

SANDY PETERSEN'S
CTHULHU MYTHOS



PATHFINDER
COMPATIBLE





PETERSEN — GAMES —

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Sandy Petersen's Cthulhu Mythos: Pathfinder, © 2021, Petersen Games.

Printed in China.

ISBN-13: 978-1-950982-28-8

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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 their *Pathfinder* Second Edition 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 formula ritual spells 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, spells, and items (with the exception of some spells, rituals, and items linked directly to Great Old Ones and Outer Gods, which they may or may not be able to access). Chapter 3 includes new feats and a new skill, Yog-Sothothery, which can be used for most matters covered in this book but stresses the minds of those

who delve into matters beyond normal mortal comprehension. Chapter 4 contains rules for dread, fantasy insanity, and the extradimensional Dreamlands, which 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 when the PCs face the overwhelming power of Great Old Ones and Outer Gods directly; and dozens of horrific monsters. These rules are useful for building antagonists in any campaign, but they are especially appropriate for one 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 advice more directly to GMs from Sandy Petersen regarding how to use these rules elements in a game or how to describe them to players.

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WHAT IS THE CTHULHU MYTHOS?

The Old Ones were, the Old Ones are, and the Old Ones shall be.... Man rules now where They ruled once; They shall soon rule where man rules now. After summer is winter, and after winter summer. They wait patient and potent, for here shall They reign again.

—H. P. Lovecraft

In the 1920s and 1930s, an obscure American writer named H. P. Lovecraft penned some of the most amazing 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 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.

Today, the framework he invented is usually called the Cthulhu Mythos, named after one of his most famous works. 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 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 Fortitude save bonus?"

Instead, *do* the rolls without 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. "The shoggoth lashes out with its fleshy pseudopod," you might *say*, as you roll to hit, then "striking a resounding blow that leaves you staggering and nauseated at its rotting stench"; only then reveal the damage and effects. 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 inspecting your physique with

an eye to how tasty you look. Even the small and seemingly harmless zoogs occasionally 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 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

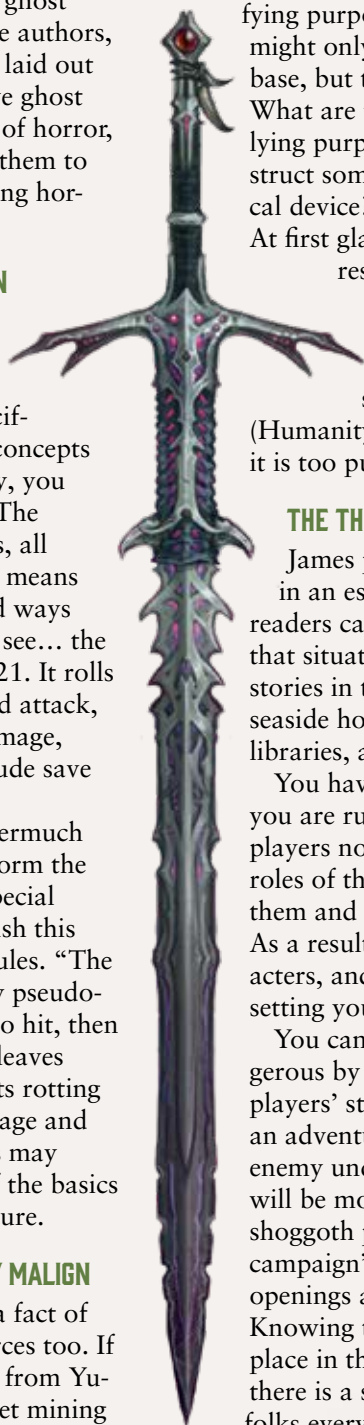
James points out if you set a ghost story in an esoteric and inaccessible locale, readers can't easily imagine themselves in that situation. As a result, he set all of his stories in the places and locales he knew well: seaside hotels, old country churches, public libraries, and so forth.

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 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 blended with another genre, the usual result is that the other genre wins out. For example, most horror-comedies are really just comedies with a hor-



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ror 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 focus on high adventure and derring-do with swords and sorcery. And of course, when horror is added to the adventure theme, just as with other genres, the adventure is what remains, albeit tinged with the macabre and terrifying.

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 them. Almost all 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, star-spawn, etc.) to truly awful impossibilities that will drive the hardest adventurer mad (Hastur, Azathoth, etc.).

The fact is 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 also intelligent entities who understand and sometimes communicate 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, seeking out the most useful people for their purposes, who 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 would refuse,

no doubt, to serve the terrible goals of the fungi, another party might not be so high-minded, and the players may therefore encounter these groups as recurring rivals and antagonists. That they serve the fungi might not be immediately obvious, but perceptive adventurers will invariably notice signs of Yuggoth's control, such as surgical scars and bizarre technology...

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, and merely plug in the Lovecraftian entities. But for a memorable and compelling game, spend some planning time considering how the situation is now different because the Cthulhu Mythos is involved.

Everyone's familiar with the classic dungeon



crawl, such as through a crypt constructed by an insanely powerful lich or a mad wizard. In a Mythos adventure, 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 to match with the Shadow Pharaoh). 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 tabs 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 they operate and 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 tales spread of the wealth—as well as danger—in the Twisted Pyramid, so as 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 seek treasure, which is genuinely there as a lure, but they might also 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, I would propose that as he has a thousand forms, 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 dungeon with a kick to it, and yet in many ways, it is a familiar experience. The Mythos has added that little extra touch to bring it beyond the mundane. In this way, with just a few twists, you can turn Nyarlathotep into an ongoing foil for the players and for your campaign, using a mere dungeon crawl as their introduction to his terrible aims.



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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 easily, if at all. 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 darkens the moon, or the city's dogs suddenly and abruptly cease their howling. The approaching doom is just as effective at fostering dread as its actual arrival, if not more so.

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 an onion is peeled, successive strata appear.

At first, the players may think that a scenario merely involves an evil cult of nobles or a haunted castle. But as they probe more deeply, you, the game master, can gradually show them the significance of this particular noble or castle, gradually revealing the Mythos connections. As the players learn more information, 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, leading 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 the "fossils" are 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 monstrosities (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, such as the fungi from Yuggoth or a cabal of outer mutants. 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 sections (possibly ominous) in which non-horror-based scenes



take place. It is also why horror novels are rarely as consistently terrifying as 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 want 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. A local town suffers from an outbreak of ghouls. Of course, the players are worried because ghouls are a potent, intelligent foe. There are scary moments, desperate ambushes in dark alleyways, and so forth.

Then, 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 players' focus changes from physical danger to worrying about a larger threat. Instead of just defending the township, the PCs now must descend into the ghoul tunnels to find out the secret, but the ghouls have set traps and summoned unholy allies to their aid. You have upped the ante 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 have the opportunity to transform the adventure once again, in a third storyline, and 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 town, which could then threaten the entire world. Or perhaps 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 plotlines, 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 has an altar to its foul deity in its chamber, and perhaps killing the gug triggers a curse that 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. Without warning, 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 become a permanent part of your game. After all, even if the players manage to drive away or kill the pursuing party of gugs, that doesn't mean the creatures are done with them; the PCs might have to deal with roving bands of gug hunters for the foreseeable future.

In the end, you have turned a seemingly 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.

