIONS

Multiattack. The alchemist makes two ranged attacks or two melee attacks: one with its bite and one with its dagger.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 16 Constitution saving throw, taking 9 (2d8) poison damage on a failure save, or half as much damage on a success.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 27 (6d8) poison damage and the target must succeed on a DC 16 Constitution saving throw or it is poisoned for 1 minute. At the end of each of the poisoned creature's turns, it makes a new saving throw, ending the poisoned condition on itself on a success.

Refined Acid. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 26 (4d10 + 4) acid damage.



SERVITOR OF THE OUTER GODS

These creatures exist to appease the Outer Gods and advance their interests when brought to the mortal world. While they are individually weak, their summoning ability makes them quite dangerous. They play a haunting melody on their pipes, which can call forth dire beings from beyond such as hunting horrors, byakhee, star vampires, and stranger things.

In combat, servitors of the Outer Gods writhe and dance to their own music, in such a way that allows them to avoid most blows, particularly ranged attacks. A common

tactic for one is to immediately summon another servitor and then a different creature. The servitor summoned immediately summons yet another servitor, before going on to call other beings. In this way, every servitor calls another, so that they multiply rapidly.

What You See



A constantly-flickering mass of eyes, mouths, and tentacles hangs in the air, emitting a piping noise from flutes of bone. As it writhes to its own horrific melody, a sense of dread envelopes you, as if something else—something unfathomably vast—is also shuddering along to a tune just beyond your perception.





SERVITOR OF THE OUTER GODS

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 36 (8d8)

Speed 40 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	10 (+0)	11 (+0)	12 (+1)	16 (+3)

Skills Acrobatics +5, Perception +3, Performance +7

Damage Immunities cold, thunder

Condition Immunities deafened, prone

Senses darkvision 60 ft., passive Perception 13

Languages Aklo

Challenge 3 (700 XP)

Flute. The servitor has a bone wind instrument similar to a flute (AC 15; 10 hp; immunity to psychic and poison damage). A creature with a free hand that is grappling the servitor can seize the flute as an action by succeeding on a Strength (Athletics) check contested by the servitor's Dexterity (Acrobatics) check. Without its flute, the servitor can't use its Piping or Conjure Eldritch Horror until it extrudes a new flute with 1 minute of concentration (as if concentrating on a spell).

Piping. The servitor constantly pipes while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the servitor and can hear it must succeed on a DC 13 Wisdom saving throw or experience disturbing hallucinations until the start of the servitor's next turn. Each hallucinating creature has disadvantage on Wisdom (Perception) checks and on saving throws against spells and effects that would give it the frightened condition or cause its actions to be determined by the GM or by a die roll. If the creature is an aberration, it is charmed while it hallucinates. Piping requires concentration, like concentrating on a spell. If its concentration is broken, the servitor can use a bonus action on its turn to resume piping.

Reactive. The servitor can take one reaction on each turn of a combat.

Unbreathing. The servitor doesn't need to breathe.

Void Sight. Magical darkness doesn't impede the servitor's darkvision.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) bludgeoning damage plus 3 (1d6) thunder damage.

Conjure Eldritch Horror. The servitor ceases its normal piping and begins playing a singularly horrid melody to call another servant of any Outer God across space and time. This action is similar to providing the somatic and verbal components for a spell with a casting time longer than 1 action. When the servitor uses this action and each time it uses its action to continue casting the spell, it gains 1 conjuring point. At any time on one of its turns, it can choose to complete the casting time without using an action and conjure a creature with challenge rating less than or equal to the number of conjuring points the servitor has accumulated. Typical monsters summoned by number of conjuring points are: 1. moon-beast, 2. nightgaunt, 3. servitor of the Outer Gods, 4. byakhee, and 5. shantak.

Although the servitor chooses a kind of creature, the servitor has no special influence over the creature, which might be hostile to the servitor. The conjured creature disappears after 1 minute or when it drops to 0 hit points. Unless the conjured creature is a servitor of the outer gods, it can't conjure other creatures. Although there is no theoretical limit on what entities might answer a servitor's call, the servitor generally doesn't use this ability outside of combat or to conjure a creature with challenge rating higher than 5 except in unusual circumstances.

Maddening Note (1/Day). The servitor casts *confusion* (save DC 13) on one target it can see and that can hear it; no other creature is affected.

Unnerving Trill (Recharge 5–6). The servitor pierces a creature's mind with terrible hallucinations. One creature within 30 feet that the servitor can see and that can hear it must succeed on a DC 13 Intelligence saving throw or take 9 (2d8) psychic damage and become magically frightened until the start of the servitor's next turn.

REACTIONS

Dance Aside. The servitor adds 5 to its AC (or the AC of its flute) against one ranged attack that would hit it. To do so, the servitor must see the attacker. After the attack hits or misses, the servitor moves up to 5 feet.

Evasive Dance. The servitor adds 5 to its roll on a Dexterity saving throw it just made. To do so, the servitor must see the source of the effect that caused it to make the saving throw. If the servitor succeeds on the saving throw after adding to it, the servitor is totally unaffected by the effect. After it succeeds or fails, the servitor moves up to 5 feet.



SHANTAK

Also known as shantak-birds, shantaks are intelligent and innately malign. They can be easily persuaded to cooperate with a competent master and have proven highly useful for transport due to their incredible speed.

A shantak is large—as big as an elephant and weighing 2–4 tons—and though it is often considered to be a bird, it has scales rather than feathers. It has an elongated snout, making its head resemble that of a horse or, more closely, an iguanodon. It has four limbs—two legs and two wings—giving it a body arrangement rather like that of a wyvern. Shantaks lay eggs in excavated hollow places in mountain peaks and elsewhere to tend their young.

Shantaks secrete a thin sheen of slime as an insulator and protective coating, making their scales very slippery. They can fly into and through space and other dimensions. Their slime protects against almost all environmental effects and is effective in mitigating many attacks.

Even the bravest person typically has some degree of trepidation while facing a shantak, which boosts the shantak's effectiveness. This often terrifies the shantak's

VARIANT: SHANTAK COMPANIONS

Characters of a chaotic neutral, neutral evil, or chaotic evil alignment can convince a shantak to serve as a mount with a display of strength and a bribe of a rare magic item, which generally also requires succeeding on either a DC 22 Charisma (Persuasion) check or a DC 17 Charisma (Intimidation) check.

If a character in the party has a feature that allows taking on a companion (such as the druid Circle of the Thousand Young in Chapter 3) and the character is at least 13th level, the character can choose the shantak as a replacement companion. Evil characters make the replacement by feeding the old companion to the shantak to automatically succeed on the ability check to earn the shantak's trust. The shantak has all the limitations of the feature that provides a companion but instead of the usual benefits of that feature, the shantak can participate in adventures without reducing the XP the party earns. If other features, feats, or the like improve the companion, the shantak gains those benefits normally.

SHANTAK

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	8 (–1)	16 (+3)	16 (+3)

Skills Acrobatics +5, Intimidation +6

Damage Resistances acid, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Aklo

Challenge 5 (1,800 XP)

Accelerated Star Travel. The shantak can survive and fly in space at incredible speeds. Travel times vary, but it can generally arrive within the same solar system in 3d20 hours, or to another star system within 3d20 days.

Share Defenses. As a bonus action, the shantak can share its Unbreathing trait and its immunity to cold damage with one creature touching it until they are separated or the shantak uses another bonus action to remove the protection.

Slippery. The shantak is coated in slime that protects it from all diseases. It has advantage on Dexterity checks to escape

bonds or grapples and to wriggle through narrow spaces. It can move through a space as narrow as 5 feet wide without squeezing.

Susceptibility to Fear. The shantak is especially debilitated by spells and effects that give it the frightened or dread conditions. While it has either condition, attack rolls to hit it have advantage.

Unbreathing. The shantak doesn't need to breathe.

ACTIONS

Multiattack. The shantak uses its Fearsome Display. It then makes two attacks: one bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Fearsome Display. The shantak adopts a fearsome posture to intimidate a single non-shantak creature it can see and that can see it within 30 feet. The target must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. If the target was already frightened, the shantak gains advantage on attack rolls against it until this frightened condition ends. At the end of each of the target's turns, it makes another saving throw, ending the effect on itself on a success. If your game uses dread (see Chapter 4), the effect is different: each time the target fails on its saving throw when targeted by Fearsome Display, it gains 2 levels of dread and can make a saving throw to reduce the level of dread by 1 at the end of each of its turns.



opponents, creating a feedback loop that empowers the bird-like monstrosity.

Shantaks exude an aura of fear that preys upon most creatures. Only those so powerful they don't fear the shantak in the first place (so there is no "foothold" for the empathic loop to get started) and creatures incapable of fear are unaffected. A creature able to cause fear itself creates a negative feedback loop that weakens the shantak. As a result, they avoid entities such as nightgaunts or undead.

What You See



This scaled, elephant-sized creature has two legs and a pair of massive wings, giving it a roughly bird-like outline. Its head is elongated and equine.

ECOLOGY

Shantaks are omnivorous but need protein to breed, so they tend to prefer hunting prey. Naturally empathic, their neural structure is focused on their prey's emotions. If their target feels fear, this stimulates and boosts the shantak's abilities. Naturally, they like to chase their prey down to induce the maximum amount of fear or panic before feeding.

Shantaks are too intelligent to be truly domesticated, but they can be induced to work for a strong and evil master in return for the obvious considerations (such as terrified prey to toy with and then devour).



SHOGGOTH

Although Alhazred himself claimed that no shoggoths existed in the mortal world, the terrible truth is that these protoplasmic monstrosities have been around for eons, far longer than humanity. Originally created by the elder things as beasts of burden and slaves to aid in the construction of their megalithic cities, the shoggoths gained enough intelligence and will over the generations to rebel against their one-time masters, rising up to destroy the civilization of their creators. The shoggoths dwell still in these remote ruins, splashing on the midnight shores of hidden oceans or surging through lightless tunnels, and woe be upon those who foolishly stumble upon their domains.

Shoggoths can vary tremendously in size, but a typical shoggoth is around 18 feet across and weighs about 50 tons.

What You See



This massive clot of luminous, black-green protoplasm surges forward, eyes and mouths and limbs forming and dissolving from its mass in a churning storm. The smell of rot and corruption assaults you, and equally disgusting is the squishy, unwholesome sound of fleshy pustules and tissue forming and breaking apart. It is the sickening sound of birth, growth, and decay all at once.





SHOGGOTH

Huge ooze, chaotic evil

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 50 ft., climb 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	21 (+5)	23 (+6)	5 (-3)	19 (+4)	13 (+1)

Saving Throws Wis +9, Cha +6

Skills Perception +9

Damage Resistances acid, bludgeoning, fire, piercing, slashing

Damage Immunities cold, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 19

Languages Aklo

Challenge 16 (15,000 XP)

Amorphous. The shoggoth can move through a space as narrow as 1 foot wide without squeezing.

Amphibious. The shoggoth can breathe air and water.

Consumption. The shoggoth can consume creatures whole, engulfing them in its protoplasm. An engulfed creature is blinded, restrained, can't breathe, has total cover against attacks and other effects outside the shoggoth, and takes 21 (6d6) acid damage at the start of each of the shoggoth's turns.

An engulfed creature can try to escape by using its action to make a DC 18 Strength (Athletics) check. On a success, the creature escapes and enters a space of its choice within 5 feet of the shoggoth. A creature within 5 feet of the shoggoth can also attempt to pull an engulfed target free in the nearest unoccupied space as an action. Doing so requires a successful DC 18 Strength (Athletics) check, and the creature making the attempt takes 7 (2d6) acid damage.

The shoggoth can hold up to two Large creatures or up to eight Medium or smaller creatures inside it at a time.

Magic Resistance. The shoggoth has advantage on saving throws against spells and other magical effects.

Regeneration. The shoggoth regains 20 hit points at the start of its turn if it has at least 1 hit point.

Spider Climb. The shoggoth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The shoggoth can use its Tekeli-li. It then makes three attacks with its pseudopods.

Pseudopod. Melee Weapon Attack: +13 to hit, reach 30 ft., one target. **Hit:** 21 (3d8 + 8) bludgeoning, piercing, or slashing damage (shoggoth's choice) plus 7 (2d6) acid damage. If the target is a creature and less than half the damage would reduce it to 0 hit points, the target is instantly slain as the shoggoth destroys some vital aspect of its body (such as by plucking off its head or crushing its torso). If the target is a Large or smaller creature and it survives, it must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be consumed by the shoggoth.

Engulf. The shoggoth moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the shoggoth enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a successful saving throw, the creature can choose to be pushed 5 feet back or to the side of the shoggoth. If it doesn't choose to be moved, it suffers the consequences of a failed saving throw.

On a failed saving throw, the creature takes 21 (3d8 + 8) bludgeoning damage and 7 (2d6) acid damage and is consumed by the shoggoth.

Tekeli-li. Each creature of the shoggoth's choice that is within 60 feet of the shoggoth that can hear it must succeed on a DC 17 Wisdom saving throw or become magically frightened for 1 minute. A creature immune to the frightened condition by virtue of a spell or class feature has that protection suppressed for 1 minute; it must make the saving throw normally. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If this second (or later) saving throw fails, the creature gains another level of dread that lasts for 1 minute (if your game uses dread) or gains a short-term madness (if not). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the shoggoth's Tekeli-li for the next 24 hours.

"Formless protoplasm able to mock and reflect all forms and organs and processes - viscous agglutinations of bubbling cells—rubbery fifteen-foot spheroids infinitely plastic and ductile—slaves of suggestion, builders of cities—more and more sullen, more and more intelligent, more and more amphibious, more and more imitative! Great God! What madness made even those blasphemous Old Ones willing to use and carve such things?"

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



SHOGGOTH, PROTO-

A proto-shoggoth is a creature formed from shoggoth-like material: protoplasm more delicate than the standard shoggoth. They can be created in several ways, including by directly degenerating normal (even humanoid) tissue to a more primitive state. Until the moment of its release, the proto-shoggoth attempts to hide its true nature encased with a humanoid skin, often wearing strong leather clothing or even armor to contain its true form. When it attacks, the humanoid form suddenly bursts open, releasing the creature like a geyser of flesh and rage.

In attacking, the proto-shoggoth typically bursts through its human skin in a surprise move, spraying itself over its intended target, and trying to suffocate and kill. Afterwards, it may gut the target and wear its victim's body as a shell to begin the masquerade anew.

ECOLOGY

The term "proto-shoggoth" is something of a misnomer. It is indeed a creature formed from shoggoth-like protoplasm, albeit far more delicate. It is less toxic and much weaker proportionally than a true shoggoth, and it also lacks the same mutational power. However, because of its greater "li-

quidity," a proto-shoggoth is capable of holding a shape and masquerading as a human, at least when contained within tough clothing and the husk of a living creature. By contrast, with its power, heat, and consumptive enzymes, a true shoggoth would rapidly break through a borrowed skin. Some wicked scholars find this characteristic of a proto-shoggoth immensely useful, and they apply arcane and biological science toward creating and domesticating these entities.

A proto-shoggoth is unable to maintain as large a size as a true shoggoth and is rarely weighs more than a few hundred pounds. It does not have the brute strength of a shoggoth, and while it can strangle or burn an enemy, it does so less quickly and efficiently. On the other hand, it can easily squeeze through a pipe or under a door, and it can also mimic the humanoid vocal apparatus with amazing accuracy.

WHAT YOU SEE



The humanoid's skin splits apart with the nauseating sound of tearing flesh as a monstrous pink cluster of pseudopods emerges from within. A mass of reeking protoplasm boils forth from the deflated human skin, which slips limply to the ground.

PROTO-SHOGGOTH

Medium ooze, chaotic evil

Armor Class 15

Hit Points 104 (11d8 + 55)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	21 (+5)	6 (–2)	19 (+4)	9 (–1)

Saving Throws Cha +3

Skills Deception +3

Tools disguise kit +2

Damage Resistances bludgeoning, fire, piercing, slashing, thunder

Damage Immunities acid, cold

Condition Immunities blinded, deafened, exhaustion, prone

Senses darkvision 60 ft., passive Perception 14

Languages Aklo, Common

Challenge 9 (5,000 XP)

Amorphous. The proto-shoggoth can move through a space as narrow as 1 inch wide without squeezing.

Explosive Ambush. When it attacks while masquerading in a stolen skin, the proto-shoggoth rips out of the skin explosively, destroying the skin, as part of rolling initiative. It has advantage on its initiative roll when it begins combat this way. It also has advantage on attack rolls in the first round of combat when it begins combat this way.

Keen Smell. The proto-shoggoth has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The proto-shoggoth has advantage on saving throws against spells and other magical effects.

Regeneration. The proto-shoggoth regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spider Climb. The proto-shoggoth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The proto-shoggoth makes two attacks with its pseudopods.

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and 7 (2d6) acid damage and a Medium or smaller target is grappled (escape DC 16). Until this grapple ends, the target is restrained and can't breathe or speak, and the proto-shoggoth can't grapple another target.

Masquerade. The proto-shoggoth hollows out and inhabits the skin of a dead Medium creature within 5 feet. If the corpse is no more than a few hours dead (or preserved in equivalent condition), the proto-shoggoth can use it like a disguise kit to pass as the original creature with an additional +10 bonus on its Intelligence check with the disguise kit. Observers can detect the ruse with a sufficient Wisdom (Perception) or Intelligence (Investigation) check as an action or as a passive check. If the corpse has been dead for longer than a few hours but still has intact skin, the proto-shoggoth can only effectively masquerade as an undead version of the creature.







SHUB-NIGGURATH, DAUGHTER OF

A daughter of Shub-Niggurath is birthed directly from Shub-Niggurath herself, almost always as a result of a worship ceremony in which animals or humanoid victims are sacrificed. The daughter's form varies depending on the type(s) of sacrifice used. A daughter of Shub-Niggurath can directly birth her own dark young and can create satyrs and other monstrous hybrids.

The daughters are few in number (often only one on any given world), and many people (even her own worshipers) mistake them for Shub-Niggurath herself. A daughter of Shub-Niggurath acts as her mother's viceroy, ruling and guiding her cult and acting in the Black Goat's name. Due to its ability to use any living creature as a template from which to create monstrous spawn, the daughter makes a habit of spending time in the embrace of cultists, who can parent its offspring regardless of any typical concept of reproduction.

Daughters of Shub-Niggurath are of monstrous size, at least 20 feet in length and at least eight tons in weight.

Conduit of Shub-Niggurath. As Shub-Niggurath's direct scion and representative, a daughter can generally consult its mother in a manner similar to casting the spell *commune* as a ritual.

THE DAUGHTER'S LAIR

A daughter of Shub-Niggurath generally lairs in a deep woodland or similarly difficult wilderness, featuring one or more sites of worship for its foul mother. A daughter of Shub-Niggurath encountered in its lair has a challenge rating of 20 (25,000 XP).

REGIONAL EFFECTS

The daughter's presence might cause any of the following magical effects after dwelling in the same place for a time:

Addled. Creatures native to the area are worse at controlling their impulses, some becoming aggressive, others defensive, and still others self-indulgent. They have disadvantage on Wisdom (Insight) checks and advantage on Wisdom (Perception) checks.

Fertility. Living things grow strong and hardy. Procreation is quick and easy. When a worshiper of Shub-Niggurath casts a spell such as *bleed* to add a die roll to another creature's die rolls or casts a spell such as *cure wounds* to cause another creature to regain hit points, any dice for the spell are rolled twice and the higher result is used.

Mutations. Living creatures conceived or born in the area are mutated, perhaps as Mythos satyrs (page 361) or as outer mutants (page 351).

If the daughter dies, these effects disappear over the course of 1d10 days.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) while in its lair, the daughter of Shub-Niggurath takes a lair action to cause one of the following effects; the daughter can't choose the same effect two rounds in a row:

Draw in Power. The daughter rolls 1d8, regaining a spell slot of up to that slot level and regains 10 hit points.

Evoke Sympathy. The daughter casts *sympathy* (save DC 19) on itself without expending a spell slot or providing any components.

Plant Growth. The daughter casts *plant growth* without expending a spell slot or

providing any components. It takes effect as if cast with 1 action.

What You See



This huge being has a beast-like body, somewhat like a pig or sheep. The form is eyeless and headless but sprouts tentacles, tusks, and other animalistic features.





DAUGHTER OF SHUB-NIGGURATH

Huge aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 50 ft., climb 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	21 (+5)	25 (+7)	16 (+3)	21 (+5)	19 (+4)

Saving Throws Con +13, Wis +11, Cha +10

Skills Nature +9, Perception +11, Yog-Sothothery +11

Damage Resistances acid, bludgeoning, cold, lightning, necrotic, piercing, thunder; slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 30 ft., truesight 120 ft., passive Perception 21

Languages Aklo, Common, Sylvan

Challenge 19 (22,000 XP)

Legendary Resistance (3/day). If the daughter fails on a saving throw, it can choose to succeed instead.

Pheromones. As long as the daughter has no remaining use of *Spawn Young*, it emits an invisible cloud of pheromones to a distance of 60 feet. Each creature that begins its turn in the area must make a DC 18 Constitution saving throw unless it is a construct or undead. On a failed save, it can't take reactions or bonus actions until it leaves the *Pheromones*. If its Intelligence score is 2 or less, it is incapacitated and moves toward the daughter using its movement on each of its turns. If it starts its turn within 5 feet of the daughter, it ceases to be incapacitated at the end of its turn. The daughter absorbs some of its essence to regain the use of *Spawn Young*; this trait is suppressed until it uses that action. A creature that succeeded on its save or helped the daughter recharge *Spawn Young* is immune to the daughter's *Pheromones* for 24 hours.

Spellcasting. The daughter of Shub-Niggurath is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). It has the following druid spells prepared.

Cantrips (at will): *guidance, mending, poison spray, resistance*

1st level (4 slots): *cure wounds, entangle, fog cloud*

2nd level (3 slots): *enhance ability, spike growth*

3rd level (3 slots): *call lightning, dispel magic*

4th level (3 slots): *blight, ice storm, polymorph*

5th level (3 slots): *contagion, implant dark young* (page 105), *insect plague, tree stride*

6th level (2 slots): *Red Sign* (page 111), *transport via plants, wall of thorns*

7th level (2 slots): *regenerate, reverse gravity*

8th level (1 slot): *antipathy/sympathy, control weather, obscene fertility rites of Shub-Niggurath* (page 110)

9th level (1 slot): *foresight, storm of vengeance*

ACTIONS

Multiattack. The daughter makes three attacks: one with its bite, one with a tentacle, and one with its hooves. If it starts its turn grappling a creature, it can use its *Swallow* in place of its bite.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage and 5 (2d4) acid damage.

Hooves. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage and the daughter can push the target up to 10 feet away.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be grappled (escape DC 18). The daughter has five tentacles, each able to grapple one creature.

Spawn Young (1/Short or Long Rest). If the daughter has at least 26 hit points, it loses 25 hit points and births two adolescent dark young (page 293) in the nearest unoccupied spaces. Its *Pheromones* trait becomes active until it regains the use of this action.

Swallow. The daughter makes a Bite attack against a Large or smaller creature it is grappling. On a hit, it inflicts normal Bite damage to the target, the grapple ends, and the daughter swallows the target. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the daughter, and it takes 21 (6d6) acid damage at the start of each of the daughter's turns. If the creature dies while inside the daughter, the daughter regains the use of *Spawn Young* and suppresses its *Pheromones* trait.

If the daughter takes 30 or more damage on a single turn from attacks made inside it, the daughter must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the daughter. If the daughter dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

LEGENDARY ACTIONS

The daughter of Shub-Niggurath can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The daughter regains spent legendary actions at the start of its turn.

Cast a Middling Spell (Costs 2 Actions). The daughter casts a spell of up to 5th level, using a spell slot of up to 5th level.

Invoke Affinity. The daughter casts *sanctuary* (save DC 19) on itself without expending a spell slot or providing any components.

Tentacle. The daughter makes a tentacle attack.



SLIME MOLD

Slime molds are naturally occurring organisms rarely larger than a few dozen centimeters in size. However, a few touched by cosmic energy become far larger creatures that spread slowly between star systems via spores that travel through space. They are sometimes brought to other worlds by the mi-go or other starfaring entities.

Their preferred habitat is oxygen-free frozen worlds, but the adaptable creatures can survive for prolonged periods elsewhere. Since other environments are unhealthy for slime molds, they are under constant stress when forced to inhabit such locales. They respond with heightened metabolism and determined attempts to reproduce. As a result, instead of storing energy, as soon as a slime mold absorbs food in a terrestrial setting, it begins repeatedly undergoing mitosis. This is a losing battle, and eventually the slime mold dies, having exhausted its reserves. Sometimes, a resulting **immature slime mold** survives and adapts to a new environment, but without optimal conditions it is rare

for it to grow into a fully mature **slime mold**. Immature slime molds bound by magic have an easier time adjusting.

Like their terrestrial namesakes, slime molds are vast amoeba-like organisms. They are often quite brightly colored. Mature slime molds can swell up to around 6 to 8 feet tall and typically weigh a ton or so. Their fluidity allows them to easily squeeze through small cracks or ooze up walls.

Bound Slime Molds. Slime molds can be controlled via bio-mechanical devices or magical druid or ranger rituals, which make them potentially useful. Immature slime molds are the easiest to control. Any spell or class feature that would conjure or control a beast (such as the features of the druid Circle of the Thousand Young on page 50) can also conjure or control a slime mold.

What You See



This brightly-colored amoeba with pulsing veins and throbbing bladders is as big as a horse.





IMMATURE SLIME MOLD

Small ooze, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 25 ft., climb 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	14 (+2)	1 (-5)

Damage Resistances fire, lightning, piercing, slashing

Damage Immunities acid, cold, necrotic

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 5 ft. (blind beyond this radius), tremorsense 30 ft., passive Perception 12

Languages –

Challenge 1/4 (50 XP)

Amorphous. The slime mold can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime mold can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unbreathing. The slime mold doesn't need to breathe.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target is exposed to a random toxin generated by the immature slime mold. Roll 1d4 to determine the toxin and its effect.

1. **Caustic Toxin.** The target takes 3 (1d6) acid damage.

2. **Nauseating Toxin.** The target must succeed on a DC 10 Constitution saving throw or be poisoned until the end of its next turn.

3. **Pain Agent.** The target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage.

4. **Disorienting Poison.** The target must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. While the poisoned condition lasts, the target can't take reactions.

SLIME MOLD

Large ooze, unaligned

Armor Class 15

Hit Points 82 (8d10 + 40)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	21 (+5)	20 (+5)	1 (-5)	17 (+3)	1 (-5)

Damage Resistances fire, lightning, piercing

Damage Immunities acid, cold, necrotic, slashing

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 13

Languages –

Challenge 8 (3,900 XP)

Amorphous. The slime mold can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime mold can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unbreathing. The slime mold doesn't need to breathe.

Actions

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage and the target is exposed to a random toxin generated by the slime mold.

Roll 1d6 to randomly determine the toxin and its effect. In addition, if the slime mold is Medium or larger, it splits into two new slime molds if it has at least 10 hit points, unless the target was composed of an inorganic substance (such as an elemental, construct, or manufactured object). Each new slime mold has hit points equal to half the original slime mold's, rounded down. New slime molds are one size category smaller than the original slime mold. (If the spawned slime molds are Small, they become immature slime molds if they survive the encounter.)

1. **Caustic Toxin.** The target takes 9 (2d8) acid damage.

2. **Paralytic Poison.** The target must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn. As long as it is poisoned, it is also paralyzed.

3. **Nauseating Toxin.** The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. At the end of each of the target's turns, it makes another Constitution saving throw, ending the poisoned condition on a success.

4. **Pain Agent.** The target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

5. **Disorienting Poison.** The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. While the poisoned condition lasts, the target can't take reactions or bonus actions. At the start of each of its turns, the target makes another saving throw, ending the poisoned condition on a success.

6. **Hallucinogen.** The target must succeed on a DC 15 Wisdom saving throw or be incapacitated until the start of the slime mold's next turn. The GM controls the target's movement, which is erratic, until then.

STAR VAMPIRE

Naturally invisible, the first sign of these creatures is typically a strange, high-pitched tittering sound that seems to come from everywhere and nowhere. As they feed upon the blood of their victims, the blood itself remains visible and gives the creatures a perceivable form. Since each star vampire is effectively covered in mouths, any part of a star vampire's body can drain vitality and magic from its victims. One end of the creature may protrude in a sort of head-like mass, but it has no visible sense organs or emblems of its status.

Star vampires are completely invisible in the normal visible spectrum and can walk on the ether of space. They are 10 to 16 feet in length, and gravity does not seem to affect them.

What You See



An otherworldly chittering tickles your ears, sending chills down your spine. Slowly, a swollen creature with huge talons and covered in masses of sucker-like proboscises comes into view, redly, for only where the blood inside of it sloshes around its form can you make out its shape.



STAR VAMPIRE

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	9 (-1)	16 (+3)	12 (+1)

Damage Resistances poison, thunder

Damage Immunities cold

Condition Immunities poisoned, prone

Senses blindsight 120 ft., passive Perception 13

Languages Aklo

Challenge 8 (2,300 XP)

Accelerated Star Travel. The star vampire can survive and fly in space at incredible speeds. Travel times vary, but it can generally arrive within the same solar system in 3d20 hours, or to another star system within 3d20 days.

Amorphous. The star vampire can move through a space as narrow as 1 foot wide without squeezing.

Bloodless Invisibility. The star vampire is constantly, naturally invisible except when it contains undigested blood.

Tittering. The star vampire constantly emits a sound that seems to come from all directions at once. This sound does

not automatically give away the star vampire's location. As an action or a passive check, a creature that can hear the star vampire can make a DC 15 Intelligence (Investigation) check or a DC 18 Wisdom (Perception) check. On a success, the creature learns the star vampire's current location but still cannot see the creature.

Unbreathing. The star vampire doesn't need to breathe.

ACTIONS

Multiattack. The star vampire makes three attacks: two with its claws and one blood drain.

Blood Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage and a Large or smaller target is grappled (escape DC 15). The star vampire cannot feed on a construct, elemental, or undead, and usually does not bother grappling them. Until this grapple ends, the target is restrained and the star vampire can't use Blood Drain to make an attack roll. When the creature begins its turn grappled by the star vampire, the creature loses 19 (4d6 + 5) hit points from blood loss and the star vampire's Bloodless Invisibility trait is suppressed until it uses Digest Blood. If the creature loses hit points this way and has spell slots, it loses a randomly chosen spell slot unless it succeeds on a DC 16 saving throw with its spellcasting ability.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Digest Blood. If the star vampire has drained blood in its body, it metabolizes all that blood (regardless of how much it drank) to regain 40 hit points. Its Bloodless Invisibility trait resumes.



STARSPAWN

Starspawn are a highly intelligent species from another part of the universe, and many of their abilities derive from the differing fundamental natural laws from whence they come. They can change their proportional size and symmetry at will. For instance, a starspawn could push most of its mass into its wings to give it the needed size to fly or cause a single tentacle to grow to supreme length—as its body collapses in behind it—to reach a victim at a great distance. As needed, it could also sprout a sensory organ at the end of the tentacle or reach around a target to attack from more than one direction.

In their standard state, starspawn have four limbs and two wings, as well as a face dominated by a mass of feelers. They can alter the proportions of this shape as they please but always adhere to the same basic structure.

Starspawn do not have brains as humans understand them—instead, every part of their body is a sort of nerve or brain cell. Thus, the larger a starspawn, the more intelligent, because its sheer volume increases its intelligence and abilities. Their minds are wholly alien, full of psionic and magic potential. Great Cthulhu is, technically, just another starspawn, but his enormous size reflects the fact that he is also among the oldest and most powerful.

ECOLOGY

Starspawn reproduce by budding or fission: a smaller **larval starspawn** simply drops off a large one. The smaller entity retains a good portion of the parent's wisdom and knowledge, but has fewer or weaker spells and psionics available, as its lesser size means it has a more limited mental capacity.





LARVAL STARSPAWN

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 40 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	19 (+4)	20 (+5)	19 (+4)

Saving Throws Str +11, Con +10, Int +8, Wis +9, Cha +8

Skills Athletics +11, Yog-Sothothery +9

Damage Immunities cold, poison, psychic

Condition Immunities poisoned, prone

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15

Languages Aklo, telepathy 300 ft.

Challenge 12 (8,400 XP)

Body Control. The starspawn can contort, stretch, or compress its body to an extraordinary degree. This has the following effects:

Amorphous. The starspawn can move through a space as narrow as 2 feet wide without squeezing.

Immovable. The starspawn has advantage on ability contests and saving throws against effects that would move it.

Prodigious Reach. As a bonus action, the starspawn can extend the reach of one of its weapon attacks by up to 300 feet until the start of its next turn.

Immortality. The starspawn doesn't need to eat or breathe and doesn't age.

Innate Spellcasting (Psionics). The starspawn's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *sending*

3/day each: *dream*, *suggestion* (can target creatures through *dream*)

1/day: *feeblemind*

Regeneration. The larval starspawn regains 20 hit points at the start of its turn. If the starspawn is damaged by fire or

by a weapon with an *Elder Sign*, this trait doesn't function at the start of the starspawn's next turn. The larval starspawn dies only if it starts its turn with 0 hit points and doesn't regenerate.

Unfathomable Mind. A starspawn's mind is overwhelming in its power and alien structure. When a creature initiates mental contact with a starspawn (including via telepathy) or attempts to learn the starspawn's emotions or thoughts (even unsuccessfully), it learns no information except what the starspawn intentionally shares and it must make a DC 16 Intelligence saving throw. An aberration, celestial, elemental, fiend, or creature that has attempted this saving throw (successfully or not) against any starspawn's *Unfathomable Mind* since the last dawn automatically succeeds. On a failed save, the creature that contacted the starspawn's mind takes 26 (4d12) psychic damage and is stunned until the end of the starspawn's next turn. The larval starspawn can use its *Telepathic Assault* action to use this trait offensively.

ACTIONS

Multitack. The larval starspawn can use its Frightful Presence. It then makes two with its claws and either attacks with its tentacles or uses its Telepathic Assault.

Claw. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tentacles. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 34 (6d8 + 7) bludgeoning damage and a medium or smaller target is grappled (escape DC 15). Until the grapple ends, the target is restrained. The starspawn has six tentacles, each of which can grapple one target.