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MYTHOS ANCESTRIES AND BACKGROUNDS

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 character ancestries presented herein. Each has been chosen carefully for its interesting nature, usefulness, and utility when set alongside the standard ancestries 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 humanoid-level (though not humanoid-centric) intelligence and purpose. Anonymity is their ally, for few expect stray cats to pose any threat.

Second in a Mythos game lurk the ghouls, who are emphatically not undead but rather undead *eaters*. These folk might be mutated humanoids, transformed into their current state, or else “true” ghouls from birth. Memories of their former lives—as well as the lives of others—play a prominent role among their clans.

Next come the gnorri: amphibious entities with little understanding of the surface world who nevertheless wish to participate in it. The gnorri's adaptable anatomy grants them unusual and incredible abilities.

The final fully fleshed ancestry is 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, they are closely tied to the cosmic entities Beyond.

After the four primary new player ancestries, this chapter includes brief introductions and player character rules for two more traditionally antagonistic human heritages commonly found in the service of Great Old Ones or Outer Gods: the Leng folk and the Tcho-Tcho. These get more detail as enemies in Chapter 7 and Chapter 9.

Finally, this chapter offers four new backgrounds, along with roleplaying suggestions.

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

—Sandy Petersen



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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, sometimes more so. Of course, they are still cats, with cat personalities and traits.

Even more remarkable, cats can freely pass physically from the waking world to the Dreamlands and back again. This means that they can either transfer between the dream and waking state in the normal humanoid way, by falling asleep and waking up, or they 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, almost all player character cats have lived or currently live in and among humanoid communities. Such cats are likeliest to get along with other species and be willing to adventure with them.

Unlike other companion animals, cats almost certainly initiated the domestication process, 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, often with fewer interruptions thanks to the security of a humanoid home, they 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, a suitable choice for a player character. Any cat may decide it wishes to be a Dreamlands cat and then take on that role for a time: sometimes just a few days, sometimes the rest of its life. Likewise, a Dreamlands cat may decide to return to its former life as a mundane cat. For those who know cats well, it comes 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 out-

ward appearances. Typically, either the cat must inform them somehow 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 pretty much a “love ‘em or hate ‘em” type of creature. While some people can’t stand them, others can’t live without them, but few are neutral on the subject. Some people are even ailurophobes, making them neurotically afraid of cats. Even those who dislike or fear felines are sometimes willing to 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 insist other party members carry you. They may or may not mind.
- are quiet, curious, and interested in new things.
- hate cats' natural enemies (dogs, mice, birds, whirring machines, string, and so on).
- are easily distracted (see natural enemies).
- 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. (“Aww... it licked my eye. Eww...”)
- try to pet or otherwise annoy you when you are busy, forcing you to teach them a lesson about personal boundaries.
- misconstrue your thought processes.

PHYSIOLOGY

Cats are highly sensitive, agile, and much smaller than characters of other ancestries. They are typically between 15 and 21 inches long from nose to base of tail and 8 to 13 inches tall at the shoulder.

Cats have extraordinarily keen senses, including excellent detection of motion in low light. Their one defect in this regard is an inability to taste sweetness. When a cat eats cantaloupe or other sweet items it does not taste the sugar and instead reacts to savory flavors, assuming there are any. 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 a darkened area.

Cats do not have rigid collarbones, so they can squeeze through any space through which their heads will fit. Because a cat's whiskers are as long as its shoulders are wide, the whiskers also serve an additional purpose in indicating whether the cat can fit through a particular opening.

Cats are highly vocal when needed, and humanoids seem to need a wider variety of sounds than cats do. Normal cats have more than 100 different vocalizations. Of course, Dreamlands cats have the same vocal apparatus, but with their greater intellect, they can string different sounds together to create more nuanced meanings.

Unlike many other predators, cats are exclusively carnivorous. Their teeth are designed only for cutting and devouring flesh, so chewing up bread or vegetables is a clumsy affair. Feline digestive tracts are not adapted to process such food either, and a cat deprived of meat will quickly suffer significant health issues.

THE GATES OF SLUMBER

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

Dreamlands cats spend so much time asleep because that is when they enter the Dreamlands and become fully 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 their 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 in the same spot. Sometimes, they may be behind a backyard fence, or perhaps they might be found in an abandoned badger burrow, or else up a spooky old tree. Only cats know for sure, as they seem to be drawn to these gates that only

they can perceive. 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 simply means the cat is hiding somewhere they can't find.

A cat wishing to enter the Dreamlands must physically locate 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. 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.



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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 it cannot direct its return like some form of teleportation magic.

BETWEEN THE DIMENSIONS

While a cat is in the Dreamlands, 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 Dreamlands, cats might meet unusual entities and objects, 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 other cats as friends or recognize them as relatives, they are fundamentally solitary creatures. 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 often settle into unexpected, chosen families, frequently with beings that are not cats, such as their humanoid companions or adventuring bands.

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 6 months.

In the wild, cats can live upwards of 16 years, though many die in the dangerous outdoors earlier than that. In a safer environment, such as a humanoid's home, they typically live 13 to 18 years. Dreamlands cats, on the other hand, tend to live longer than those who spend less time sapient in the waking world, and may live upwards of 25 years.

LANGUAGE AND SOCIETY

As normally solitary and often capricious hunters, cats don't really have a society in the humanoid sense of the word. Cats may 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 military ranks, to proactively defend themselves 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 understand their fickle feline companions. Fortunately, the Cat language is easy to learn. In fact, most people who live with a cat are halfway there already. A one-week association with a specific cat allows a character to understand that 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 understanding patterns of behavior. A Dreamlands cat understands what party members are saying, and soon enough those party members usually learn how to talk with the cat.

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.

OTHERWORLD CATS

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

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

ALIGNMENT AND FAITH

Dreamlands cats are disinterested in societal expectations and view each relationship as a unique arrangement distinct from all others. They are most often chaotic. Cats have a spiritual nature and often seem to commune with the Beyond. They have gods, but instead of worshipping 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, and other worlds (and other cultures) have similar entities.

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 a true culture 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 to simply adapt to their environment to 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 special 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.

Playing Dreamlands Cats

Of the ancestries presented in this book, cats have perhaps the most physical challenges integrating into the party of typical humanoid adventurers but adjust very well to the temperament and mental nature of such a group, unlike ghouls, gnorri, 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, but other choices can result in characters of great efficacy. Cats make poor alchemists, due to their lack of hands. Most cat barbarians, champions, fighters, and rangers depend on the Precise Bite feat to compensate for a poor Strength and must account for being unable to wield ranged weapons. Cats make successful monks (substituting powerful paws for powerful fist), effective rogues (especially with the thief racket), and crafty spellcasters.

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Dreamlands Cat Rules

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 1st-level *charm*) fail to target you.

Rarity

- Rare

Ability Boosts

- Dexterity
- Free
- One other determined by your heritage

Languages

- Cat
- The language of a nearby community (generally Common) and additional languages equal to your Intelligence modifier (if it's positive). Choose from any local common language, Aklo, Gnorri, or Zoog. You can't speak or write any language other than Cat without magical assistance, but you can learn to read and understand them. Anyone who has spent a week interacting with you regularly can understand your speech and signing, though not those of other cats.