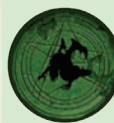
Frightful Presence. Each creature of the larval starspawn's choice that is within 60 feet of the larval starspawn and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the starspawn's *Frightful Presence* for the next 24 hours.

Telepathic Assault. The larval starspawn telepathically reveals unfathomable concepts to a target creature within 300 feet or that it is currently contacting via *dream* or *sending*. The target must make a saving throw against the starspawn's *Unfathomable Mind* trait.

In any case, even the smallest larval starspawn possesses a genius-level intellect by human standards, though this is difficult to measure due to the alien nature of their minds. They typically exist on different planes of existence simultaneously and obey different natural laws than those common to humanity.

Starspawn are immortal and almost impossible to kill. When sealed away by magic or physical effects, they can sleep for centuries without difficulty.

What You See



This gelatinous green monster has a vaguely octopoid head and a face that is a mass of feelers. It has titanic claws, bat-like wings, and a massive, corpulent form.



STARSPAWN

Huge aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	23 (+6)	21 (+5)	22 (+6)	20 (+5)

Saving Throws Str +16, Con +13, Int +12, Wis +13, Cha +12

Skills Athletics +16, Yog-Sothothery +13

Damage Immunities cold, poison, psychic

Condition Immunities charmed, poisoned, prone

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Aklo, telepathy 300 ft.

Challenge 21 (33,000 XP)

Body Control. The starspawn can contort, stretch, or compress its body to an extraordinary degree. This has the following effects:

Amorphous. The starspawn can move through a space as narrow as 5 feet wide without squeezing.

Immovable. The starspawn has advantage on ability contests and saving throws against effects that would move it.

Prodigious Reach. As a bonus action, the starspawn can extend the reach of one of its weapon attacks by up to 300 feet until the start of its next turn.

Immortality. The starspawn doesn't need to eat or breathe and doesn't age.

Innate Spellcasting (Psionics). The starspawn's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *dream*, *feeblemind*, *sending*

3/day each: *suggestion* (can target creatures through *dream*), *wish* (duplicate spells only)

1/day: *gate*

Legendary Resistance (3/Day). If the starspawn fails a saving throw, it can choose to succeed instead.

Regeneration. The starspawn regains 30 hit points at the start of its turn. If the starspawn is damaged by a weapon with an *Elder Sign*, this trait doesn't function at the start of the starspawn's next turn. The starspawn dies only if it starts its turn with 0 hit points and doesn't regenerate. If the starspawn starts its turn at 0 hit points for the tenth round in a row, it does not regain consciousness even when it has at least 1 hit point until it spends 24 hours with at least 1 hit point.

Star Travel. The starspawn can survive and fly in space.

Unfathomable Mind. A starspawn's mind is overwhelming in its power and alien structure. When a creature initiates mental contact with a starspawn (including via telepathy) or attempts to learn the starspawn's emotions or thoughts (even unsuccessfully), it learns no information except what the starspawn intentionally shares and it must make a DC 20 Intelligence saving throw. An aberration, celestial, elemental, fiend, or creature that has attempted this saving throw (successfully or not) against any starspawn's *Unfathomable Mind* since the last dawn automatically succeeds. On a failed save, the creature that contacted the starspawn's mind takes 26 (4d12) psychic damage and is stunned until the end of the starspawn's next turn. The starspawn can use its *Overwhelming Telepathy* legendary action to use this trait offensively.

ACTIONS

Multiattack. The starspawn can use its Frightful Presence. It then makes three attacks: one with its tentacles and two with its claws.

Claw. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tentacles. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 42 (6d10 + 9) bludgeoning damage and a large or smaller target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The starspawn has six tentacles, each of which can grapple one target.

Frightful Presence. Each creature of the starspawn's choice that is within 300 feet of the starspawn and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the starspawn's *Frightful Presence* for the next 24 hours.

Shed Spawn (1/Year). If the starspawn has at least 76 hit points, it loses 75 hit points and sheds a portion of its own mass to spawn a larval starspawn (see below) in an open space within 30 feet. Roll initiative for the larval starspawn, which has its own turns.

LEGENDARY ACTIONS

The starspawn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The starspawn regains spent legendary actions at the start of its turn.

Claw. The starspawn makes a claw attack.

Overwhelming Telepathy. The starspawn telepathically reveals unfathomable concepts to a target creature within 300 feet or that it is currently contacting via *dream* or *sending*. The target must make a saving throw against the starspawn's *Unfathomable Mind* trait.

Tentacles (Costs 2 Actions). The starspawn attacks with its tentacles.



"The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far. The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age."

—H.P. Lovecraft, *The Call of Cthulhu*



TCHO-TCHO

The **Tcho-Tcho** are humans, though their ancestry does boast some magical crossbreeding with amphibian and/or reptile stock. As they primarily resemble their human ancestors, Tcho-Tcho can pass for full human under almost all circumstances. Typical Tcho-Tcho are smaller than an average person and often weigh less than a hundred pounds. They frequently shave their heads and many Tcho-Tcho sharpen their teeth artificially. Tattoos and body modifications are common but not universal, especially among the dreaded okkator. The **okkator assassin** is trained for infiltration, whereas the **masked okkator** defends Tcho-Tcho leaders and power centers. For more information, see Chapter 7.

What You See



This small human woman's polite smile doesn't quite hide her pointed teeth.



OKKATOR ASSASSIN

Medium humanoid (human), chaotic evil

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	14 (+2)	13 (+1)	9 (–1)

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Deception +3, Perception +3, Stealth +7, Survival +3

Senses passive Perception 13

Languages Common, thieves' cant, two others

Challenge 4 (1,100 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. When the assassin makes a Dexterity saving throw for half damage, it instead takes no damage on a success or half damage on a failure.

Sneak Attack (1/Turn). The assassin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Warped Mind. The assassin has advantage on Wisdom saving throws against spells and effects that would charm or frighten it. The assassin automatically succeeds if the spell or effect only works on humanoids.

ACTIONS

Multiattack. The okkator assassin either makes either two ranged attacks or two melee attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 5 (1d10) poison damage.

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 25/100 ft., one target. *Hit:* 4 (1 + 3) piercing damage. If the target is a creature, it must make a DC 13 Constitution saving throw, taking 11 (2d10) poison damage on a failure, or half as much damage on a success. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Caustic Web (1/Day). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* 12 (2d8 + 3) acid damage and the target is restrained by webbing. At the start of each of the target's turns until it is freed, it takes another 9 (2d8) acid damage. As an action, the restrained target or another creature within reach can make a DC 13 Strength (Athletics) check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Cannibalize (1/Day). The assassin consumes a portion of humanoid flesh it carries or from a humanoid corpse within 5 feet. When it does so, it gains 10 temporary hit points that last for 1 hour. As long as the assassin has these temporary hit points, it has advantage on Constitution saving throws.



TCHO-TCHO

Medium humanoid (human), chaotic evil

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	7 (-2)

Skills Insight +3, Nature +2, Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Languages Common

Challenge 1/4 (50 XP)

Warped Mind. The Tcho-Tcho has advantage on saving throws against spells and effects that would charm or frighten it. The Tcho-Tcho automatically succeeds if the spell or effect only works on humanoids.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Cannibalize (1/Day). The Tcho-Tcho consumes a portion of humanoid flesh it carries or from a humanoid corpse within 5 feet. When it does so, it gains 5 temporary hit points that last for 1 hour. As long as the Tcho-Tcho has these temporary hit points, it has advantage on Constitution saving throws.

MASKED OKKATOR

Medium humanoid (human), neutral evil

Armor Class 17 (unarmored defense)

Hit Points 97 (13d8 + 39)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	10 (+0)	16 (+3)	7 (-2)

Saving Throws Str +4, Dex +7

Skills Acrobatics +7, Athletics +4, Perception +6, Stealth +7, Survival +6

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 16

Languages all

Challenge 6 (2,300 XP)

Evasion. When the okkator makes a Dexterity saving throw for half damage, it instead takes no damage on a success or half damage on a failure.

Grappler Body Modification. The okkator has had loose body parts cut down and spikes added to aid in grapples. The okkator has advantage on ability checks and saving throws to avoid becoming grappled or to escape a grapple. In addition, it can use its *Joint Spikes* as a bonus action to attack any creature it is grappling.

Magic Attacks. The okkator's weapon attacks are magical.

Unarmored Defense. The okkator adds its Wisdom modifier to its AC.

Warped Mind. The okkator has advantage on Wisdom saving throws against spells and effects that would charm or frighten it. The okkator automatically succeeds if the spell or effect only works on humanoids.

ACTIONS

Multiattack. The okkator either makes either two ranged attacks or two melee attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Blowgun. *Ranged Weapon Attack:* +7 to hit, range 25/100 ft., one target. *Hit:* 5 (1 + 4) piercing damage and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. Until the poisoned condition ends, the target must make another saving throw at the start of each of its turns. On a failed save, it takes 16 (3d10) poison damage. On a successful save, the poisoned condition ends.

Joint Spikes. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature the okkator is grappling. *Hit:* 14 (3d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage. If the target is a creature, it is grappled (escape DC 14).

Cannibalize (1/Day). The okkator consumes a portion of humanoid flesh it carries or from a humanoid corpse within 5 feet. When it does so, it gains 10 temporary hit points that last for 1 hour. As long as the okkator has these temporary hit points, it has advantage on Constitution saving throws.





UN-MAN

The arcane dwellers of the blue-lit cavern of K'n Yan can scientifically dissolve the human form into a sort of astral or gas-like substance, and reform it. This is done both to project researchers into the outside realms as well as to punish criminals. Over time, the Ancients of K'n Yan stopped caring what happened to their victims, and essentially abandoned them to their fates, leaving them to eternally wander the world.

When so dissolved, at first the individuals look more-or-less humanoid, but as their sanity stretches and snaps, they deteriorate in form as well. They ultimately become less-than-human, but also greater than human in other ways.

The un-men are, in essence, a sort of spiritual, spectral being that retains a strange form of life. They are not undead, but their modified physiology does defy normal life's limitations. They are immortal and do not have to feed on solid food to remain alive. They do require a slight input of energy for survival, and this can be done via magical energy or more ominously, through the vital energy of other living creatures. Unlike true undead, an un-man cannot simply drain life energy by a touch. Instead, it must remain near and around the victim for at least an hour, relying on its intangible nature to keep it safe from retribution.

Un-men can engage in some degree of combat by using their telekinetic abilities to move objects, including weapons, around with human-like strength and even to strangle victims. They can also stretch themselves out and change shape.

What You See



Mist forms itself into a vaguely humanoid shape, stretched into an impossibly gangly parody of an emaciated human.

"I actually saw the half-transparent shapes of the things that were pushing and plucking; pushing and plucking—those leprous palaeogean things with something of humanity still clinging to them—the complete forms, and the forms that were morbidly and perversely incomplete ..."

—H. P. Lovecraft, *"The Mound"*

UN-MAN

Medium ooze, any alignment

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	10 (+0)	16 (+3)

Damage Resistances acid

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained

Senses blindsight 60 ft., passive Perception 10

Languages any one

Challenge 1 (200 XP)

Absorb Life Energy. If the un-man remains within 60 feet of a creature it can sense for 1 hour, it can absorb some of that creature's life energy if the creature isn't a construct or an undead. It can absorb life energy from only one creature each hour. The creature's hit point maximum is reduced by 2 (1d4) until it finishes a long rest. The creature dies if its hit point maximum is reduced to 0.

Incorporeal Movement. The un-man can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Strangle. *Melee Spell Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* The un-man attaches to the target. While attached, the un-man's speed is 0, it can't benefit from bonuses to its speed, it moves with the target, it can't strangle another target, and the target can't breathe or speak. At the start of each of its turns, the creature loses 6 (1d6 + 3) hit points if it requires air to live. The strangled creature can detach the un-man with a successful DC 13 Dexterity (Acrobatics) check as an action. The un-man can detach itself by spending 5 feet of movement.

REACTIONS

Absorb Magic. When a creature within 60 feet that it can perceive casts a spell, the un-man absorbs some of the spell's magic before the spell takes effect. Attack rolls for the spell are made with disadvantage and saving throws against the spell are made with advantage.



UNDEAD, MYTHOS

Mythos undead resemble other undead in many ways—mindless or fully intelligent, weak or powerful—but all share in common their domination by a Great Old One (usually the King in Yellow, but others may be involved). They usually take the form of a bloated or withered corpse, typically wrapped in stained bandages or wrappings, exhibiting odd discolorations and mutations. It is common for a Mythos undead to have one of its limbs transformed into a tentacle (which still functions as an arm), its tongue or other appendages extended to great length, its guts animated as seeking tendrils, or other similar distortions.

Each Mythos undead creature is a unique manifestation of undeath, defined primarily by its abilities and nature when it lived. Most Mythos undead are, to one degree or another, insane—and this insanity continues to drive them in their unlife, preventing purposeful altruism and all but accidental or unlikely acts of kindness.

THE INSANE DEAD

Certain alchemical techniques can reanimate recently slain bodies, but while these methods restore the semblance of life to the victim, the passage of death to life always results in insanity. The insane dead are not Mythos undead—they should be treated as **zombies**. Unlike the typical zombie, the insane dead are not intrinsically evil: their drive to savage and harm the living is one of madness, not organized evil. They are typically chaotic neutral in alignment.

In rare cases, when certain alchemical techniques are applied to an exceptionally fresh corpse (or even to whole parts of fresh corpses) who, in life, possessed a singularly powerful and focused mind, the result is in an undead creature that retains its intellect; in such a case, create the creature as a Mythos undead.

MYTHOS UNDEAD TEMPLATE

Any creature other than a construct or undead can become a Mythos undead. It keeps its statistics, except as follows.

Challenge. The creature's challenge rating usually increases by 1.

Type. The Mythos undead's type is undead.

Alignment. The vast majority of Mythos undead who do not directly serve the Great Old Ones are chaotic evil or chaotic neutral, while those who serve the Great Old Ones themselves tend to share their patron's alignment.

Ability Scores. Increase the Mythos undead's Strength, Constitution, and any two other ability scores by 2 each.

Damage Resistances. The Mythos undead has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Damage Immunities. The Mythos undead has immunity to poison damage.

Condition Immunities. The Mythos undead has immunity to exhaustion and the poisoned condition.

Senses. The Mythos undead has darkvision 60 ft. unless the creature already had the same darkvision or greater.

New Trait: Rejuvenation. Unless its body is completely destroyed (generally by dealing additional damage to its body equal to its hit point maximum once it is reduced to 0 hit points or via spells like *disintegrate*), a destroyed Mythos undead inhabits or conjures a new body in 1d10 + 20 hours, regaining all its hit points and becoming active again. The new body appears within 5 feet of its previous body.

In some cases, even the utter destruction of a Mythos undead's body is not enough to prevent its mind from seeking out another body to inhabit and raise from the dead. In such cases, special rituals or circumstances unique to that Mythos undead must be performed in order to permanently put the undead down.

New Trait: Turning Defiance. The Mythos undead has advantage on saving throws against effects that turn or otherwise repel undead.

What You See



This withered corpse stands in once-beautiful robes that barely hold together. Its flesh is strangely discolored, and it has a writhing tentacle in place of its left arm.

SAMPLE MYTHOS UNDEAD

The **Yellow Sign attendant** was a 7th-level bard. It prepares the way for the King in Yellow or Hastur, or else follows in their wake.

The Mythos undead **deathless wizard** presented here was a **mage**. It made a deal with a Great Old One to never die and in exchange it serves its master faithfully.

The **risen warlock** was a 20th-level warlock. It lurks away from the mortal life it once had, obsessed with learning ever more about the Mythos and gaining power beyond the grasp of mortals, generally as part of a greater plan to increase the power of the King in Yellow or another Elder Influence. When the King in Yellow acts directly, the risen warlock might serve as his right hand.



YELLOW SIGN ATTENDANT

Medium undead, chaotic evil

Armor Class 13

Hit Points 44 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	11 (+0)	15 (+2)	16 (+3)

Saving Throws Dex +5, Cha +5

Skills Perception +6, Performance +5, Yog-Sothothery +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages any two languages

Challenge 4 (1,100 XP)

Bardic Inspiration (3/Short or Long Rest). As a bonus action, the attendant can grant an ally that can hear it a d8 inspiration die if it doesn't already have one. Once, within 10 minutes, the target can roll the die after rolling an ability check, attack roll, or saving throw but before the GM declares success or failure. The result is added to the total.

Eldritch Symbolism. The attendant has advantage on Intelligence (Arcana), Intelligence (Investigation), and Wisdom (Perception) checks to notice, identify, or bypass magic writing and magic traps. It also has advantage on saving throws against magic traps and the effects of magic items.

It can expend two Bardic Inspiration dice to cast *glyph of warding* without expending a spell slot as an action.