Traits

- Beast
- Cat

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 (perhaps to protect your mind from disturbing discoveries or to thwart *mind reading*) or with your full Dreamlands intellect intact. You can take any objects you wear or carry with you to or from the Dreamlands. While in the Dreamlands, you can use the Moon Jump activity (see below).

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Item Melding

You can meld a magic weapon, a held magic item, any clothing, or any magic item with the invested trait permanently into your body when you wear or carry it into the Dreamlands. If it requires investment, you must invest it to meld with it. When you meld with an item, it permanently vanishes and becomes a part of your body until you separate it, perhaps manifesting as a differently colored patch of fur or a glowing tattoo.

A melded magic item can't be damaged directly, other than by damaging you, but removing the matching body part ends the item's benefit until that body part is reattached (generally by magic like *regenerate*). 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 your investment in a melded item ends, it remains melded but you lose all its effects until you invest it again.

Any observer can notice your body part is unusual by succeeding at a DC 15 Perception check. The item can be identified with a successful skill check to Identify Magic, but the DC is 3 higher than it would normally be. Melded runes remain visible on your fur, fangs, or other appropriate body parts and can be removed as normal from a magic weapon or armor.

When you use a polymorph effect to assume a form that could normally wear or wield the melded items, those items appear on your person or in your hand (your choice). They return to being melded into your form when you change into your natural form or another form that can't wield them. If you are not holding or carrying the items when you return to your cat form or another form that can't wield them, they cease to be melded with you.

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.

• **ARMOR** When you merge armor (including adventurer's clothing), it melds into a pattern of fur on your back and underside. You must be trained in using 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 taking consecutive concentrate actions for the length of time normally required to don or doff it.

• **HELD ITEM** When you merge a held item, 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 one of your paws.

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

• **WORN 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 a concentrate action, you can treat the item as if you were no longer wearing it until you use another concentrate action to treat it as if you were wearing it again.

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 another Tiny object. You can wear armor if it is tailored to fit your feline form. You can wear and benefit from magical rings, belts, goggles, gloves, boots, bracers, amulets, cloaks, and similar items, which magically adjust themselves to your size and shape when you invest them. 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 or focus component, you can hold it in your mouth, which does not interfere with providing verbal components. Alternatively, you can use a material or focus component you can touch in your space so long as the component isn't carried by a creature unwilling to let you use the component.

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 cost nothing when staying at an inn and can often feed themselves, 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 has obvious value.

MOON JUMP ⇨⇨

Concentrate, Conjuration, Move, Occult, Teleportation

Requirements You are in the Dreamlands and aren't fatigued.

You leap into the night sky and travel to a moon you can see. If you are on a moon, you can also jump to the nearest planet you can see. After 10 feet of vertical travel, you enter a demiplane, a small separate plane of existence, until you arrive 2d6 minutes later. A group of four Dreamlands cats can bring a single creature up to one size larger with them when they Moon Jump, while a group of eight Dreamlands cats can bring a single creature up to two sizes 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. If you use this ability more than once before making daily preparations, you become fatigued.

DREAMLANDS CAT HERITAGES

Different planetary environments across the Dreamlands have shaped cats in many ways. Choose one of the following cat heritages at 1st level. Earth cats are Terran cats.

MARTIAN CAT

Your heritage is from a barren, wind-blasted desert, and you developed 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

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moon. You have the following statistics and abilities.

Hit Points 2

Size Tiny

Speed 25 feet

Additional Ability Boost Wisdom

Ability Flaw Strength, Strength (for a total reduction of 4)

Scent You can use smell as an imprecise sense to a range of 30 feet. This means you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

Jaws You have a jaws unarmed attack. It deals 1d4 piercing damage, is part of the brawling group, and has the agile, finesse, and unarmed traits.

Claws You can use two paws to make a single claws unarmed attack. It deals 1d4 slashing damage, is part of the brawling group, and has the agile, finesse, and unarmed traits.

Ledge Climber You gain the Ledge Climber ancestry feat.

Stealthy You are trained in Stealth. At 2nd level, you gain expert proficiency in Stealth. At 7th level, you gain master proficiency in Stealth. At 15th level, you gain legendary proficiency in Stealth.

SATURNIAN CAT

Your heritage is from a moon dominated by colorful vistas. 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, just like 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 can, and may attack with two or three claws in a single round. A retractable and prehensile tail grows from the opposite end of its body from the head. These cats are about the size of a puma. You have the following statistics and abilities.

Hit Points 6

Size Medium

Speed 25 feet or more (see Allocate Limbs)

Additional Ability Boost Constitution

Ability Flaw Wisdom

Jaws You have a jaws unarmed attack. It deals 1d8 piercing damage, is part of the brawling group, and has the unarmed trait.

Claws You have a claws unarmed attack. It deals 1d4 slashing damage, is part of the brawling group, and has the agile, finesse, and unarmed traits. You can attack with additional limbs to add bonus damage to this attack. Depending on the number of limbs you have (see Allocate Limbs), you

can attack with up to three limbs in a single attack. Roll the attack and damage roll normally for a single attack and add either 2 additional piercing damage for one extra claw or 4 additional piercing damage for two extra claws.

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 concentrate action.

Limb Allocation You can absorb or extrude your legs using the Allocate Limbs activity, although the process is somewhat painful and slow.

ALLOCATE LIMBS

Concentrate, Exploration

Frequency once per day

You spend 10 minutes adjusting deep tissue in your body to alter the number of legs you have. If you are interrupted, you must begin the process of limb allocation from the beginning, but you don't lose your daily usage of this ability.

Four Legs If you elect to have four legs, you can pounce with great force. When you hit a creature with an attack with your claws after moving at least 20 feet straight toward it, it must succeed at a Fortitude saving throw or be knocked prone. The DC is 10 + your attack bonus. You can use up to one additional limb to make a claws attack.

Five Legs If you elect to have five legs, you can



choose to use up to two additional limbs to make a claws attack.

Six Legs If you elect to have six legs, you must spread muscle mass, flesh, bone, nerves, and circulatory system reserves thinly. Your speed increases to 30 feet and you are drained 1. When making a claws attack, you can use no more than one additional limb.

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 30 feet, you are drained 2, and you can choose to use up two additional limbs to make a claws attack.

TERRAN CAT

Your heritage is from an Earth-like planet. As a Terran cat, you take advantage of your small size to move unnoticed by those who do not deserve your attention. You have the following statistics and abilities.

Hit Points 2

Size Tiny

Speed 25 feet

Additional Ability Boost Charisma

Ability Flaws Strength, Strength (for a total reduction of 4)

Scent You can use smell as an imprecise sense to a range of 30 feet. This means you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

Jaws You have a jaws unarmed attack. It deals 1d4 piercing damage, is part of the brawling group, and has the agile, finesse, and unarmed traits.

Claws You can use two paws to make a single claws unarmed attack. It deals 1d4 slashing damage, is part of the brawling group, and has the agile, finesse, and unarmed traits.

Steady Jump You need not Stride before attempting to High Jump or Long Jump, and you get a +4 circumstance bonus on your check if you don't. You also gain the Powerful Leap skill feat and the Land on your Feet reaction.

Stealthy You are trained in Stealth. At 3rd level, you gain expert proficiency in Stealth. At 7th level, you gain master proficiency in Stealth. At 15th level, you gain legendary proficiency in Stealth.

LAND ON YOUR FEET

Trigger You fall.

You 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 the damage by 5). 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 5 bludgeoning damage). If you take damage from a fall, you nevertheless land on your feet if you succeed at a DC 15 Reflex save.

URANIAN CAT

Your heritage is from a chilly moon. 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 are not as fast as Earth cats, who can easily avoid them, but they are powerful beings. They are rarely seen on and do not seem attracted to Earth's moon. You have the following statistics and abilities.

Hit Points 6

Size Medium

Speed 20 feet

Additional Ability Boost Strength

Ability Flaw Intelligence

Darkvision You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Aura Sense You have a vague sense that can detect the presence of magical auras within 60 feet, even on coexistent planes of existence such as the Ethereal Plane. Like an attentive human smelling distinctive odors, you recognize when an aura enters the area and wasn't there before, or when one departs the area. When you use Seek to examine something you can see within that range, you learn whether it is magical.

Jaws You have a jaws unarmed attack. It deals 1d8 piercing damage, is part of the brawling group, and has the unarmed trait.

Claw You have a claw unarmed attack. It deals 1d6 slashing damage, is part of the brawling group, and has the agile, finesse, and unarmed traits.

Natural Armor You gain a +1 circumstance bonus to your Armor Class when not wearing armor.

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ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a Dreamlands cat, you select from the following ancestry feats.

1ST LEVEL

DREAM MAGIC

FEAT 1

CAT

You can use your will to shape reality in small ways even outside the Dreamlands. Choose one cantrip from the occult spell list. You can cast this cantrip as an occult innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. Your spellcasting ability is your highest among Intelligence, Wisdom, and Charisma. You become trained in occult spell DC and occult spell attacks.

Special You can select this feat more than once, choosing two additional cantrips each time.

FUR FOCUS

FEAT 1

CAT

You gain a magical symbol (possibly arcane, divine, occult, or primal) as a pattern in your fur. As long as it is not covered when you Cast a Spell, the pattern allows you to replace any material component the spell requires with a focus component (the symbol or pattern itself), even if your class doesn't normally grant one. In addition, the exposed pattern allows you to use a focus component you're aware of within 30 feet as long as it isn't held by an unwilling creature.

LEDGE CLIMBER

FEAT 1

CAT

When you use the Climb or Balance action, you get a +4 circumstance bonus on your skill check. You are also trained in Acrobatics. At 7th level, you gain a climb Speed of 10 feet. At 15th level, your climb Speed increases to 15 feet.

PRECISE BITE

FEAT 1

CAT

When you attack with your jaws unarmed strike, you can add your Dexterity modifier to damage rolls instead of your Strength modifier. In addition, you can use your jaws as a free hand for class feats and to attempt Athletics attack actions, and use your Dexterity modifier in place of your Strength modifier for those Athletics checks.

PERCHED LUNGE

FEAT 1

CAT

Prerequisites Tiny size

Requirements You are riding on a willing, larger creature with a longer reach than you.

You amble gracefully atop your companion as easily as if it were a firm surface, enabling you to lunge at your prey. You make a melee Strike or Athletics attack with your reach increased by 5 feet. Unless you critically fail, your reach extends just to that target up to the start of your next turn. The effect ends immediately after you next attack or you, your mount, or the target moves or is moved.

PROWL

FEAT 1

CAT

Prerequisites Tiny size

You move low to the ground with liquid agility as you quickly dart in to attack. As part of making each melee attack before the start of your next turn, you can Step beforehand (generally into the target's space). You can trigger reactions based on your reach as if your reach were 5 feet longer, since you can Step toward the triggering creature as part of using the reaction.

RAKE

FEAT 1

CAT

Requirements Either you are grappling a creature or you hit a creature with a jaws Strike using your previous action this turn.

You rake at the required creature with your claws. You deal claws Strike damage with an additional weapon damage die, and the creature must attempt a Reflex save against your class DC.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and 1 persistent bleed damage.

Critical Failure The creature takes double damage and 1d4 persistent bleed damage.

SQUIRM OUT

FEAT 1

CAT

You get a +2 circumstance bonus to Acrobatics checks to Escape or Squeeze. Squeeze is a 3-action activity for you.

UNDERFOOT FLANK

FEAT 1

CAT

Prerequisites

 Tiny size

You don't trigger reactions for entering or leaving the space of another creature during a move action you're using. As long as you are in an enemy's space, you always count as being on the opposite side of that enemy's space from allies for the purposes of determining flanking.

5TH LEVEL

DREAM SERVANT

FEAT 5

CAT

Prerequisites

 at least one occult innate spell

Your dream magic has grown stronger. You gain *unseen servant* as a 1st-level occult innate spell. You can cast it once per day. You can Sustain the Spell up to 8 hours before becoming fatigued.

FATAL TEETH AND CLAWS FEAT 5

CAT

You are skilled at fighting with your natural weapons. Your claws and jaws each gain the fatal d8 trait. Whenever you critically hit with an unarmed attack, you apply the weapon's critical specialization effect.



SENSITIVE WHISKERS FEAT 5

CAT

You gain vibration sense as a precise sense to a range of 5 feet. This range increases to 10 feet if you are expert in Perception, 15 feet if you are master in Perception, or 20 feet if you are legendary in Perception.

UNDERFOOT TRIP

FEAT 5

ATTACK CAT

Prerequisites Tiny size, trained in Acrobatics
Trigger An enemy leaves your space during a move action it's using.

Requirements You and the enemy are on the same surface, and the enemy is Medium or smaller.

You attempt an Acrobatics check against the triggering creature's Reflex DC to interfere with

the triggering movement. (If it's not your turn, your multiple attack penalty doesn't apply to this check, and this doesn't count toward your multiple attack penalty.)

Critical Success The target falls prone in the first space it moved into from your space and takes 1d6 bludgeoning damage.

Success The target falls prone in the first space it moved into from your space.

Critical Failure The target knocks you over and you fall prone.

9TH LEVEL

DREAM SEER

FEAT 9

CAT

Prerequisites

 at least one occult innate spell

Your dream magic has grown much stronger. You gain *invisibility* and *see invisibility* as 2nd-level occult innate spells. You can cast each once per day. If you are at least 11th level, you can also cast *dream message* once per day.

NINE LIVES FEAT 9

UNCOMMON CAT

CONJURATION HEALING

MENTAL OCCULT

TELEPORTATION

Prerequisites dream travel ability

When you die, your mind and consciousness shift reflexively back into a dream form in the Dreamlands, 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 *resurrect* ritual or other powerful magic) do not count against this limit.

13TH LEVEL

DREAMLANDS SHORTCUT

FEAT 13

UNCOMMON CAT

You can step through the Dreamlands to travel to another location. You can cast *dimension door* as an occult innate spell once per day. If you are at least 15th level, you can also cast *shadow walk* as an occult innate spell once per

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day; when you do, it passes through the Dreamlands instead of the Plane of Shadow. If you are at least 17th level, you can also cast *teleport* as an occult innate spell once per day.

FLEETING SHADOW ➤

FEAT 13

CAT

Trigger A divination effect would reveal information about you. This ability tells you only that you can use it before you must decide whether to spend your reaction.

You can evade divination magic. You learn what information the magic would have revealed. You can choose for the divination to reveal no information about you or for it to yield comparable information about another creature you can see of a larger size than you.