Spellcasting. The attendant is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following bard spells:

Cantrips (at will): *message*, *minor illusion*, *vicious mockery*

1st level (4 slots): *disguise self*, *hideous laughter*, *sleep*

2nd level (3 slots): *see invisibility*, *shatter*, *suggestion*

3rd level (3 slots): *fear*, *song of Hastur* (see page 114), *speak with dead*

4th level (1 slot): *greater invisibility*, *Yellow Sign* (see page 116)

Turning Defiance. The attendant has advantage on saving throws against effects that turn undead.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

DEATHLESS WIZARD

Medium undead, chaotic evil or chaotic neutral

Armor Class 12 (17 with *shield*)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	18 (+4)	15 (+2)	13 (+1)

Saving Throws Int +7, Wis +5

Skills Arcana +7, Yog-Sothothery +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 12

Languages Aklo, Common, any three other languages

Challenge 8 (3,900 XP)

Spellcasting. The deathless wizard is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *acid splash*, *chill touch*, *light*, *minor illusion*, *mending*, *prestidigitation*

1st level (4 slots): *charm person*, *fog cloud*, *identify*, *shield*

2nd level (3 slots): *alter self*, *detect thoughts*, *invisibility*, *see invisibility*

3rd level (3 slots): *counterspell*, *vampiric touch*

4th level (3 slots): *blight*, *dimension door*

5th level (2 slots): *dominate person*, *hold monster*

6th level (1 slot): *magic jar*

Turning Defiance. The deathless wizard has advantage on saving throws against effects that turn undead.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

REACTIONS

Reaction Spell. The deathless wizard has *counterspell* and *shield*, which it can cast as reactions.



RISEN WARLOCK

Medium undead, chaotic evil or chaotic neutral

Armor Class 13 (16 with *mage armor*)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	15 (+2)	14 (+2)	21 (+5)

Saving Throws Wis +7, Cha +10

Skills Deception +10, History +7, Persuasion +10, Yog-Sothothery +7

Damage Resistances psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 12

Languages Aklo, Common, any other language, telepathy 120 ft.

Challenge 14 (11,500 XP)

Devil's Sight. The risen warlock's darkvision isn't impeded by magical darkness.

Innate Spellcasting. The risen warlock's spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells:

At will: *alter self*, *detect magic*, *mage armor*

1/day each: *dominate monster*, *finger of death*, *mass suggestion*, *power word kill*

Pact of the Chain. The risen warlock has a rat familiar. If the familiar hits with an attack, and it had advantage on the attack roll or the risen warlock was within 5 feet of the target and not incapacitated, the familiar deals an additional 21 (6d6) damage.

Spellcasting (Pact Magic). The risen warlock is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *minor illusion*, *prestidigitation*

1st–5th level (4 5th-level slots): *banishment*, *bestow curse* (1/day), *blight*, *charm person*, *dimension door*, *dispel magic*, *dream*, *find familiar*, *fly*, *hold person*, *polymorph* (1/day), *ray of enfeeblement*, *vampiric touch*

Turning Defiance. The risen warlock has advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The risen warlock makes two dagger attacks, casts two cantrips, or casts one Pact Magic spell that uses a spell slot. Its familiar can then use its reaction to make an attack.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 22 (4d10) necrotic damage.





VOONITH

These amphibian predators have pale skin marred by gray pustules. They evolved from salamanders, which is obvious in the shape of their heads, their protruding eyes, and wide grinning jaws. Vooniths have two forelegs but no hind limbs, while their bodies stretch out behind, eel-like and finned. The front claws of the voonith are broad and strong like a spade, used for both slashing and burrowing.

Vooniths live in swamps and lowlands and have both lungs and gills. They dig underwater burrow complexes, sometimes quite lengthy and complex. Openings to the burrow are often on land, where they might just look like mud puddles. A typical voonith attack consists of the creature bursting from its burrow opening or a body of water to seize a victim in its jaws and claws and try to pull its prey underwater. Vooniths are insatiable.

Vooniths are not a real danger to a well-equipped or prepared party, but they are dangerous to pack animals or those traveling alone. While vooniths cannot truly be tamed, sometimes other beings cultivate voonith burrows near the entrances to their own citadels, as a means to discourage or debilitate invaders.

Disease Carriers. Some vooniths carry sewer plague or more unusual diseases. If one does, a creature hit by the voonith's bite must succeed on a DC 12 Constitution saving throw or contract the disease. Being a carrier doesn't change a voonith's challenge rating.

What You See



This pale, eel-like creature has bulging amphibian eyes and two broad, spade-like claws.

VOONITH

Large beast, unaligned

Armor Class 11

Hit Points 52 (7d10 + 14)

Speed 30 ft., burrow 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (–4)	11 (+0)	6 (–2)

Senses tremorsense 60 ft., passive Perception 10

Languages –

Challenge 1 (200 XP)

Amphibious. The voonith can breathe air and water.

Pounce. If the voonith moves at least 20 feet straight toward a creature and then hits it with both a claw attack and a bite attack on the same turn, the voonith can make one tail attack against it as a bonus action.

ACTIONS

Multiattack. The voonith makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.
Hit: 5 (1d6 + 2) bludgeoning damage and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained and the voonith can't attack other targets with its tail.







WAMP

Wamps have webbed feet splattered with crimson, which makes them look like they had just splashed through pools of blood. They inhabit dead cities and are drawn to carrion and decay and ruins. They are normally solitary, though when a large food supply appears, many may appear together. They are semi-intelligent and can sometimes work in groups for a common cause as well. Naturally blind, they hunt with their keen senses of smell and hearing. They are not necessarily nocturnal, though this is often the case.

Supernatural Spawning. Wamps do not reproduce like normal organisms. Instead, their presence casts a sort of magic curse over their environment. If they are in an ancient ruin, redolent of sorrow and loss, periodically the curse causes a new wamp, fully-adult and functional, to appear from the shadows. The more wamps that live in a collapsed temple or dead city, and the more tragic and corrupt the history of the locale, the faster the wamps tend to appear. In the cities with the most wamps and the most terrible histories, wamps can sometimes fester in such numbers that they emerge and raid the surrounding countryside.

Infectious Bite. The bite of a wamp is contaminated.

Anyone injured is exposed to a loathsome disease. The nature of the disease varies from wamp to wamp (and sometimes even from bite to bite) but is always disfiguring and disgusting. Possible results are fungal infections, bone fevers, sinuses that weeping strange-colored fluids, pustules, and madness. Whatever its nature, the disease takes several hours to manifest.

What You See



This eyeless, human-sized creature has an egg-like body supported by nine spidery legs ending in crimson claws. It has two long, pointed ears that adjust rapidly at every little noise.

WAMP

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	3 (-4)	13 (+1)	8 (-1)

Damage Resistances necrotic

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages –

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The wamp has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and the target must succeed on a DC 11 Constitution saving throw or contract a random disease. Roll a d6 to determine which disease it contracts.

1. **Cackle Fever.** The target is infected by a typical strain of cackle fever.

2. **Sewer Plague.** The target is infected by a strain of sewer plague that takes only 2d4 hours to show symptoms, starting with grotesque skin pustules.

3. **Sight Rot.** The target is infected by a strain of sight rot that takes only 2d4 hours to show symptoms, which include increasingly painful swelling eyes that weep infectious tears.

4. **Abhorrent Fungus.** The target is infested with parasitic fungus that causes painful warts after 2d4 hours. Once symptoms show and until the disease is cured, the target can't regain hit points except by magical means, and every 24 hours after symptoms show, the target must succeed on a DC 13 Constitution saving throw or its hit point maximum decreases by 4 (1d8). If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

5. **Creaking Ache.** The target is infested with a disease in its bone marrow and cartilage. After 2d4 hours, it suffers a throbbing, gradually worsening ache in its bones and creaking in its joints. Every 24 hours after symptoms show, it must make a DC 11 Constitution saving throw. On a failed save, it become poisoned for 24 hours, the save DC increases by 1d4, and if the target failed by 20 or more, it is also paralyzed for 24 hours. On a successful save, the save DC decreases by 1d4. The disease is cured when the DC is reduced to 0.

6. **Crumbling Ruin.** The target's flesh is slowly petrified by a magical disease starting 2d4 hours after infection. At the end of every long rest, the target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by 2 (1d4) and it is restrained until it finishes another long rest. At the end of every hour the creature spends restrained, it can make a new saving throw, ending the restrained condition on a success. If the disease reduces the target's hit point maximum to 0, the target is petrified. Any spell that can remove a disease, remove a curse, or remove the petrified condition cures this disease and restores the target's hit point maximum. The target's hit point maximum can't be restored until the disease is cured.



WENDIGO

Wendigos are creations of Ithaqua's influence. Over time, they gradually turn from mortal beings into horrific, cannibalistic monsters of the freezing night sky.

Wendigo Psychosis. Rarely, when a humanoid is forced to commit acts of cannibalism in the frozen reaches of the world, its soul suffers damage as a result and it contracts wendigo psychosis. Within a matter of days, this disease can transform a mortal creature into a **ravenous wendigo**.

WENDIGO PSYCHOSIS

This magical disease targets humanoids. It fills the mind with shame at first and causes nausea at the thought of eating normal food, and eventually results in increasingly irresistible cravings for the flesh of related humanoids.

When a humanoid creature is bitten by a wendigo or commits an act of cannibalism, the creature must succeed on a DC 11 Wisdom saving throw or become infected. Any creature that contracts this disease has disadvantage on Charisma checks and Charisma saving throws until the disease is cured.

Whenever the diseased creature eats anything other than the flesh of a humanoid of the same or a similar heritage (a human is similar to a half-elf, for example, as are any two creatures that share a type or tag), it becomes poisoned for 24 hours. The first time it eats such nauseating food, it gains the additional character flaw "I desperately hunger for the flesh of my own kind" until the disease is cured.

Every 24 hours that elapse, the target must repeat the saving throw, although success or failure has no effect on its own. Track the number of successes and failures starting at this point until the creature collects three successes or three failures. The disease is cured when the creature collects three successes. When the creature collects three failures, it transforms into a ravenous wendigo, losing all vestiges of its former species and identity. Once the transformation is complete, only a *wish* spell can transform the wendigo back into the humanoid it once was.

RAVENOUS WENDIGO

Ravenous wendigos indirectly serve Ithaqua, albeit in a mindless, instinctual way. Only when they transcend to a full-fledged windwalker, gaining in intellect and power, do they serve Ithaqua knowingly and directly.

Wendigos are comparable in size to humans, from which they originally spawned. Some wendigos grow slightly after their transformation but remain close to human size.

What You See



This bestial man is covered with matted hair, his face indistinct save for a wide set of jaws. The creature's belly is fleshless and glistening with exposed entrails that pulse and seethe.

RAVENOUS WENDIGO

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	7 (–2)	14 (+2)	5 (–3)

Skills Perception +4, Stealth +5, Survival +4 (+6 to track humanoids)

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 14

Languages Aklo, Auran

Challenge 2 (450 XP)

Keen Smell. The wendigo has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The wendigo regains 10 hit points at the start of its turn. If the wendigo is dealt fire damage or a critical hit, this trait doesn't function at the start of the wendigo's next turn. The wendigo dies only if it starts its turn with 0 hit points and doesn't regenerate.

Void Sight. Magical darkness doesn't impede the wendigo's darkvision.

ACTIONS

Multiattack. The wendigo makes two attacks: one with its claws and one feed, if it has a possible target.

Feed. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature the wendigo has advantage on attack rolls against. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw against disease or contract wendigo psychosis.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage and a Medium or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained and the wendigo can't claw another target.

Wind Walk (1/Day). The wendigo casts *wind walk* without requiring a spell slot or any components.







WINDWALKER

Becoming a **windwalker** wendigo, an aberrant monstrosity that serves as a herald to the Great Old One Ithaqua, is the ultimate fate of those who succumb to the psychosis of the arctic storm. Wendigos seek to expand their population in the frozen reaches of the world, whether through direct action (by abducting humanoids or spreading their psychosis via bites) or indirect action (by forcing famines and starvation via the manipulation of weather). In so doing, they expand the faith of Ithaqua like a disease.

WINDWALKER

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 0 ft., fly 70 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	21 (+5)	17 (+3)	20 (+5)	19 (+4)

Saving Throws Str +11, Wis +10, Cha +9

Skills Acrobatics +10, Nature +8, Religion +8, Perception +10, Stealth +10, Survival +10

Damage Vulnerabilities fire

Damage Resistances lightning, thunder, psychic

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 20

Languages Aklo, Auran

Challenge 16 (15,000 XP)

Amorphous. The windwalker can move through a space as narrow as 1 foot without squeezing.

Keen Smell. The windwalker has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting (Psionics). The windwalker's spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *wind walk*, *wind wall*

3/day each: *ice storm* (6th-level), *sleet storm*, *suggestion*

1/day each: *control weather*, *wall of ice* (9th-level)

Legendary Resistance (3/Day). If the windwalker fails a saving throw, it can choose to succeed instead.

Regeneration. The windwalker regains 10 hit points at the start of its turn. If the windwalker is dealt fire damage, this trait doesn't function at the start of the windwalker's next turn. The windwalker dies only if it starts its turn with 0 hit points and doesn't regenerate.

Star Travel. The windwalker can survive and fly in space.

The windwalker wendigo does not truly have a weight or mass, though when confronted, it seems to be truly massive at 30 or more feet tall.

What You See



This towering figure's body seems to be made of a churning mixture of wind, snow, and protoplasmic flesh. Wicked claws tip its arms and its bestial face is split by a hungry leer.

Storm Cloak. The windwalker is wrapped in a layer of protective wind. Wind, including spells and effects that use wind, can't move, harm, or interfere with the windwalker against its will. The windwalker can't be harmed by gases or lack of air.

Storm Sense. Fog, mist, snow, rain, and similar water-based precipitation doesn't impede the windwalker's normal vision, darkvision, or sense of smell.

Void Sight. Magical darkness doesn't impede the windwalker's darkvision.

ACTIONS

Multiattack. The windwalker makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 7 (2d6) cold damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw against disease or it contracts wendigo psychosis. The disease's save DC is also 18.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage and a Medium or smaller target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The windwalker has two claws, each of which can grapple one target.

LEGENDARY ACTIONS

The windwalker can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The windwalker regains spent legendary actions at the start of its turn.

Claw. The windwalker makes a claw attack.

Cannibalistic Whispers (Costs 2 Actions). Each humanoid of the windwalker's choice that is within 120 feet of the windwalker and isn't deafened must succeed on a DC 18 Constitution saving throw or gain 1 level of exhaustion that can't be removed until the creature consumes at least 1 pound of food. A creature that has eaten the flesh of another humanoid with the same tag (such as human or elf) automatically succeeds on its saving throw.

Cast a Spell (Costs 3 Actions). The windwalker casts a spell from its spell list other than *control weather* or *wall of ice*, expending a use as normal.



YITH, THE GREAT RACE OF

The “great race” was so-called because it was the only natural terrestrial species to conquer time and extinction. Rather than travel physically through time, those of the great race are known instead to project their minds across eons, swapping minds with members of their target species. This gives the great race an ideal means of studying other races and other times whilst avoiding easy detection, and it is also how the great race has escaped extinction. Through its knowledge of all time, both future and past, the great race knows when its current form will become untenable. Before this happens, the great race transfers its minds—as a whole—to the chosen species, which then becomes its new form. Its victims have their minds sent back into the bodies of the great race. Confused, shocked, and on the brink of extinction, they speedily meet their doom. Thus the great race, despite their glories, literally wipes out an entire species (at least mentally, culturally, and spiritually) each time it moves on.

Mind Swaps Across Time. With the aid of singular technological devices, a yithian can extend its innate Swap Minds ability to swap minds with creatures in other times and places, but this process leaves both the yithian and the target disoriented and incapacitated until they finish a long rest. The effect requires another such device to undo the exchange. As a result, yithians are loath to send their minds too far without careful planning and preparation to ensure a body they care to return to is not misused.

RELATIONSHIP WITH HUMANITY

The great race periodically sends scouts to take over human bodies in order to investigate and record human progress. They have fostered a sort of cult to assist them in this and reward their followers with advanced knowledge and secrets from the entirety of time. Unfortunately, they are also preyed upon by enemies, such as the cult of the Yellow Sign, who try to capture members of the great race in human form and torture them to gather their secrets.

In general, the great race acts as a neutral observer of human culture and society, but they may occasionally try to drive events in a direction which is beneficial to them.

THE GREAT RACE OF THE PAST

The true origin of the great race is lost to antiquity, but eons ago, they dwelt on a planet named Yith. As

a result, they are often called Yithians, but even Yith was not their original home. They once inhabited the bodies of large invertebrates with a massive brain capacity and great potential, and this is the so-called **past yithian** form they are usually pictured in.

In their most recent incarnation, this species has a basically cone-shaped body and moves along on a complex foot like that of a mollusk. Near the top of the cone, four boneless limbs twist forth: two end in sharpened powerful claws, one in a cluster of sense organs and delicate tentacles used for fine manipulation, while the last ends in cone-shaped tubes used for feeding. The creature's body houses a huge brain at the top of the cone, centered between the limbs. The great race is immensely intelligent: a typical specimen's brain weighs over 200 pounds and is more efficient, neuron-for-neuron, than the human brain.

Yithians are massive—typically standing over 10 feet tall and weighing 4 or more tons—and very long-lived. An individual yithian can evade death by mind-switching with another creature. If a yithian's body is killed before it can switch minds, it does indeed die.

The great race tamed dinosaurs, pterosaurs, sea reptiles, and other primeval monsters, often controlling these beasts via electronic implants. They always preferred technological tools. They were not unified as a single people and often fought civil wars amongst themselves, as well as battling other powerful primeval species, such as the elder things, serpentfolk, flying polyps, and starspawn.