RED IN TOOTH AND CLAW

FEAT 13

CAT

You are a ferocious hunter with your natural weapons. Whenever you hit with an unarmed attack, you also deal 1d10 persistent bleed damage. On a critical hit, the damage is doubled.

17TH LEVEL

QUICK POUNCE ➤

FEAT 17

CAT

You Stride, Climb, or Leap. If you end your movement within reach of an enemy (or in its space), you can make an unarmed Strike against that enemy. If you began this action hidden or undetected, you remain hidden until after you Strike.



GHOUL

For many, the word “ghoul” conjures grotesque images that shock and nauseate. Denizens of graveyards and connoisseurs of flesh and bone, these hooved eaters of the dead move with hungry poise, slaver for the living, and exude the stench of a charnel house. A Mythos ghoul shares a hunger for flesh with their simpler counterparts, but they are not feral creatures. Rather, these folk possess a keen intellect and a surprising sophistication steeped in lore and custom. Indeed, a Mythos ghoul is just as likely to aid visitors as attack, if not more so.

Unlike the better-known grave-gorging undead that share the same name, Mythos ghouls are living creatures. While their demeanor and nature would seem to make Mythos ghouls natural allies to their homonymous brethren, competition for food and the undead ghoul’s hatred of the living make the two bitter enemies. Mythos ghoul necromancers are fond of using their counterparts as minions, as undead ghouls often appeal to their sardonic sense of irony.

Unless otherwise noted, the word “ghoul” is used in this book 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 can be read in every boneyard, every necropolis, and every anonymous grave. They preserve that which was thought lost, both in their habit of mimicking old customs and, by feeding upon the dead, in

regaining memories long forgotten.

Many suspect 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 surface dwellers since they first began burying their dead, and they will likely remain among until long after the last of the last 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 they take delight in knowing others are disgusted by their diet. While not ashamed of their own nature, ghouls 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 your odious eating habits.
- are eager to learn more about the world’s history.
- find graveyards to be pleasant and comforting places.
- 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 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 that you are a mindless, ravenous monster, based on your appearance.
- 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, anyone who gets to know a Mythos ghoul quickly discovers how dissimilar they are to their undead counterparts. From their divergent appearances to their dissimilar behaviors, the contrast becomes increasingly obvious. A Mythos ghoul is humanoid in shape, yet mon-

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strous 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, though ghouls tend to have a guttural, raspy tone to their voices. A ghoul's ears are large and pointed, and their hair is generally short and mangy with thick bristly patches on the back, shoulders, and forearms. A ghoul's mouth slavers, and their long tongue frequently lolls when not in active use.

A ghoul's bestial features extend to the rest of their body. Their 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.

Many ghouls are immune to ordinary infections from rotting matter, 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 upon a corpse, 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 have neither an explanation nor a desire to learn more about how or why it happens, and many adhere to the strange superstition that knowing the reason for this would disrupt the mechanism. That it works at all is enough for ghouls, who ironically enjoy indulging in the procedure to divine all manner of other secrets and forgotten tidbits of lore.

FAMILY

Mythos ghouls are born as ghouls, but they do not display ghoul characteristics at first; instead, they undergo a transition later in life. As such, family is a complex subject for ghouls; many of them are forced to abandon their own when their transformation into a ghoul results in a shameful, often violent flight from home. Nascent ghouls often live the first several years of their new lives 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 ghoul vividly remembers the loneliness, anxiety, and fear of this transitional period.

While most ghouls eventually learn to appreciate their foster families as true kin, many never recover from the shock of losing the kin who raised them. Such ghouls, who live much longer than most mortal folk, 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 ghoul learns that a family member has died, grave robbery is often their first inclination. Feeding on the decayed flesh of a parent, sibling, or child can bring a 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 ghoul is birthed, the baby appears as a normal child of a humanoid race linked to the 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 rare cases, evil ghouls take more sinister measures. Stealing into a village or township under cover of deep night, these ghoul 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 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 their 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 this is not always so for the ghoul.

Ghouls born to ghoul 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 ghoul 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 ghoul-like—and shelter them in the deepest corners of their graveyard warrens. As a result, ghoul children are only rarely encountered by non-ghouls, giving rise to the false suppositions that ghoul children do not exist and that new ghouls are created only when existing ghouls 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 lycanthropy. 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. Most who pursue such a fate often find themselves accidentally turning into undead ghouls instead. Mythos ghouls themselves 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 oth-

er 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 and raised by ghouls can transform into a ghoul, even without a predilection toward a ghoulish nature or ghoulish heritage. 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 who undergoes the transformation into a ghoul does not make the change swiftly. Instead, the individual spends a significant amount of time, often many years, as a “nascent ghoul.” Once they make the transition to full ghoul, either after enduring the change via nascent ghouldom or simply by growing to adulthood as a ghoul child, they can live for centuries. Ghouls can live to be 500 years or more, but they do not die of old age. Instead, they grow increasingly feeble, losing their ability to fend for themselves or even move, and they 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 through this feeding an elder's 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 typically full of uncertainty, confusion, and shame.

THE FINAL CHANGE

The final trigger that enables a nascent ghoul to make the full transformation into a ghoul varies. Sometimes, it's merely a matter of time—a year or more 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 type. The actual trigger is left to the GM to determine, but once it takes place, the nascent ghoul's transformation into a full ghoul is swift, painful, and permanent. Once complete, only a *wish* or similar effect can restore the newly minted ghoul's former ancestry.

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Ghoul Transformation

Any humanoid can become a nascent ghou, which gives them a curse called ghou transformation. In addition to the usual means to counteract curses, a humanoid can reverse the ghou transformation by undergoing a special quest of the GM's design. Nascent ghou that are more powerful or headstrong are more difficult to "save" in this manner. The counteract DC of ghou transformation equals the standard DC for the character's level.

Becoming a Nascent Ghou

Becoming a nascent ghou changes a character's statistics in slightly different ways depending on whether they are a player character or non-player character. In either case, the character's level doesn't change.

For a player character:

- Gain an ability boost to Constitution
- Gain ability flaws to Dexterity and Charisma.

For a non-player character:

- Decrease AC and all Dexterity-based skill modifiers, DCs, and attacks by 1.
- Increase their Hit Points by their level.

Nascent Ghou Abilities

All nascent ghou gain the following abilities.

Grave Scent You gain scent as an imprecise sense with a range of 30 feet that detects only corpses, undead, decaying things, and meat.

Jaws You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits.

Hunger When you go 24 hours without feeding on the flesh of a humanoid that had been dead for at least 24 hours, you become sickened 1. This sickened condition increases by 1 every 24 hours. You can't reduce its value until you feed on such flesh.

SOCIETY

It's easy for someone to look upon a ghou and make assumptions. The sight of a someone devouring dead flesh might lead an observer to view all ghou as nothing but feral, unsophisticated monsters. In truth, ghou 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 ghou 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, ghou 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. Eternally distracted by the memories they consume, their minds may be incapable of the inspirational spark they'd need to build civilizations, found so often in other humanoid cultures. They are voracious readers of texts of all types, yet few ghou can bring themselves to create texts of their own. They model themselves after those they feed upon, seeing themselves, perhaps, as the inheritors of other civilizations' pasts. Yet, they are never truly a part of humanoid society, regardless of how much humanoid flesh they eat or how many humanoid minds they experience.