PAST YITHIAN

Large aberration, lawful neutral

Armor Class 16 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	20 (+5)	23 (+6)	17 (+3)	17 (+3)

Saving Throws Con +9, Int +10, Wis +7, Cha +7

Skills Arcana +10, History +14, Insight +7, Nature +10, Persuasion +7, Yog-Sothothery +11

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13

Languages Aklo, Yithian, any 10 other languages, telepathy 100 ft.

Challenge 11 (7,200 XP)

Innate Spellcasting (Psionics). The yithian's spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *hold monster*, *modify memory*

1/day: *astral projection* (self only)

Keen Sight. The past yithian has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The past yithian makes either two pincer attacks or two *lightning gun* attacks.

Pincer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the yithian scores a critical hit, it rolls damage dice three times, instead of twice.

Lightning Gun (6/Day). *Ranged Spell Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 22 (3d10 + 6) lightning damage.

Amnesia (Recharge 5–6). The yithian attempts to erase the memories of a creature it can communicate with telepathically. The target must make a DC 18 Intelligence

saving throw. On a failure, it loses all memories except those the yithian chooses to leave intact and the yithian can choose to deal 82 (15d10) psychic damage to it. While amnesiac, the target can't apply its proficiency bonus on ability checks or Intelligence or Wisdom saving throws. A *remove curse* or *greater restoration* spell or similar magic cast on the target restores lost memories. If your game uses insanity and dread (see chapter 4), treat this as an insanity. A creature that succeeds on its saving throw against this effect takes half as much psychic damage and can't have its memory erased by Amnesia for 24 hours (although it still takes psychic damage if targeted again during that time).

Mind Swap. The yithian attempts to exchange minds with a creature it can communicate with telepathically. The target must make a DC 16 Charisma saving throw or be possessed by the yithian. On a failed save, the yithian's soul moves into the target's body and the target's soul moves into the yithian's body. On a successful save, the target is unaffected and becomes immune to that yithian's Mind Swap for 24 hours.

Once the yithian swaps minds with a creature, it takes complete control of that creature's body. The yithian's game statistics are replaced by the target's, though the yithian retains its alignment and its Intelligence, Wisdom, and Charisma scores. The yithian keeps its Innate Spellcasting trait and its Amnesia and Mind Swap. The yithian can't use the target's class features. Meanwhile, the target gains the yithian's statistics except for alignment and Intelligence, Wisdom, and Charisma scores. The target retains the use of class features compatible with the yithian's physical form but can't use the yithian's Innate Spellcasting trait, Amnesia, or Mind Swap. The target's ability to use the yithian's equipment might be limited (for example, the *lightning gun*'s rules on page 126 limit how a non-yithian target can use it).

While the yithian controls another creature's body, it can use its action to reverse the effect at any range, instantly returning both minds to the proper bodies. If the yithian wishes, it can use its Amnesia action on the creature as a bonus action immediately after reversing the swap. If a possessed body dies, its possessing mind dies with it and the other body permanently retains its possessing mind. Casting *dispel magic* (treat this as a 6th-level spell) or *remove curse* on either creature with a swapped mind causes each of the two swapped minds to return to its previous body unless either body is dead. Reviving a body that died while possessed by a swapped mind causes that original mind to return to the revived body, which kills the body left mindless.

What You See

The creature resembles a mollusk with an iridescent, vaguely cone-shaped body about ten feet tall and a wide, snail-like foot. Four protrusions sprout from the dorsal side of the body: two claws, a grasping mouth, and a horrific head bristling with sensing tentacles.



THE GREAT RACE OF THE FUTURE

The great race has no interest in conquering humanoids. They have identified a future race—a species of beetle—as their next destination. These beetles live many millions of years in the future and are viewed by the great race as far superior to humanity for their future habitation.

The beetle-race is not gigantic, but small: no more than half a foot in length and weighing no more than 2-4 pounds. However, this species is a gestalt—a group mind—



and each grouping of several thousand beetles acts as a single individual. This also gives the beetles functional immortality: as a single beetle dies, new ones are born, and thus the gestalt goes on. Each beetle-gestalt has thousands of manipulatory appendages, millions of sense organs, and untold billions of brain cells (each beetle's brain combines into a great whole). They can communicate via colored biological lights.

FUTURE YITHIAN

Large swarm of Tiny aberrations, lawful neutral

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	21 (+5)	17 (+3)	23 (+6)	17 (+3)	17 (+3)

Saving Throws Dex +9, Int +10, Wis +7, Cha +7

Skills Arcana +10, History +14, Insight +7, Nature +10, Persuasion +7, Yog-Sothothery +11

Damage Resistances bludgeoning, fire, piercing, slashing

Damage Immunities acid

Condition Immunities grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13

Languages Aklo, Yithian, any 10 other languages, telepathy 100 ft.

Challenge 12 (8,400 XP)

Beetle Scout. At any time, the future yithian can send one of its constituent beetles away from its central swarm to observe. This individual has the same statistics as the swarm except it is Tiny, it has 12 hit points, its weapon damage is always the lower value, and it can't use Multiattack. The yithian's main swarm and Beetle Scout share the same pool of movement, action, reaction, and bonus action (so if its body has used an action and moved 10 feet, the Beetle Scout has only 15 feet of movement available and can't use an action this turn).

Illumination. As a bonus action, the future yithian can illuminate its space with dim light or extinguish its light.

Innate Spellcasting (Psionics). The yithian's spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *hold monster*, *modify memory*

1/day: *astral projection* (self only)

Keen Senses. The future yithian has advantage on Wisdom (Perception) checks.

Swarm Mind. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening

The **future Yithian** beetle race is just as much the great race as the cone-shaped echinoderms of the Mesozoic (at least once they were conquered), but they are rarer, since travel into the distant future is typically rarer than into the past.

large enough for a Tiny beetle. Because they are part of a shared consciousness, the swarm can regain hit points or gain temporary hit points. In addition, the swarm can coordinate the efforts of multiple beetles to form rudimentary limbs to manipulate objects (such as its *lightning gun*) as if it were a single Large creature.

When the swarm is reduced to 0 hit points or when the future yithian chooses to disperse itself as an action, 3d12 constituent beetles survive and escape, using the rules for a Beetle Scout. Only one carries the yithian's consciousness. It can shift between any of these surviving beetles but can't become a swarm again until it repopulates. Repopulating the swarm takes 30 days and ample food, or less if multiple beetles regroup in safety.

ACTIONS

Multiattack. The future yithian makes either two *lightning gun* attacks or four attacks in any combination with its Bites and Toxic Jets.

Bites. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the yithian has half of its hit points or fewer. In addition, the target must succeed on a DC 15 Constitution saving throw or take 18 (4d8) poison damage.

Lightning Gun (6/Day). *Ranged Spell Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 22 (3d10 + 6) lightning damage.

Toxic Jets. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 5 (2d4) acid damage, or 2 (1d4) acid damage if the yithian has half of its hit points or fewer. In addition, the target must succeed on a DC 15 Constitution saving throw or take 18 (4d8) poison damage.

Amnesia (Recharge 5–6). The yithian attempts to erase the memories of a creature it can communicate with telepathically. The target must make a DC 18 Intelligence saving throw. On a failure, it loses all memories except those the yithian chooses to leave intact and the yithian can choose to deal 82 (15d10) psychic damage to it. While amnesiac, the target can't apply its proficiency bonus on ability checks or Intelligence or Wisdom saving throws. A *remove curse* or *greater restoration* spell or similar magic cast on the target restores lost memories. If your game uses insanity and dread (see chapter 4), treat this as an insanity. A creature that succeeds on its saving throw takes half as much psychic damage and can't have its memory erased by *Amnesia* for 24 hours (although it still takes psychic damage if targeted again during that time).

Mind Swap. See **past yithian**.



YOTHANS

The reptiles of the red-litten cavern of Yoth are primordial things of the past: intelligent, repulsive, and cruel prehistoric reptiles. Their skill in bio-magical processes is the stuff of legend and may be the origin of many frightening subterranean forms of life.

The yothans are quadrupeds, large in size, and aggressive. They never act as simple monsters however, due to their intelligence, will typically use items and technological devices, and are known to wear armor and other defenses as they are useful. All yothans use their claws, fangs, and tail in combat, which combined with their bulk makes them dangerous indeed. They often lay ambushes, preferring to pounce on unwary prey.

These creatures are nearly extinct, though the Ancients of K'n Yan have managed to preserve a few. When left to their own devices, they tend sort themselves into three distinct categories: warriors, designers, and commanders.

A **yothan warrior** typically wears armor or other defenses, and can wield magical devices, attach weapons such as

blades to their limbs, and even screw envenomed titanium spikes onto its fangs to make its bite deadlier. Yothans often use surgery and magic to make warriors' venom glands hyperactive. A yothan warrior with a hyperactive venom gland has challenge rating 7 (2,900 XP) and deals 22 (4d10) poison damage on a failed save against its bite, or half as much damage on a successful one.

A **yothan designer** is responsible for creating the servitor entities which their species once used in great number. Designers are trained in magical and technological techniques which let them carve flesh like wax and generate entirely new purposes out of existing beings. When encountered, a designer is not generally equipped to defend itself beyond the significant natural defenses common to all yothans and the ability to inflict minor mutations on foes. Untrained yothans are similar to designers but lack the Reshape Flesh action.

The **yothan commander** is a storied creature now so rare that many consider them extinct. The few and mighty commanders were specially-raised and trained to control the multiplicity of loathsome entities that their civilization once ruled. Their power to project their will onto others





YOTHAN WARRIOR

Large dragon, lawful evil

Armor Class 17 (splint armor)

Hit Points 93 (11d10 + 33)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	14 (+2)	15 (+2)	16 (+3)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Yothan

Challenge 6 (2,300 XP)

Keen Sight. The yothan has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance. The yothan has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The yothan warrior makes three attacks: one with its bite, one with its claws, and one with its tail.

Bladed Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Reinforced Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must make a DC 13 Constitution saving throw; it takes 11 (2d10) poison damage on a failure, or half as much damage on a success.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

has never been limited to yothan creations, however. A commander is normally accompanied by a large number of slaves. Typically, it will have one or two servants who attend to it as valets or butlers, a few attendants with useful abilities, and a number of dangerous creatures it uses as bodyguards.

What You See



This lizard-like creature is larger than a horse and has numerous strange eyes.

YOTHAN DESIGNER CREATURES

A yothan designer might create all manner of horrifically transformed monsters for various purposes or to satisfy its perverse curiosity on a variety of topics. Tamer experiments might resemble an owlbear, pegasus, or chimera, but they can be far more creative. A designer could, for instance, turn a dragon into a smelting furnace. The dra-

YOTHAN DESIGNER

Large dragon, lawful evil

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	17 (+3)	15 (+2)	16 (+3)

Skills Arcana +5, Nature +5, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Yothan

Challenge 4 (1,100 XP)

Keen Sight. The yothan has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance. The yothan has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The yothan designer makes two different attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target must make a DC 13 Constitution saving throw; it takes 11 (2d10) poison damage on a failure, or half as much damage on a success.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Reshape Flesh. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* The target must make a DC 13 Constitution saving throw as its flesh transforms and weakens. On a failed save, its hit point maximum is reduced by 16 (3d10) and it is transformed in one of the following ways until undone with a *dispel magic* or *remove curse* spell or other magic that can remove a curse or end a spell. On a successful save, its hit point maximum is reduced by half as much until it finishes a short or long rest and it is not transformed.

Cripple Limb. One of the target's limbs becomes extremely hard to use, such as by stretching it to the point of weakness, shriveling muscle, or adding an unstable joint that bends the wrong way. The target has disadvantage on ability checks and attack rolls using that limb. It can't use that limb to wield a shield or provide somatic components. If the limb is one it uses for locomotion, its speed is reduced by 10 feet.

Melt Flesh. Seamless flesh covers one of the following: eyes, ears, or nose and mouth. It is blinded, deafened, or unable to breathe or speak, respectively. The flesh can be cut open as an action with a slashing or piercing weapon or tool, which deals 1d4 damage to the target and removes the condition.

Wither. The target's Strength or Dexterity score (yothan's choice) is reduced by 1d4, but not lower than 1.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.



YOTHAN COMMANDER

Large dragon, lawful evil

Armor Class 18 (plate armor)

Hit Points 186 (22d10 + 66)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	19 (+4)	15 (+2)	20 (+5)

Saving Throws Int +9, Wis +7, Cha +10

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Draconic, Yothan

Challenge 13 (10,000 XP)

Keen Sight. The yothan has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance. The yothan has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The yothan commander makes three attacks: one with its bite, one with its claws, and one with its tail. It can then use its Mind Control.

Bladed Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Enhanced Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must make a DC 15 Constitution saving throw; it takes 22 (4d10) poison damage on a failure, or half as much damage on a success.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Domination. A creature the commander can see that is paralyzed by its Mind Control is no longer paralyzed but becomes magically charmed for the same duration. The commander can dominate no more than ten creatures and must release a creature to use this action if it already has ten dominated.

Mind Control. A non-yothan creature the commander can see within 120 feet must make a DC 18 Wisdom saving throw, taking 33 (6d10) psychic damage and becoming charmed until the start of the commander's next turn on a failed save, or taking half as much damage on a successful one. This damage can't reduce the target's hit points below 1. If the target is reduced to 1 hit point, it becomes magically paralyzed for a duration depending on its saving throw. If the creature failed on its save, the condition lasts until the commander dies, the commander releases the creature (this doesn't require an action), or a *greater restoration* spell or similar magic is cast on the creature. If the creature succeeded on its save, the condition lasts until the start of the commander's next turn.

DRACONIC AMALGAM

Gargantuan dragon, unaligned

Armor Class 11 (natural armor)

Hit Points 261 (18d20 + 72)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	7 (-2)	18 (+4)	4 (-3)	13 (+1)	6 (-2)

Skills Perception +6

Damage Resistance acid, cold, fire, lightning, poison

Senses darkvision 60 ft., passive Perception 16

Languages

Challenge 12 (8,400 XP)

Magic Resistance. The draconic amalgam has advantage on saving throws against spells and other magical effects. This trait doesn't apply to magic from yothans.

Yothan Control. Magic that isn't cast by a yothan can't control a draconic amalgam's actions.

ACTIONS

Multiattack. The amalgam makes two attacks: one with a stinger pair and one with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature grappled by the amalgam. *Hit:* 42 (8d8 + 6) slashing damage and the target is restrained until the grapple ends.

Stinger Pair. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage and the target must make a DC 17 Constitution saving throw; it takes 24 (7d6) poison damage on a failure, or half as much damage on a success. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the amalgam can't attack with that pair of stingers and at the start of the amalgam's turn, the grappled creature must make a DC 17 Constitution saving throw, taking 49 (14d6) poison damage on a failure, or half as much damage on a success. The amalgam has three pairs of stingers, each of which can grapple one target.

conic amalgam, which incorporates components from numerous dragons to create something even more fearsome, is an example of their most ambitious work. A draconic amalgam is a flying horror with a dozen sets of wings and dangling, stinging tails.

What You See



This long serpent has a dozen wings of a half-dozen different colors and six stinging tails dangling along its scarred and sinuous length.



ZOOG

Zoogs are natives of the Dreamlands and well-known for their tricks and traps. All four of a zoog's limbs are clawed and form small prehensile hands. They are small rat-like beings, rarely weighing more than 20 pounds. For more about zoogs, see Chapter 2.

The **grove keeper** draws magic from and protects sacred or dangerous ruins within those forests, and it might lead a patrol of zoog trappers, direct them from afar, or use magic alone to stop intruders. The **zoog trapper** is the most common kind that adventurers might encounter lurking in a zoog forest.

GROVE KEEPER

Small humanoid (zoog), chaotic neutral

Armor Class 13 (18 with *shield*)

Hit Points 38 (7d6 + 14)

Speed 25 ft., burrow 10 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	15 (+2)	16 (+3)	12 (+1)	8 (–1)

Skills Arcana +5, History +5, Investigation +5, Nature +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Zoog

Challenge 4 (1,100 XP)

Pouches. The grove keeper has two small pouches, each of which can fit a palm-sized object. It can use the Use an Object action to retrieve an object within as a bonus action using its tail or facial tentacles.

Spellcasting. The grove keeper is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +5 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *mage hand*, *mending*, *message*, *prestidigitation*

1st level (4 slots): *alarm*, *feather fall*, *shield*

2nd level (3 slots): *alter self*, *enlarge/reduce*, *invisibility*, *scorching ray*

3rd level (3 slots): *glyph of warding*, *slow*

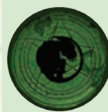
4th level (1 slot): *polymorph*

Trap Culture. Whenever the grove keeper makes an ability check with artisan's tools to create a trap or with thieves' tools to disable a trap, it is considered proficient with the tool. Whenever it makes a saving throw against a trap, it is considered proficient in the saving throw.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

What You See



This small, furry burrower has a bare, prehensile tail and a narrow, sharp-fanged mouth. Its nose is subdivided into many small tentacles that writhe constantly.

ZOOG TRAPPER

Small humanoid (zoog), chaotic neutral

Armor Class 13

Hit Points 10 (3d6)

Speed 25 ft., burrow 10 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	11 (+0)	14 (+2)	12 (+1)	8 (–1)

Skills History +4, Investigation +4, Nature +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Zoog

Challenge 1/4 (50 XP)

Pouches. The zoog has two small pouches, each of which can fit a palm-sized object. It can use the Use an Object action to retrieve an object within as a bonus action using its tail or facial tentacles.