Scavengers to the core, ghou are the ultimate outsiders, comfortable only when alone or in small groups. Due to a lack of self-awareness and introspection, ghou never really grasp the enormity and tragic truth of their existence. Despite this or perhaps because of it, they carry in their hearts at least a subconscious understanding of the sadness of their situation. Ghou 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 bitterness and despair. Many ghou grow solitary over time, abandoned and forgotten while they haunt distant sepulchers.

Ghou rarely integrate well into greater societies. Despite centuries of education via texts and tomes, when ghou finally make contact with societies they have for so long admired from afar, their appearance and appetites inevitably result only in tragedy.

FAITH AND ALIGNMENT

Matters of faith and worship are not unknown to ghou, but they have no true gods of their own. Some ghou worship gods from their life prior to becoming a nascent ghou, but many good deities discourage the death-adjacent lifestyle of a ghou, something they cannot condone or overlook. Particularly devout ghou shift their worship to a darker god in their original life's pantheon—one more willing to hear their prayers. Typically, these gods are neutral or evil in nature and have fewer concerns regarding laws and taboos against feasting on the dead. Other ghou worship entities of the Mythos,

particularly those offering powerful secrets and ancient knowledge, such as Nyarlathotep or Tsathoggua.

In some lands, ghouls worship the gods of old that most modern societies have abandoned or forgotten. This is the result of ghouls picking up fragments and memories left behind in decaying graveyards. When a humanoid culture passes on, they leave behind only crumbling statues and temples, but 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 ghoulish warrens, yet these gods are no more the preferred patrons of ghouls than any other.

Not all ghoulish clans worship gods. Some consider themselves

intellectual athe-

ists, typically

acknowl-

edging

gods if

there is

evidence

of their

power

but deny-

ing that

they have

any special

claim to

authority

or worship.

Other ghouls

instead look to

their predecessors

for wisdom. This form of

ancestor worship manifests in one or two

ways: a ghoulish may look back upon their parents

and their parents' parents for advice, mining

their accomplishments for inspiration; or a ghoulish

might look back upon their own life, particularly

in the case of a changeling ghoulish who has finally

undergone full transformation.

To family-worshippers, lost family members

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 provide any sense of conti-

nuity and stability in their lives. 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 ob-

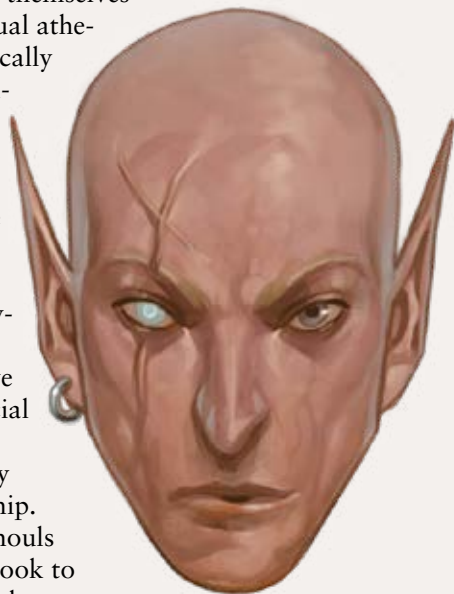
jects of pity among their brethren, who typically

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, but even if

this does not result in tragedy, such an event can



reveal the presence of a ghoulish colony to human-ity, which can cause problems (see Relations on page 27).

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.

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 ghoulish societies trail somewhat behind the

times,

with their

aesthet-

ics often

seeming

old-fash-

ioned com-

pared to the

modern-day

cultures under

whose grave-

yards they hide.

By scavenging

what these

societies throw

away, ghouls

create a parasitic

form of culture

that suits them well

and keeps them sat-

ted 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 feeds 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 exten-

sive warrens dug by tool and claw into the earth

below a graveyard, but clans have been known

to settle in abandoned necropolises or ruined cit-

ies. 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.

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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 ghoul.

When a ghoul 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 common to encounter ghoul societies that keep zombies as guardians and livestock simultaneously.

Mythos Ghoul Rules

The ghoul is an excellent choice for a player who wishes to play a monstrous ancestry 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).

Rarity

- Uncommon

Hit Points

- 8

Size

- Medium

Speed

- 25 feet

Ability Boosts

- Constitution
- Free

Languages

- Common
- The languages of the creatures that raised you, which is Ghoul if you were raised by ghouls.
- Additional languages equal to your Intelligence modifier (if it’s positive). Choose from Aklo, Cat, Necril, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

- Ghoul
- Humanoid

Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Grave Scent

You can use scent as an imprecise sense to a range of 30 feet, but only to detect undead, corpses, and meat. This means you can use your sense of smell to determine the exact location of an undead creature. The GM will usually double the range if you’re downwind from the creature or halve the range if you’re upwind.

Jaws

You have a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits.

Psychic Feast

Exploration, Manipulate

When you feed upon the flesh of a dead humanoid, you absorb some of the lingering traces of memory and knowledge 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 besides 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 an insight about a skill the creature was trained in. Choose a skill; if the creature was at least trained in that skill, you gain that skill insight. If the creature was untrained in that skill, you get an insight of the GM's choice instead.

A skill insight makes you more effective with that skill. You can use the absorbed memories to Recall Knowledge that the creature knew using that skill. If you have an insight into a skill you are untrained in, your proficiency bonus for that skill is determined by your level. If you have an insight into a skill you are at least trained in, you instead gain a +1 circumstance bonus to checks with that skill. 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 lose your previous insight when you gain another one. You can enhance this ability by taking certain ghoulish feats.

RELATIONS

Ghouls have a complex relationship with humanoids. They depend on humanoids for food and base their societies and very culture on those they live near. When ghouls and humanoids meet, however, the result is almost always violent. Most humanoids 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 humanoids know of the clan's presence, ghouls can expect continuous harassment.

The typical ghoulish more than a match for an average humanoid, but such humanoids are usually the ones to start confrontations when ghouls are discovered. Though the results vary, conflict with a group of humanoids 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 humanoids actively seek to become ghouls, which generally makes ghouls nervous. Rarely will a ghoulish encourage a humanoid to become one of their kind, 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, peaceful cooperation rarely occurs 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 is the constant urge to seek out new, exotic meals. A ghoulish adventurer might wish to sample the dead in a wide range of graveyards or hope 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 ghoulish is more likely to find acceptance in an adventuring party than in a town, and they benefit from a party's protection and support. If the ghoulish's adventuring allies can help keep them from being run out of town, then all the better!

GHOUL HERITAGES

As children, Mythos ghouls can be mistaken for certain humanoids. Some take advantage of this fact by contriving to have a ghoulish child raised by

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members of other ancestries. Typically, ghouls place their children only among highly organized ancestries of Medium size. Ghouls raised as changelings in another society maintain the cultural training they received when growing up in that culture. A ghoul born and raised among ghouls is different from a ghoul who was raised by another ancestry. Choose one of the following ghoul heritages at 1st level.

CLAWED GHOUL

You have a claw unarmed attack that deals 1d4 slashing damage. Your claws are in the brawling group and have the agile, finesse, and unarmed traits.

HARDY GHOUL

Your close contact with the dead has inured you to rot and decay. You are immune to non-magical diseases and you have resistance to negative damage equal to your level.