Trap Culture. Whenever the zoog makes an ability check with artisan's tools to create a trap or with thieves' tools to disable a trap, it is considered proficient with the tool. Whenever it makes a saving throw against a trap, it is considered proficient in the saving throw.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.





APPENDIX 1: NONPLAYER CHARACTERS

This appendix includes humanoid NPCs meant to be used as minions or leaders for cults serving the Elder Influences described in Chapter 8. These stat blocks are assumed to be common humans or humanoid races, but could be ghouls, gnorri, or even stranger creatures with simple changes like size, type, and tag. Remember you can add racial traits to more precisely capture the right feel for a non-human race, such as using a zoog's movement speeds and traits in the zoog entry on page 34.

BLESSED BERSERKER

Medium humanoid (any race), any chaotic or evil alignment

Armor Class 14 (hide armor)

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (–1)	12 (+1)	13 (+1)

Saving Throws Str +5, Con +5; –1 on saving throws against *confusion*, insanity, and madness

Skills Perception +3, Survival +3, Yog-Sothothery +3

Senses passive Perception 13

Languages any language

Challenge 3 (700 XP)

Dark Devotion. The berserker has advantage on saving throws against being charmed or frightened.

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Smell Magic. The berserker automatically notices magic items and spells within 60 feet. It has advantage on Wisdom (Perception) checks to notice magic traps.

ACTIONS

Multiattack. The berserker makes three attacks: one with its bite and two with its weapons. It can use its Cannibalize or Howl of Lunacy in place of its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Cannibalize (1/Day). The berserker consumes a portion of humanoid flesh it carries or from a humanoid corpse within 5 feet. When it does so, it gains 5 temporary hit points that last for 1 hour. As long as the berserker has these temporary hit points, it has advantage on Constitution saving throws.

Howl of Lunacy. The berserker unleashes a terrifying howl. Up to four creatures of its choice within 60 feet that can hear it must each succeed on a DC 13 Wisdom saving throw or become magically frightened for 1 minute. Each frightened creature makes another saving throw at the end of each of its turns, ending the condition on itself on a success. The berserker can't choose the same creature again until it finishes a long rest.

A **blessed berkserker** is one of the elite warriors that serve dangerous cults like those of Ithaqua and Shub-Niggurath. Glimpses of entities beyond mortal comprehension have damaged a berserker's minds, make them extraordinarily unstable and dangerous.

CULT KILLER

Medium humanoid (any race), any evil alignment

Armor Class 13 (studded leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Con +5, –1 on saving throws against *confusion*, insanity, and madness

Skills Stealth +5, Survival +4, Yog-Sothothery +4

Senses passive Perception 12

Languages any language

Challenge 4 (1,100 XP)

Brute. A melee weapon deals one extra die of its damage when the killer hits with it (included in the attack).

Nimble Escape. On each of its turns, the cult killer can use a bonus action to take the Disengage or Hide action.

Dark Devotion. The killer has advantage on saving throws against being charmed or frightened.

Relentless. If the killer drops to 0 hit points and doesn't die outright, it must make a Constitution saving throw with a DC of 5 + the damage taken. On a success, the killer drops to 1 hit point instead.

Surprise Attack. If the killer surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. The killer uses its Frightful Presence. It then makes two attacks.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.



Angled Entry (Recharges after a Short or Long Rest). The killer teleports to a location it has seen before or has a good description of within 500 feet. It can also choose a destination by naming a distance and a direction. It arrives at the nearest unoccupied space to the location it means to arrive at that is within 5 feet of a sharp angle at least 5 feet across, such as a room corner or a doorway. The angle must be 120 degrees or less and must have a physical form; an image of an angle is insufficient.

Frightful Presence. Each creature of the killer's choice that is within 60 feet of the killer and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to all cult killers' Frightful Presences for the next 24 hours.

A **cult killer** commits murders inspired by mind-shattering brushes with Mythos forces or in payment for gifts of unnatural power. Killers with a more educated or urban background, especially those touched by the King in Yellow, Hastur, or Nyarlathotep, spend the rest of their time engaged in performance or art in the hopes of gaining more such glimpses. Other killers stalk forlorn places, simply seeking victims that seem like viable sacrifices in terrible rites. The most famous cult killers operate alone, but many serve organized cults.



CULT MASTERMIND

Medium humanoid (any race), any chaotic or evil alignment

Armor Class 13 (16 with *mage armor*)

Hit Points 81 (18d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Wis +6, Cha +9; –2 on saving throws against *confusion*, *insanity*, and *madness*

Skills Deception +9, History +6, Yog-Sothothery +6

Damage Resistances damage from spells

Senses truesight 30 ft., passive Perception 12

Languages any four languages

Challenge 12 (8,400 XP)

Innate Spellcasting. The mastermind's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells:

At will: *detect evil and good*, *disguise self*, *mage armor*, *phantasmal killer* (can't target same creature again for 24 hours)

1/day each: *cursed slumber* (see page 100), *eyebite*, *finger of death*, *glibness*, *plane shift*, *teleport*

Secret of Dimensions Unfathomed. When the mastermind damages a target with a warlock cantrip, the target must make a DC 17 Charisma saving throw. On a failed save, the target teleports to an unoccupied space of the mastermind's choice that it can see and that isn't hazardous to the target within 10 feet of the target's current location.

Spellcasting (Pact Magic). The mastermind is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (range 300 ft., pushes target 10 feet away), *minor illusion*, *poison spray*, *prestidigitation*

1st–5th level (4 5th-level slots): *banishment*, *bestow curse* (1/day), *blink*, *charm person*, *counterspell*, *dimension door*, *dispel magic*, *fly*, *greater invisibility*, *hold monster*, *identify*, *scrying*, *suggestion*

ACTIONS

Multiattack. The mastermind casts a spell (expending a use or spell slot as normal). It then either casts a cantrip or makes a dagger attack.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 40/120 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Counterspell. The mastermind knows *counterspell*, which it can cast as a reaction.

Interdimensional Escape. When the mastermind is hit by an attack or included in a spell or effect, it can cast *blink* as a reaction, expending a spell slot as normal. It immediately roll a d20, becoming ethereal and negating the triggering attack, spell, or effect on a result of 11 or higher. The spell functions normally thereafter.

Cult masterminds lead cults to exploit grand eldritch pacts, generally using the connections a city offers. They often worship Hastur, the King in Yellow, Nyarlathotep, Tsathoggua, and Yog-Sothoth.



OBSESSED ARTIST

Medium humanoid (any race), any chaotic or evil alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +4, Cha +4; -1 on saving throws against confusion, insanity, and madness

Skills Arcana +3, Perception +6, Performance +4, Yog-Sothothery +6

Senses passive Perception 16

Languages any two languages

Challenge 2 (450 XP)

Bardic Inspiration (2/Short or Long Rest). As a bonus action, the artist can grant an ally that can hear it a d8 inspiration die if it doesn't already have one. Once, within 10 minutes, the target can roll the die after rolling an ability check, attack roll, or saving throw but before the GM declares success or failure. The result is added to the total.

Eldritch Symbolism. The obsessed artist has advantage on Intelligence (Arcana), Intelligence (Investigation), and Wisdom (Perception) checks to notice, identify, or bypass magic writing and magic traps. It also has advantage on saving throws against magic traps and the effects of magic items.

It can expend two Bardic Inspiration dice to cast *glyph of*

warding without expending a spell slot as an action.

Spellcasting. The artist is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following bard spells:

Cantrips (at will): *message*, *minor illusion*, *vicious mockery*

1st level (4 slots): *cure wounds*, *hideous laughter*, *sleep*

2nd level (3 slots): *enthrall*, *silence*, *shatter*

3rd level (3 slots): *bestow curse*, *fear*, *stinking cloud*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Portrait of Perfect Likeness. The artist can expend a Bardic Inspiration die to cast *polymorph* without expending a spell slot. It assumes the form of an aberration or monstrosity with challenge rating 1 or less.

Obsessed Artists are inspired by dreams to bring terrible visions into reality, or else fight with themselves over how to effectively channel their dark inspiration. They often dwell in picturesque or cheap but cursed coastal towns, travel by sea to exotic destinations, or sink into the intellectual circles of port cities. They often willingly or unwillingly serve the interests of Cthulhu, Dagon, Hastur, Hydra, the King in Yellow, or Mythos ghoul conspiracies.

URBANE MAGICIAN

Medium humanoid (any race), any chaotic or evil alignment

Armor Class 15 (mage armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5

Skills Arcana +4, Deception +5

Damage Resistances damage from spells

Senses passive Perception 11

Languages any three languages

Challenge 3 (700 XP)

Innate Spellcasting. The magician's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells:

At will: *disguise self*, *mage armor*



Secret of Time's End. Whenever the magician deals damage with a warlock spell, the target's hit point maximum is reduced by the damage it took for 1 hour. If the magician reduces the target to 0 hit points, the magician gains 5 temporary hit points. If the magician reduces the target's hit point maximum to 0, it dies.

Spellcasting (Pact Magic). The magician is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast* (pushes target 10 feet away), *minor illusion*

1st–3rd level (2 3rd-level slots): *invisibility*, *identify*, *misty step*, *moonbeam*, *see invisibility*, *slow*, *suggestion*

ACTIONS

Multiattack. The urbane magician makes two weapon attacks.

Pact Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) force damage.

REACTIONS

Magical Defiance. When a creature hits the magician with an attack, the magician casts a cantrip on the attacker or makes a weapon attack on it.

An **urbane magician** has made a pact with a Mythos entity to gain raw power or prestige. Depending on alignment, the magician might hope to protect a city from seemingly more pressing enemies, gain influence for selfish ends, or destroy it all in vengeance for some real or perceived slight. Urbane magicians often make their pacts with Atlach-Nacha, Azathoth, Cthugha, Ghatanothoa, Gobogeg, Great Cthulhu, Hastur, the King in Yellow, Nyarlathotep, Nyogtha, Quachil Utaus, Rhan-Tegoth, Tsathoggua, or Tuzscha.

WITCH OF THE WOODS

Medium humanoid (any race), any chaotic or evil alignment

Armor Class 15 (natural armor)

Hit Points 60 (10d8 + 10 + 5)

Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	13 (+1)	14 (+2)	17 (+3)

Saving Throws Wis +5, Cha +6; –1 on saving throws against *confusion*, insanity, and madness

Skills Arcana +4, Nature +4, Yog-Sothothery +5

Senses passive Perception 12

Languages any two languages

Challenge 7 (2,900 XP)

Alien Perspective. The witch has advantage on saving throws against effects that would give it the charmed condition, frightened condition, insanity, confusion, madness, or any effect that would cause its actions to be erratic or randomly determined.

Innate Spellcasting. The witch's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells:

At will: *false life**, *jump*, *speak with animals*, *speak with dead*

*The witch casts this spell before combat.

Spellcasting (Pact Magic). The witch is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following warlock spells:

Cantrips (at will): *minor illusion*, *poison spray*, *prestidigitation*, *true strike*

1st–5th level (2 5th-level slots): *alter self*, *bestow curse* (1/day), *blight*, *confusion*, *contagion*, *cure wounds*, *fly*, *greater invisibility*, *polymorph* (can be a monstrosity), *suggestion*, *teleportation circle*

ACTIONS

Multiattack. The witch casts a spell (expending a use or spell slot as normal). It then makes two attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Mutant Defiance. When a creature within 5 feet of the witch damages it, the witch makes a claw attack against that creature.

A **witch of the woods** has been physically transformed by the gifts of an Elder Influence patron. Such a witch often works for cults in wilderness areas, venturing into urban areas only as necessary to gather resources or sacrifices for the cult. Depending on one's alignment, a witch might not revere a patron, but rather serve it in payment for power that the witch wants for unrelated reasons. Witches of the woods most often work for Chaugnar Faugn, Ithaqua, Mother Hydra, Nyarlathotep, Shub-Niggurath, Yig, or Yog-Sothoth.





APPENDIX 2: ENCOUNTER TABLES

This appendix provides lists of monsters likely to be encountered together. While you can roll randomly on the tables, they are also useful as templates for building your own encounters for your campaign using groups of thematically related monsters. Each table is broken down into groups by average party level, assuming a party of four characters. For epic fights in which characters face a serious risk of death unless they flee or are well-prepared, increase the party's average level by an amount appropriate for their actual average level: an increase of one if they are low-level, of four if they are between 5th level and 8th level, of five if they are between 9th and 11th level, or of six if they are at least 12th level. Note that encounters with individual creatures that aren't legendary tend to be easier than their challenge rating suggests. If the party has five or more members, treat the group as one level higher per member they have beyond four. If the party has three members, treat the group as one level lower.

New monsters are found in Chapter 9. A few encounters include standard monsters or NPCs, which are in bold text.

ALIENS

Alien encounters are the most versatile and might appear anywhere that the Mythos intrudes from space or from another dimension. Elder Influences likely to appear from the stars or another dimension include Atlach-Nacha, Azathoth, Byatis, Cthugha, Ghroth, Great Cthulhu, Gobogeg, Hastur, Ithaqua, Nyarlathotep, Rhan-Tegoth, and Shub-Niggurath.

Moon-beasts might only be found in the Dreamlands, depending on your setting.

Alien Encounters (Levels 1–4)

d100	Encounter
01–04	1d20 scholar brain cylinders
05–07	1 sorcerer brain cylinder
08–15	1 moon-beast
16–25	1d4 immature slime molds
26–36	1 favored one of Nyarlathotep
37–44	Glistening ectoplasm appears on a random surface, stinking with an unrecognizable odor
45–50	1d3+1 shadows
51–60	1 servitor of the Outer Gods
61–65	2 sorcerer brain cylinders
66–75	1d4+4 immature slime molds
76–87	1d3+1 moon-beasts
88–100	1 byakhee

Alien Encounters (Levels 5–7)

d100	Encounter
01–06	2 servitors of the Outer Gods
07–10	2d4 sorcerer brain cylinders
11–18	1 mi-go scout

19–26	1 shantak
27–34	3d4+6 immature slime molds
35–49	2 byakhee
50–58	1 flesh golem control drone (brain cylinder)
59–67	1d3+1 favored ones of Nyarlathotep
68–76	1 eremite symbiont
77–84	1 fire vampire
85–91	1 flesh golem control drone operated by a sorcerer brain cylinder
92–100	1 moon-priest and 1 moon-beast

Alien Encounters (Levels 8–10)

d100	Encounter
01–07	A crater containing a spongy meteorite, surrounded by a region utterly devoid of color
08–14	1 colour out of space
15–21	1 slime mold and 1d4 immature slime molds
22–28	1 star vampire
29–34	1 mi-go warrior
35–45	2 mi-go scouts
46–56	2 shantaks
57–67	1 elder thing
68–79	1 dimensional shambler
80–88	1d4+2 servitors of the Outer Gods
89–100	1 slime mold and 3d4+4 immature slime molds

Alien Encounters (Levels 11–13)

d100	Encounter
01–11	1d4+2 byakhee
12–17	1 control drone (brain cylinder)
18–28	1 moon-vassal and 1d3 moon-beasts
29–34	2 flesh golem control drones
35–43	2 fire vampires
44–51	1 control drone operated by a sorcerer brain cylinder
52–59	1 larval starspawn
60–67	1 dracoform eremite symbiont
68–84	3d4+6 sorcerer brain cylinders
85–100	1 eremite

Alien Encounters (Levels 14–16)

d100	Encounter
01–06	1d4+2 mi-go scouts
07–13	1d4+2 shantaks
14–20	1 hunting horror
21–27	2 slime molds
28–34	2 mi-go warriors
35–50	1d6+6 servitors of the Outer Gods
51–67	1 mi-go dimension walker and 1 mi-go scout
68–84	2 elder things
85–100	1 windwalker wendigo



Alien Encounters (Levels 17–20)

d100	Encounter
01–12	1d4+6 byakhee
13–25	2 dimensional shamblers
26–38	1 eye of the watcher
39–50	1d4 mi-go scouts and 1d3 flesh golem control drones (brain cylinder)
51–56	1d4+2 fire vampires
57–62	2 control drones (brain cylinder)
63–69	1 dracoform eremite
70–75	3 slime molds
76–83	1d4+2 mi-go warriors
84–90	2 larval starspawn
91–100	1 abyssal custodian

Alien Encounters (Epic Fights for Levels 15–17)

d100	Encounter
01–17	1 starspawn
18–34	1d3+2 slime molds
35–46	3 elder things
47–58	2 hunting horrors
59–67	1d4+6 shantaks
68–77	1d3+6 mi-go scouts
78–85	1d4+10 byakhee
86–95	4 elder things
96–100	2 windwalker wendigos

Alien Encounters (Epic Fights for Levels 18–20)

d100	Encounter
01–17	3 control drones (brain cylinder)
18–34	1d3+2 dimensional shamblers
35–50	3 larval starspawn
51–67	5 elder things
68–74	2 eyes of the watcher
75–81	1d4+6 fire vampires
82–87	1d3+9 mi-go scouts
88–94	3 hunting horrors
95–100	6 elder things



ANCIENT PAST

Ancient past encounters are appropriate in conjunction with *gates* (see page 125) connected to other times. They can also result from magic performed by cultists or servants of Atlach-Nacha, Bokrug, Great Cthulhu, Rhan-Tegoth, Ubbo-Sathla, and Yog-Sothoth.