HUMANOID-RAISED GHOUL

As a ghoul raised by humanoids, you are familiar with their culture. Choose a common ancestry. You immediately gain one ancestry feat for that ancestry. You can always select ancestry feats from the ancestry you chose, in addition to your character's own ancestry, as long as the ancestry feats don't require any physiological feature that you lack.

SHARP-NOSED GHOUL

You have a more sensitive nose than most ghouls. You gain scent as an imprecise sense with a range of 30 feet, or to a range of 60 feet for undead, corpses, and meat.

SMALL GHOUL

You were once a gnome, halfling, or other small folk before your occult practices transformed you into a ghoul. You lose 2 Hit Points and your size changes to Small. Choose a Small common ancestry. You immediately gain one ancestry feat for that ancestry. You can always select ancestry feats from the ancestry you chose, in addition to your character's own ancestry, as long as the ancestry feats don't require any physiological feature that you lack.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a ghoul, you select from the following ancestry feats.

1ST LEVEL

CLOSE TO UNDEATH

FEAT 1

GHOUL

You benefit from healing with the negative trait as if you were an undead creature. Positive healing still heals you as well, but it is only half as effective. In addition, when you are healed by positive energy, you must succeed at a DC 20 Fortitude save or become sickened 1. (Negative damage and positive damage are not affected by this feat.)

CRYPT POLYGLOT

FEAT 1

GHOUL

Prerequisites Psychic Feast

When you use Psychic Feast, you can replace the skill insight you gain to instead take the form of one language the creature knew in life. This still counts toward your limited number of insights.

EXPERT SCROUNGER

FEAT 1

GHOUL

You are practiced at finding and using old, broken equipment. You can use broken items as if they were not broken. In addition, when you Seek in rubble, undergrowth, dirt, or other places hidden from view, you replace any result less than 10 + your proficiency bonus with that total result.

GRAVEYARD LORE

FEAT 1

GHOUL

You have picked up a great deal of information about local cultures from the long time you have spent in cemeteries. You gain the trained proficiency rank in Religion and Society (which you can replace with other skills if you also gained them from your background or class).

GROWN CLAWS

FEAT 1

GHOUL

Prerequisites any heritage other than clawed ghoul
You grow wicked claws, as a clawed ghoul.

TOOTH AND CLAW FRENZY ➤➤

FEAT 1

GHOUL

Prerequisites claw attacks

Requirements Both your hands are free.
You make three Strikes: one with your jaws and one with each of your claws.

8TH LEVEL

ERUDITE FEASTER

FEAT 5

GHOUL

Prerequisites Psychic Feast

You can maintain up to three insights from Psychic Feast. If you would gain a fourth, you choose one of your existing insights to lose. In addition, if the body you feast upon is particularly ancient (at least 100 years old, but well-preserved enough to still retain flesh; this can be via natural mummification or magical preservation), any circumstance bonus you gain increases to +2, or to +3 if you are at least 17th level.

INURED TO ROT

FEAT 5

GHOUL

You are immune to non-magical disease, and you get a +1 circumstance bonus to saves against magical diseases and death effects. If you are a hardy ghoul, you instead become immune to magical diseases and gain a +2 circumstance bonus to saves against death effects.

RIPPING TEETH AND TALONS

FEAT 5

GHOUL

You are skilled at fighting with your natural weapons. Your jaws gain the deadly d8 trait. If you have claws, they gain the twin trait. Whenever you critically hit with an unarmed attack, you apply the attack's critical specialization effect.

THICK HIDE

FEAT 5

GHOUL

You gain a +1 circumstance bonus your AC when you do not have an item bonus to AC. At 9th level, you also gain a +1 circumstance bonus to Reflex and Fortitude saves if you don't have item bonuses to those saves. At 13th level, these circumstance bonuses increase to +2. They increase to +3 at 19th level.

VORACIOUS APPETITE

FEAT 5

GHOUL

Prerequisites Psychic Feast

You can use Psychic Feast as a 3-action activity, in which case it loses the exploration trait. You can use it on any corpse that has flesh and that wasn't immune to mental effects.

9TH LEVEL

NOURISHING FEAST

FEAT 9

GHOUL

Prerequisites Psychic Feast

When you use Psychic Feast on the corpse of a creature of at least 9th level, you gain temporary Hit Points equal to your level. You gain this benefit only once from a given corpse.

STRONG NOSE

FEAT 9

GHOUL

Prerequisites grave scent

Your sense of smell improves. Your scent is an imprecise sense for all smells with a range of 40 feet, or 60 feet if you are a sharp-nosed ghoul.

WARREN DIGGER

FEAT 9

GHOUL

You are a prodigy of digging. You gain a burrow Speed of 10 feet. You can burrow through sand, earth, mud, or ice. You decide whether to leave a tunnel behind you unless the material is particularly solid, in which case you always leave a tunnel. If you do not leave a tunnel behind, you must hold your breath while burrowing. At 17th level, your burrow Speed increases to 15 feet.

13TH LEVEL

TEETH AND TALONS EXPERTISE

FEAT 13

GHOUL

You are deadly with your natural weapons. Your unarmed Strikes gain the following failure effect. **Failure** You deal half damage.



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GNOR

As in the waking world, the oceans of the Dreamlands are a place of beauty and mystery to those who dwell upon their shores or ply their waves. Also, as in the waking world, the many oceanic splendors of the Dreamlands 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 stories, perhaps above all else, inspire endless terror in the imagination of many, and gnorri fulfill their dread promise.

It should come as no surprise to learn that many sailors and coastal dwellers view gnorri with a mixture of fear, loathing, and hatred. These are beings that bear passing similarity to humanoids, but at their core, gnorri are little like humanoids at all. Their strange-colored skin, mutable number of arms, and tentacular lower bodies seem designed by a malevolence bent on evoking many of the greatest fears of humanoids. Gnorri lurk in the lightless depths of unplumbed ocean trenches and shadowed reefs, mysterious and alien to those who breathe air and reside upon the land.

Yet not all who dwell beneath the waves are malevolent. While there are some gnorri who harbor sadism and cruelty in their hearts, this is no different than any other ancestry; overall, gnorri are more interested in trading than warring with land-folk. Indeed, in certain ports, the initial fear and suspicion of gnorri has given way to respect and a kind of cooperation. Today gnorri are valued as trade partners and scouts, plying their extensive knowledge of the sea and its hazards as guides. Gnorri skill with alchemy and surgery makes an alliance with them very valuable to surface dwellers (see Culture, page 36, for more details).

HISTORY

Gnorri have lived in the oceans of the Dreamlands 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.

Gnorri are unusual among cultures in that they are not particularly interested in where they come from or, indeed, where they're going. To 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 so the texts suggest.

Of course, those who suggest such a genesis to a gnor will likely be laughed at or attacked for the insult. For gnorri, it is their own nightmares of being stranded on land that gave birth to life on the surface above.

PLAYING A GNOR

Gnorri are driven by individual accomplishment and seek greater success in their fields of interest. This leads some gnorri 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 it is just as difficult for them as for most humanoids). 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 that gnorri cannot fly through the air as they might through the water, they must adjust to “always living on the bottom.”