Ancient Past Encounters (Levels 1–4)

d100	Encounter
01–08	2 lizardfolk
09–17	1d3 swarms of insects
18–25	1d4 gray oozes
26–38	1 ochre jelly
39–50	1 giant constrictor snake

51–60	1d4+2 lizardfolk
61–75	1 serpentfolk
76–90	1 yothan designer
91–100	2 giant constrictor snakes

Ancient Past Encounters (Levels 5–7)

d100	Encounter
01–14	2 serpentfolk
15–22	1 serpentfolk and 1 gelatinous cube
23–28	1 giant crocodile
29–34	1 triceratops
35–51	1 hound of Tindalos
52–67	1 yothan warrior
68–84	2 yothan designers
85–100	2 serpentfolk and 1 ochre jelly

Ancient Past Encounters (Levels 8–10)

d100	Encounter
01–17	1d4+2 serpentfolk
18–34	1 tyrannosaurus rex
35–45	1 elder thing
46–56	1 serpent alchemist
57–67	1 yothan warrior and 1 yothan designer
68–84	1 flying polyp with 1 body
85–100	1 aboleth

Ancient Past Encounters (Levels 11–13)

d100	Encounter
01–10	2 hounds of Tindalos
11–20	1 past yithian
21–27	2 yothan warriors
28–34	2 serpentfolk riding 2 triceratops
35–50	1 serpent alchemist and 1d3 serpentfolk
51–67	1 elder thing and 1 triceratops
68–84	1 yothan commander controlling 1d4+2 lizardfolk
85–100	1 elder thing using a <i>twsha</i> to control 1 proto-shoggoth

Ancient Past Encounters (Levels 14–16)

d100	Encounter
01–17	1 serpent alchemist and 1d4+3 serpentfolk
18–34	1 yothan designer and 2 yothan warriors
35–51	1 flying polyp with 2 bodies
52–67	1d6+6 serpentfolk
68–78	1 shoggoth
79–89	2 elder things
90–100	1 yothan commander controlling 1d3+3 serpentfolk

Ancient Past Encounters (Levels 17–20)

d100	Encounter
01–13	1d4+2 hounds of Tindalos
14–25	1d4+2 yothan warriors
26–38	1d3+1 yothan designers and 1d3+1 yothan warriors
39–50	1 yothan commander controlling 1d4 serpentfolk, 1 giant crocodile, and 1d4 lizardfolk
51–62	1 flying polyp with 3 bodies
63–75	2 serpent alchemists and 1d3 serpentfolk
76–88	2 past yithians
89–100	1 flying polyp with 4 bodies



Ancient Past Encounters (Epic Fights for Levels 15–17)

d100	Encounter
01–11	1 flying polyp with 5 bodies
12–22	1 starspawn
23–28	2 elder things using <i>twsha</i> to control 2 proto-shoggoths
27–34	1 elder thing using a <i>twsha</i> to control 1 shoggoth
35–45	3 elder things
46–56	1 yothan commander controlling 1 elder thing and 1d4+2 serpentfolk
57–67	3 serpent alchemists and 1d4+1 serpentfolk
68–78	1 flying polyp with 6 bodies
79–89	4 elder things
90–100	3 past yithians

Ancient Past Encounters (Epic Fights for Levels 18–20)

d100	Encounter
01–09	2 flying polyps with 3 bodies each
10–17	1d3+6 yothan warriors
18–25	1 yothan commander controlling 1 elder thing, 1 past yithian, and 1d3+1 serpentfolk
26–34	4 serpent alchemists and 1d4+2 serpentfolk
35–42	3 larval starspawn
43–50	5 elder things
51–59	1d4+6 hounds of Tindalos
60–67	2 shoggoths
68–76	1 flying polyp with 7 bodies
77–86	4 past yithians
87–93	6 elder things
94–100	1d3+1 elder things, two of which use <i>twsha</i> to control a shoggoth each

DREAMLANDS AND PLATEAU

The Dreamlands are home to a wide variety of strange creatures. Their most famous and distinctive denizens

tend to be found in forbidding highlands like the Plateau of Leng. If your game features Dreamlands creatures in the Material Plane, they are likely to be found in mountains and plateaus. Elder Influences that might appear in the Dreamlands or highlands include Atlach-Nacha, Azathoth, Great Cthulhu, and Nyarlathotep.

Dreamlands and Plateau Encounters (Levels 1–4)

d100	Encounter
01–04	1d4 Mythos ghouls
05–10	1d4 Leng folk
11–17	1 voonith
18–25	2 wamps
26–33	1 Mythos ghastr and 1 Mythos ghoul
34–42	1 moon-beast and 1d4 Leng folk
43–50	1 obsessed artist
51–55	2 vooniths
56–60	1 crypt lurker and 1 Mythos ghoul
61–65	1d4+2 wamps
66–70	1d4+4 Mythos ghouls
71–75	1d4+4 Leng folk
76–87	2 Mythos ghastrs
88–100	1d3+1 moon-beasts

Dreamlands and Plateau Encounters (Levels 5–7)

d100	Encounter
01–05	2 crypt lurkers (Mythos ghoul)
06–10	1d4+6 wamps
11–15	3d4+6 Leng folk in a caravan or raiding party
16–19	3d4+6 Mythos ghouls
20–23	1 Ulthar champion on a quest with 1 Dreamlands cat companion
24–28	1 shantak
29–34	1d4+2 nightgaunts
35–40	1 Leng necromancer and 1d4 Leng folk or zombies
41–46	1 Leng spider
47–53	1 charnel whisperer and 1d4+4 Mythos ghouls
54–60	Boulder-capped pit (Leng spider trap)





61–67	1d3+1 obsessed artists
68–78	1d4+2 Mythos ghosts
79–89	1 moon-priest and 1 moon-beast
90–100	1 Leng spider with a web net trap

Dreamlands and Plateau Encounters (Levels 8–10)

d100	Encounter
01–17	1 gug
18–34	Boulder pendulum (Leng spider trap)
35–42	1d8+10 wamps
43–49	2 Ulthar champions (Dreamlands cat) on a perilous quest
50–57	1 old Leng spider with a web net trap
58–67	2 shantaks
68–84	1d4+2 Mythos ghouls, each riding or leading a Mythos ghastr
85–100	1d4+2 servitors of the Outer Gods

Dreamlands and Plateau Encounters (Levels 11–13)

d100	Encounter
01–12	2 Leng spiders
13–23	1 grave sage and 1d6 Mythos ghouls
24–34	1 moon-vassal and 1d6 Leng folk
35–51	1d4+6 nightgaunts
52–67	1d4+8 Leng folk, 1 Leng necromancer, and 1 moon-priest
68–78	1 bhole hatchling
79–89	1d6+6 Mythos ghosts
90–100	1 Leng spider with a boulder pendulum trap

Dreamlands and Plateau Encounters (Levels 14–16)

d100	Encounter
01–17	2 gugs
18–34	1d4+2 shantaks
35–51	1d4+6 crypt lurkers (Mythos ghastr)
52–67	1d4+10 nightgaunts
68–84	2 old Leng spiders
85–100	3 Leng necromancers and 2d8 zombies

Dreamlands and Plateau Encounters (Levels 17–20)

d100	Encounter
01–13	1d4+2 Leng spiders
14–25	2 Leng necromancers, 1 assassin, and 2d6+4 Leng folk
26–37	1 grave sage and 1d4+2 crypt lurkers (Mythos ghastr), each riding a Mythos ghastr
38–50	Boulder-capped pit trap that attracts 1d4+1 Leng spiders
51–61	1d4+10 crypt lurkers (Mythos ghastr)
62–75	1 bhole
76–87	1d4+14 nightgaunts
88–100	1d4+2 gugs

Dreamlands and Plateau Encounters

(Epic Fights for Levels 15–17)

d100	Encounter
01–10	2 bhole hatchlings
11–17	3 old Leng spiders
18–24	Boulder pendulum trap that attracts 1d4+3 Leng spiders
25–34	1 starspawn
35–52	1d4+6 shantaks
53–67	1d4+7 crypt lurkers and 2 grave sages

68–84	(Mythos ghastr), each riding a Mythos ghastr Boulder pendulum trap that attracts 1d3+2 old Leng spiders
85–100	3 grave sages (Mythos ghastr) riding Mythos ghosts

Dreamlands and Plateau Encounters

(Epic Fights for Levels 18–20)

d100	Encounter
01–17	2 boulder pendulum traps; the first one attracts 1d4+4 Leng spiders
18–34	3 grave sages and 1d4+1 crypt lurkers (Mythos ghastr), each riding a Mythos ghastr
35–51	5 old Leng spiders
52–67	1d4+6 Leng spiders
68–78	6 old Leng spiders
79–89	2 bholes
90–100	3 bhole hatchlings

HILL COUNTRY

Hill country and forests hide many creatures never imagined by city folk. Elder Influences that might appear in hills or forests include Bokrug, Byatis, Chaugnar Faugn, Quachil Uttaus, Shub-Niggurath, Yig, and Yog-Sothoth.

Zoogs might only be found in Dreamlands forests, depending on your setting.

Hill Country Encounters (Levels 1–4)

d100	Encounter
01–04	1d3 Tcho-Tcho
05–08	1d4 zoogs
09–13	2 Mythos satyrs
14–17	1 outer mutant scout
18–21	1d8 tribal warriors
22–25	1 acolyte and 1d6 cultists
26–39	1d3+3 Tcho-Tcho
40–50	1 cult fanatic and 1 tribal warrior
51–58	1 outer mutant priest
59–67	1d4+2 Mythos satyrs
68–75	1 blessed berserker
76–79	1 okkator assassin (Tcho-Tcho)
80–83	1d6+6 Tcho-Tcho
84–87	1d4+1 outer mutant scouts
88–91	1 cult killer
92–95	3d4+2 zoogs
96–100	1 grove guardian and 1d4 zoogs

Hill Country Encounters (Levels 5–7)

d100	Encounter
01–13	1d6+6 Mythos satyrs
14–21	1 ghost of Ib (Bokrug in Chapter 8)
22–34	1 adolescent dark young and 2 Mythos satyrs
35–45	2 Tcho-Tcho and 1 masked okkator
46–56	1d6+12 Tcho-Tcho
57–67	1 scion of Chaugnar Faugn (Chapter 8) and 1d4 Tcho-Tcho
68–78	2 okkator assassins (Tcho-Tcho)
79–89	2 cult killers
90–100	1d4+5 outer mutant scouts



Hill Country Encounters (Levels 8–10)

d100	Encounter
01–14	1d3+1 blessed berserkers
15–20	A corpse floats to the surface of a river nearby with unearthly burns and surgical marks
21–34	1 witch of the woods and 1d4+2 Mythos satyrs
35–51	2 adolescent dark young
52–67	1 outer abomination and 1d3 outer mutant scouts
68–78	1 adult dark young and 1d4 Mythos satyrs
79–89	2 grove guardians and 3d6 zoogs
90–100	2 outer mutant priests and 1d4+3 outer mutant scouts

Hill Country Encounters (Levels 11–13)

d100	Encounter
01–11	1d4+2 okkator assassins (Tcho-Tcho)
12–22	2 masked okkator (Tcho-Tcho)
23–34	1d4+9 outer mutant scouts
35–48	2 outer mutant scouts and 1 thrall of Yog-Sothoth
49–61	1d4+4 blessed berserkers
62–67	A remote hillside reeks with an obviously unnatural odor, originating at a moldering farmhouse whose wall has obviously been pushed down from inside
68–78	1d4+2 Mythos satyrs and 1 high priest of Shub-Niggurath
79–89	1 witch of the woods and 1d4+1 blessed berserkers
90–100	1 outer abomination, 1d4+2 outer mutant scouts, and 1d4 cult fanatics

Hill Country Encounters (Levels 14–16)

d100	Encounter
01–10	1d4+2 adolescent dark young
11–18	1d4+2 outer mutant priests and 1 outer abomination
19–27	2 witches of the woods and 2d6 cultists
28–34	1d4+13 outer mutant scouts
35–45	1 mature dark young and 1d4 Mythos satyrs
46–56	1 outer spawn
57–67	2 outer abominations
68–80	1d4+11 mythos satyrs and 1 high priest of Shub-Niggurath preparing to sacrifice 2d6 commoners
81–88	A lonesome shrine to Shub-Niggurath or Byatis
89–100	1 high priest of Shub-Niggurath (Mythos satyr) and 1d4+1 cult killers

Hill Country Encounters (Levels 17–20)

d100	Encounter
01–06	1d4+2 masked okkator (Tcho-Tcho)
07–13	2 adult dark young
14–19	1d4+8 blessed berserkers
20–25	3 witches of the woods
26–37	2 masked okkators, 1d3+1 okkator assassins (Tcho-Tcho), and 1 scion of

Chaugnar Faugn (Chapter 8)

38–50	1 thrall of Yog-Sothoth (outer mutant) and 1 outer abomination
51–62	1 daughter of Shub-Niggurath
63–75	1 high priest of Shub-Niggurath, 2d6 Mythos satyrs, and 1d4+4 blessed berserkers
76–82	1 outer spawn and 1 thrall of Yog-Sothoth (outer mutant)
83–89	1 daughter of Shub-Niggurath in her lair
90–94	1d4+10 blessed berserkers
95–100	1d3+3 blessed berserkers and 3 witches of the woods

Hill Country Encounters (Epic Fights for Levels 15–17)

d100	Encounter
01–17	3 outer abominations
18–34	1 daughter of Shub-Niggurath and 1d3 adolescent dark young
35–45	1d4+2 blessed berserkers and 1 high priest of Shub-Niggurath (Mythos satyr)
46–56	1 outer spawn and 2 outer abominations
57–67	1d3+3 witches of the woods
68–84	2 mature dark young
85–100	4 outer abominations

Hill Country Encounters (Epic Fights for Levels 18–20)

d100	Encounter
01–11	1d3+2 adult dark young
12–18	1d4+2 blessed berserkers and 4 witches of the woods
19–28	1 daughter of Shub-Niggurath, 1 high priest of Shub-Niggurath (Mythos satyr), and 2d6 blessed berserkers
29–34	1d4+14 blessed berserkers
35–51	1d4+6 adolescent dark young
52–67	5 outer abominations
68–80	1 daughter of Shub-Niggurath and 1d4+1 adult dark young
81–93	6 outer abominations
94–100	3 mature dark young

POLES

Areas of extreme cold preserve a few living fragments of ancient civilizations that long predate humanoid civilization. Elder Influences that might appear in the frozen wastes include Gobogeg, Ithaqua, and Rhan-Tegoth.

Polar Encounters (Levels 1–4)

d100	Encounter
01–13	1 outer mutant scout
14–25	2d6 tribal warriors
26–38	1 ravenous wendigo
39–50	1d4 acolytes and 1d6 tribal warriors
51–63	1 blessed berserker
64–75	1 outer mutant priest
76–87	1d4+1 outer mutant scouts
88–100	2 ravenous wendigos

Polar Encounters (Levels 5–7)

d100	Encounter
01–14	2 blessed berserkers



15–28	1d3+1 cult fanatics
29–34	A pile of humanoid bones with human teethmarks
35–50	1 cult fanatic and 1d3 berserkers
51–67	1 blessed berserker and 1d4 outer mutant scouts
68–84	1 witch of the woods and 1d6 cultists
85–100	1d4+5 outer mutant scouts

Polar Encounters (Levels 8–10)

d100	Encounter
01–17	1d4+2 ravenous wendigos
18–34	1d3 blessed berserkers and 1 outer mutant priest
35–44	1 proto-shoggoth
45–54	1 elder thing
55–67	1 outer abomination and 1d3 outer mutant scouts
68–84	1d4+2 blessed berserkers
85–100	2 outer mutant priests and 1d4+3 outer mutant scouts

Polar Encounters (Levels 11–13)

d100	Encounter
01–14	1 gnoph-keh
15–20	A long trail of bloody footprints, increasingly distant one to the next, until the final steps are 50 feet apart leading into an empty field completely free of tracks
21–34	1 remorhaz
35–51	1d4+6 ravenous wendigos
52–67	2 outer mutant scouts and 1 thrall of Yog-Sothoth
68–84	1 witch of the woods and 1d4+1 blessed berserkers
85–100	2d4+10 outer mutant scouts

Polar Encounters (Levels 14–16)

d100	Encounter
01–17	1d4+2 outer mutant priests and 1 outer abomination
18–34	2 witches of the woods and 2d6 tribal warriors
35–44	1 outer spawn
45–54	2 outer abominations
55–67	1d4+6 blessed berserkers
68–73	2 elder things
74–80	2 proto-shoggoths
81–89	1 shoggoth
90–100	1 windwalker wendigo

Polar Encounters (Levels 17–20)

d100	Encounter
01–13	1d4+10 ravenous wendigos
14–25	3 witches of the woods
26–36	1 thrall of Yog-Sothoth (outer mutant) and 1 outer abomination
37–50	1d4+3 blessed berserkers and 2 witches of the woods
51–64	2 gnoph-keh
65–75	1 windwalker wendigo and 1d3+3 ravenous wendigos
76–83	A cyclopean ruined hall that somehow

	loops back on itself on the inside despite being nearly straight on the outside
84–91	1 outer spawn and 1 thrall of Yog-Sothoth (outer mutant)
92–100	1d4+10 blessed berserkers

Polar Encounters (Epic Fights for Levels 15–17)

d100	Encounter
01–06	3 elder things
07–14	3 outer abominations
15–22	3 proto-shoggoths
23–34	1d4+14 ravenous wendigos
35–50	1d3+3 witches of the woods
51–67	1 windwalker wendigo and 1d4+9 ravenous wendigos
68–73	4 elder things
74–81	4 outer abominations
82–89	4 proto-shoggoths
90–100	2 windwalker wendigos

Polar Encounters (Epic Fights for Levels 18–20)

d100	Encounter
01–17	1 windwalker wendigo and 1d4+13 ravenous wendigos
18–25	1d4+14 blessed berserkers
26–34	1d4+2 blessed berserkers and 4 witches of the woods
35–39	5 elder things
40–48	3 gnoph-keh
49–53	5 outer abominations
54–58	5 proto-shoggoths
59–67	2 shoggoths
68–76	6 elder things
77–87	6 outer abominations
88–100	6 proto-shoggoths





SEA AND COAST

These encounters can be rolled on the coast or at sea. Deep waters hide vast realms inhabited by creatures that consider humanoids mere pests. It is also home to strange mortals such as the alien gnorri. In addition to aquatic creatures, the sea and its coasts are also traveled by sailors of many sorts, such as Leng slavers, various cultists, and those utterly unaware of the terrible forces dead but sleeping far below. Elder Influences that might appear at sea include Bokrug, Father Dagon, Ghatanothoa, Great Cthulhu, and Mother Hydra.

Leng folk and gnorri might only be found in Dreamlands seas, depending on your setting.

Sea Encounters (Levels 1–4)	
d100	Encounter
01–06	1d8 deep one hybrid cultists
07–12	1 deep one
13–18	2 gnorri
19–25	1d4 Leng folk in a boat
26–34	1 obsessed artist
35–50	Ship carrying 1d6+4 cultists
51–59	1d4+8 deep one hybrid cultists
60–67	1d4+2 gnorri
68–75	Light skiff crewed by 1d4+4 Leng folk
76–88	1d4+1 deep ones
89–100	Ship carrying 1 obsessed artist and 1d4+2 deep one hybrid cultists

Sea Encounters (Levels 5–7)	
d100	Encounter
01–07	1d4+6 gnorri
08–20	1 deep one scion priest and 1d6 deep one hybrid cultists
21–27	Ship crewed by 1 bandit captain and 2d6 Leng folk
28–34	Ship crewed by 3d4+6 Leng folk
35–46	1d4+5 deep ones
47–55	An overturned rowboat splattered with blood and unnatural ichor
56–67	Ship carrying 2 obsessed artists and 1d4+4 cultists
68–79	Ship crewed by 1 deep one scion priest and 2d4+11 deep one hybrid cultists
80–88	A shattered fragment of an <i>Elder Sign</i> glinting on the sea floor
89–100	Ship crewed by 2 bandit captains and 2d4+3 Leng folk

Sea Encounters (Levels 8–10)	
d100	Encounter
01–17	Ship crewed by 1 Leng necromancer, 1d6+2 Leng folk, and 1d6+2 zombies
18–34	1 deep one scion priest and 1d4+1 deep ones
35–44	1 elder thing
45–53	A drifting, empty ship covered in stinking slime except for a set of navigator's tools and a series of star charts showing a totally alien sky
54–67	1 proto-shoggoth

68–84	2 deep one scion priests and 2d6 deep one hybrid cultists
85–100	1 aboleth controlling 1d3 deep ones

Sea Encounters (Levels 11–13)	
d100	Encounter
01–17	1d6+9 deep ones
18–34	1 deep one bishop and 2d4 deep one hybrid cultists
35–51	1d3+1 deep one scion priests
52–67	1 larval starspawn
68–84	1 deep one scion priest, another using a <i>twsha</i> to control 1 proto-shoggoth, and 1d4 deep ones
85–100	1 aboleth controlling 1d6+6 deep ones

Sea Encounters (Levels 14–16)	
d100	Encounter
01–17	2 Leng necromancers sailing with a crew of 3d6 zombies
18–34	1 larval starspawn and 2d4+1 deep ones
35–51	1 deep one bishop, 1 deep one scion priest, and 1d4 deep ones
52–67	1 Leng necromancer, 2 gladiators , and 1d6+6 Leng folk
68–76	4d4+8 deep ones
77–84	2 elder things
85–93	1 shoggoth
94–100	2 proto-shoggoths

Sea Encounters (Levels 17–20)	
d100	Encounter
01–13	1 deep one bishop, 2 deep one scion priests, and 2d6 deep ones
14–25	2 Leng necromancers, 1 assassin , and 2d6+4 Leng folk
26–36	2 aboleths controlling 1d4+2 deep ones
37–50	1 larval starspawn and 1d3+1 deep one scion priests
51–62	1d4+1 deep one scion priests and 6d4 deep ones
63–75	1 deep one bishop controlling 1 shoggoth with a <i>twsha</i>
76–86	1 deep one bishop, 1 deep one scion priest using a <i>twsha</i> to control 1 proto-shoggoth, and 2d4 deep ones
87–100	2 larval starspawn

Sea Encounters (Epic Fights for Levels 15–17)	
d100	Encounter
01–10	3 elder things
11–20	3 proto-shoggoths
21–34	1 starspawn
35–50	3 aboleths controlling 2d6 deep ones
51–67	2 deep one scion priests and another two using <i>twsha</i> to control 2 proto-shoggoths
68–84	4 elder things
85–100	4 proto-shoggoths

Sea Encounters (Epic Fights for Levels 18–20)	
d100	Encounter
01–17	1d3+2 aboleths controlling 2d4 deep ones
18–34	2 shoggoths



35–43	2 deep one scion priests controlling 2 shoggoths with <i>twsha</i>
44–50	5 elder things
51–57	5 proto-shoggoths
58–67	3 larval starspawn
68–78	3 deep one bishops, 1d4+1 deep one scion priests, and 2d6+2 deep ones
79–89	6 elder things
90–100	6 proto-shoggoths

UNDERGROUND

Dark caverns hide terrible forces, often of extraordinary age or horrific nature. They might lurk just underneath a graveyard or be miles beneath the deepest of mines. Elder Influences that might appear underground include Ab-hoth, Atlach-Nacha, Byatis, Ghatanothoa, Nyarlathotep, Nyogtha, Quachil Utaus, Tsathoggua, and Tuzscha.

Gugs might only be found in Dreamlands caverns, depending on your setting.



Underground Encounters (Levels 1–4)

d100	Encounter
01–09	1d6 Mythos ghouls
10–17	2 re-animated laborers
18–25	1 un-man
26–34	1 Mythos ghastr
35–42	1 re-animated guard
43–50	1 gibbering mouter
51–57	1 crypt lurker and 1 Mythos ghoul
58–63	1 serpentfolk
64–69	1d4+2 re-animated laborers
70–75	1d4+4 Mythos ghouls
76–80	2 Mythos ghastrs
81–85	2 re-animated guards
86–90	1d3+1 re-animated laborers with a variant trait or Recharge action
91–95	1 yothan designer
96–100	1d3+1 un-men

Underground Encounters (Levels 5–7)

d100	Encounter
01–09	2 crypt lurkers
10–18	2 serpentfolk
19–26	3d4+6 Mythos ghouls
27–34	2 re-animated guards with a variant trait or Recharge action
35–42	1 formless spawn
43–49	1 yothan warrior
50–58	1 charnel whisperer and 1d4+4 Mythos ghouls
59–67	1d4+4 un-men
68–76	1d4+2 Mythos ghastrs
77–84	1d4+2 re-animated guards
85–92	2 re-animated raiders
93–100	2 yothan designers

Underground Encounters (Levels 8–10)

d100	Encounter
01–12	1d4+2 serpentfolk
13–23	1 deathless wizard (Mythos undead) with its familiar
24–34	1 gug

35–41	1 serpent alchemist
42–48	1 elder thing
49–56	1 proto-shoggoth
57–67	1 yothan warrior and 1 yothan designer
68–76	1 flying polyp with 1 body
78–89	1d4+2 Mythos ghouls, each riding or leading a Mythos ghastr
90–100	1d6+6 un-men

Underground Encounters (Levels 11–13)

d100	Encounter
01–09	1d4+2 re-animated raiders
10–18	2 formless spawn
19–25	2 yothan warriors
26–34	1 grave sage and 1d6 Mythos ghouls
35–51	1 draconic amalgam (yothan)
52–67	1 serpent alchemist and 1d3 serpentfolk
68–76	1d6+6 Mythos ghastrs
77–84	1d6+6 re-animated guards
85–92	1 yothan commander controlling 1d4 Mythos ghouls and 1d3 un-men
93–100	1 worm of Ghroth

Underground Encounters (Levels 14–16)

d100	Encounter
01–09	2 gugs
10–18	1 serpent alchemist and 1d4+3 serpentfolk
19–25	1 risen warlock (Mythos undead)
26–34	1 yothan designer and 2 yothan warriors
35–42	1d4+6 crypt lurkers (Mythos ghoul)
43–49	1d6+6 serpentfolk
50–60	1 flying polyp with 2 bodies
61–67	1d4+14 un-men
68–74	1 dhole hatchling
75–81	1 shoggoth
82–88	2 elder things
89–95	2 proto-shoggoths
96–100	1 yothan commander controlling 1d4 serpentfolk and 1d4 crypt lurkers (Mythos ghouls)



Underground Encounters (Levels 17–20)

d100	Encounter
01–06	1d4+6 re-animated raiders
07–12	1d4+2 formless spawn
13–18	1d4+2 yothan warriors
19–25	2 flying polyps with 1 body each
26–37	1 grave sage and 1d4+2 crypt lurkers (Mythos ghoul), each riding a Mythos ghaſt
38–50	1d3+1 yothan designers and 1d3+1 yothan warriors
51–58	1d4+10 crypt lurkers (Mythos ghoul)
59–66	1 flying polyp with 3 bodies
67–75	2 serpent alchemists and 1d3 serpentfolk
76–83	1d4+2 gugs
84–91	2 draconic amalgams (yothan)
90–100	1 risen warlock and 2d6 Yellow Sign attendants (Mythos undead)

Underground Encounters (Epic Fights for Levels 15–17)

d100	Encounter
01–09	1 flying polyp with 5 bodies
10–18	2 worms of Ghroth
19–25	3 elder things
26–34	3 proto-shoggoths
35–42	3 flying polyps with 1 body each
43–50	1d4+7 crypt lurkers and 2 grave sages (Mythos ghoul), each riding a Mythos ghaſt
51–59	1 yothan commander controlling 1 elder thing and 1d4+5 Mythos ghaſts
60–67	3 serpent alchemists and 1d4+1 serpentfolk
68–76	1 flying polyp with 6 bodies
77–85	4 elder things
86–100	4 proto-shoggoths

Underground Encounters (Epic Fights for Levels 18–20)

d100	Encounter
01–11	2 flying polyps with 3 bodies each
12–22	3 grave sages and 1d4+1 crypt lurkers (Mythos ghoul), each riding a Mythos ghaſt
23–34	4 serpent alchemists and 1d4+2 serpentfolk
35–42	5 proto-shoggoths
43–50	5 elder things
51–59	3 draconic amalgams (yothan)
60–67	2 shoggoths
68–74	1 flying polyp with 7 bodies
75–79	3 worms of Ghroth
80–85	6 proto-shoggoths
86–91	6 elder things
92–96	2 flying polyps with 3 bodies each
97–100	1 dhole

URBAN AREAS

Settlements, whether inhabited or ruined, and their local areas often attract the more brazen and curious of cultists. Strange monsters can also hide just out of sight with alarming ease in some cases, such as the magically-gifted serpentfolk or the skin-wearing proto-shoggoths. Elder

Influences that might appear in urban areas include At-lach-Nacha, Azathoth, Hastur, the King in Yellow, Nyarlathotep, Tulscha, Yig, and Yog-Sothoth.

Urban Encounters (Levels 1–4)

d100	Encounter
01–07	1d12 Dreamlands cats
08–14	1d4 Mythos ghouls
15–20	1 outer mutant scout
21–25	1 acolyte and 1d6 cultists
26–38	1 obsessed artist and 1 cultist
39–50	1 cult fanatic and 1 cultist
51–55	1 outer mutant priest
56–60	1 serpentfolk
61–65	1 urbane magician
66–70	1d4+4 Mythos ghouls
71–75	1 Yellow Sign attendant (Mythos undead)
76–83	1 cult killer
84–88	1d4 Mythos ghouls and 1 crypt lurker
89–93	1 obsessed artist and 1d4 Mythos ghouls
94–100	1 okkator assassin (Tcho-Tcho)

Urban Encounters (Levels 5–7)

d100	Encounter
01–07	2 crypt lurkers (Mythos ghoul)
08–14	2 serpentfolk
15–21	3d4+6 Mythos ghouls
22–28	1 Yellow Sign attendant (Mythos undead) and 1 obsessed artist
29–34	1 Ulthar champion (Dreamlands cat)
35–47	2 cult killers
48–53	Footfalls and a violet glow emanate briefly from an attic space too small for humanoids to walk in
54–67	1 charnel whisperer and 1d4+4 Mythos ghouls
68–78	1d4+1 obsessed artists
79–89	2 okkator assassins (Tcho-Tcho)
90–100	2 urbane magicians and 1d6+6 cultists

Urban Encounters (Levels 8–10)

d100	Encounter
01–11	1d4+2 serpentfolk
12–22	1 Yellow Sign attendant (Mythos undead), 1 obsessed artist, and 1 cult killer
23–34	1 deathless wizard (Mythos undead) and 1d4 cultists
35–42	2 Ulthar champions (Dreamlands cat)
43–51	1 outer abomination
52–59	1 proto-shoggoth
60–67	1 serpent alchemist
68–76	1d4+2 crypt lurkers (Mythos ghoul)
77–85	1d4+2 Mythos ghouls, each riding or leading a Mythos ghaſt
86–100	2 outer mutant priests and 1d4+3 outer mutant scouts

Urban Encounters (Levels 11–13)

d100	Encounter
01–11	1d3+2 cult killers
12–22	1d4 urbane magicians and 1d4+1 bandit captains
23–34	1d4+2 okkator assassins (Tcho-Tcho)



35–45	1 thrall of Yog-Sothoth (outer mutant)
46–56	1 cult mastermind and 1d6 cultists
57–67	1 serpent alchemist and 1d3 serpentfolk
68–84	1d6 obsessed artists and 1d4+2 Yellow Sign attendants (Mythos undead)
85–100	1 outer abomination, 1d4 outer mutant scouts, and 1d4 urbane magicians

Urban Encounters (Levels 14–16)

d100	Encounter
01–17	1 serpent alchemist and 1d4+3 serpentfolk
18–34	1 cult mastermind and 1d3 cult killers
35–43	1d4+6 crypt lurkers (Mythos ghoul)
45–52	1d6+6 serpentfolk
53–67	1 outer spawn
68–78	2 outer abominations
79–89	2 proto-shoggoths
90–100	risen warlock and 2 Yellow Sign attendants (Mythos undead), and 1 obsessed artist

Urban Encounters (Levels 17–20)

d100	Encounter
01–12	1 cult mastermind, 2 urbane magicians, and 1d4+1 cult killers
13–25	1d4+2 okkator assassins (Tcho-Tcho) and 2 scions of Chaugnar Faugn (Chapter 8)
26–37	1 grave sage and 1d4+2 crypt lurkers (Mythos ghoul), each riding a Mythos ghastr
38–50	1d3+5 cult killers
51–61	1d4+10 crypt lurkers (Mythos ghoul)
62–75	2 serpent alchemists and 1d3 serpentfolk
76–82	A passionate preacher extolls the rewards of honoring the beneficent Sleeper or the ever-listening Shadow Pharaoh
83–91	1d3+8 cult killers
92–100	1 risen warlock and 2d6 Yellow Sign attendants (Mythos undead)

Urban Encounters (Epic Fights for Levels 15–17)

d100	Encounter
01–11	3 proto-shoggoths
12–22	3 outer abominations
23–34	1 outer spawn, 1 cult mastermind, and 3d4 cultists
35–51	1d4+2 crypt lurkers, 1d4 charnel whisperers, and 2 grave sages (Mythos ghoul)
52–67	3 serpent alchemists and 1d4+1 serpentfolk
68–78	4 proto-shoggoths
79–89	4 outer abominations
90–100	1 outer spawn, 1 cult mastermind, and 3 mages

Urban Encounters (Epic Fights for Levels 18–20)

d100	Encounter
01–11	4 serpent alchemists and 1d4+2 serpentfolk
12–22	3 grave sages and 1d4+1 crypt lurkers (Mythos ghoul), each riding a Mythos ghastr
23–34	2 cult masterminds and 1d6+3 cult killers
35–45	5 proto-shoggoths
46–56	5 outer abominations
57–67	1 outer spawn, 1 cult mastermind, and 1d4+1 outer abominations
68–76	6 proto-shoggoths
77–85	6 outer abominations
86–100	1 outer spawn, 2 cult masterminds, and 1d4 cult killers





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