IF YOU'RE A GNOR, 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 that you're a sea monster who means to drag them beneath the waves to eat them or drown them.
- assume you're unsophisticated 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.
- have a different understanding of sex and gender than you.

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 body like that of a lean humanoid above the waist and a tentacular lower trunk. Some gnorri 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 fingers are webbed to aid in swimming, but they can absorb



this webbing partially into their flesh when they wear rings or gloves. Gnorri range from 8 to 13 feet long and weigh from 250 to 1,500 pounds.

What appears to be hair on a gnor'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 their faces, giving them their distinctive “bearded” look. These tendrils function like gills, converting water to air for their lungs. When their heads are fully dry, such as after a long period in a dry environment, their hair-like tendrils fall off along with any fins they may have. A gnor missing their “beard” and “hair” can drown in water. Fortunately for such gnorri, these tendrils swiftly regrow when their face or body is exposed to water, re-emerging over the course of 2d4 minutes. If a gnor is drowning, they can retreat above the waves to breathe air.

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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, their scales slither and slide slowly over their body, and the ridges and wrinkles of their tentacles shift and change. This fleshy fluidity is even greater internally, with entire organs “swimming” within their bodies, severing and re-attaching connections seemingly at random. At one moment, their heart may be situated within their chest, but in another it may descend into their belly to be embraced by their entrails while their liver slithers up into their chest to nuzzle against their 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. This process takes about 10 minutes and is so exhausting gnorri can do it only once per day. Technically, gnorri could have one arm or even slither around armless like a serpent, 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 gnor’s mass; while they have three or four arms, gnorri are weakened from the redistribution.

Gnorri also have a significant ability to alter their internal organs, including an organ used for generating or channeling magical energy. This organ has three common configurations, which can be altered over time. A few gnorri are born with the ability to configure the organ in other ways, and a few gnorri can’t alter theirs at all. Two of the configurations are used as part of spawning and constantly generate faint pulses of magical energy, and the third form can focus those magic pulses to produce magical effects known as builder magic, typically used for constructing homes and other structures.

Gnorri physiologies afford them great flexibility in choosing a home. Most dwell within the relatively shallow reaches of the ocean, near the coastlines at depths of a few hundred feet. 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 sapient creatures or, in the most extreme cases, cannibalism.

Gnorri Weapons

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

Below are new weapons designed and used by gnorri. Gnorri weapons are almost exclusively made from 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 gnor might trade a finished weapon for something of great value. Though made from bone, these weapons are not fragile and are no more likely to break than their steel counterparts.

Uncommon Melee Weapons

Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Gnorri shardspear	6 sp	1d6 P	L	1	Spear	Agile, finesse, gnor, thrown 20 ft., versatile S
Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Gnorri shardsword	2 gp	1d6 S	L	1	Sword	Gnor, special agile, two-hand d8
Gnorri biting bident	1 gp	1d8 P	1	2	Spear	Deadly d8, gnor, impale
Gnorri longspear	3 gp	1d10 P	1	2	Spear	Deadly d10, gnor, reach, special jousting d6, versatile S

Uncommon Ranged Weapons

Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Gnorri spearshot	3 gp	1d8 P	60 ft.	0 or 1	2	1	Sling	Deadly d8, gnor, propulsive, special
10 shotspears	1 gp				1			

Weapon Traits

Most of the above weapon traits are defined in the *Pathfinder Core Rulebook's* Equipment chapter. New ones are defined here.

- **Gnor:** Gnorri craft and use these weapons.
- **Impale:** When you critically hit with the weapon, the weapon stays fixed in its target and cannot be easily removed. This can be exploited in two ways: holding it in or leaving it stuck.

If you hold it in, you keep hold of the weapon. This automatically gives the target the sickened 1 and grabbed conditions but prevents you from making further attacks with the arms that hold the weapon until you Release the weapon. Due to the pain of a long, sharpened pole protruding from its body, the foe can't reduce the sickened condition as long as you hold the weapon in place. The foe can remove the weapon by Escaping (against the higher of your Athletics DC or Fortitude DC).

You can let go of the affixed weapon as a free action. This ends the grabbed condition, but the foe must succeed at a Reflex save (DC equals the higher of your Athletics DC or your Fortitude DC) or the weapon stays in place and the target remains sickened. After that, the target can reduce the sickened condition as an action normally or by Escaping (against the same DC as above). Ending the sickened condition drops the weapon in the target's space.

Weapon Descriptions

Each weapon in the tables above is described here.

- **Gnorri Biting Bident:** This long-handled, heavy military fork has particularly nasty, flexible barbs near the tip.

- **Gnorri Longspear:** This bone spear is about 6–7 feet in length, 3 feet of which is the blade. The spear is made completely of bone. You are always treated as mounted for the weapon's jousting trait if you are a gnor or another creature with a lower body that is larger than your torso.

- **Gnorri Shardsword:** This 4-foot-long weapon has a slight curve with a wide blade and jagged parts that tear the flesh. Shardswords have the agile trait only when wielded by a gnor or another Large creature. These weapons are favored as off-hand weapons by elite gnorri hunters who have learned to attack with three or more weapons.

- **Gnorri Spearshot:** These darts can be fired underwater or into water from the air without reducing their range increment. A spearshot can be used one-handed but requires another hand to reload. The reload is 0 if you have two hands free in addition to the hand wielding the spearshot; otherwise the reload is 1.

This launcher uses elastic ligaments and deep-sea animal gut, like a cross between a bow and a slingshot. It launches a small spear into the target. 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 their darts.

- **Gnorri Shardspear:** This spear is about 2 feet in length, with about half its length being the blade. It is balanced in such a manner as to be suitable as a thrown weapon. When thrown, the damage is only piercing.

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, because of their unusual "childhoods," no gnor knows or much cares about the identity of their parents or how many siblings they might have, and a gnor rarely desires to know their children. Gnorri friendships can last for entire lifetimes in some cases, but the concept of familial attachment is a curiosity at best.

LIFE CYCLE

Normally, gnorri lay masses of minuscule eggs 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 suitable gnor 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 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 2 to 4 months it takes to grow to adulthood. During this time, a gnor sheds their outer skin multiple times to make way for their rapidly growing body.

Upon reaching maturity, a gnor plankton achieves the size and rough shape of something

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akin to an adult human-sized eel. They shed their skin one final time and emerge a gnor, growing to full size after another 3 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 fully grown to seek roles in gnorri society.

Once a gnor reaches full size, their metabolism slows dramatically. An adult gnor can live for centuries unless killed through violence, misadventure, or illness. After roughly 500 years, a gnor's body swiftly degrades, the fluidity of their flesh and bones rapidly diminishing. The gnor 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 elderly gnorri to take their own lives or to seek death via a tradition called the Great Walk. For a gnor who 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 accom-

plishments, 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 their settlements can grow quite large. They live in tune with their environment, 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 as they select the location for a settlement that will provide the most shelter from natural and territorial threats. Wherever possible, they incorporate such natural features into their craftings.

Gnorri value bones as a material for constructing structures as well as tools and implements of war. When a great sea beast dies, they are quick to strip its flesh and harvest its bones to serve once more as a skeleton, this time as the superstructure for an undersea building.

While gnorri are omnivorous, they prefer lives as vegetarians, for their blunted teeth are not well suited for tearing through flesh. The exception to this is 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 and pens of jellyfish as livestock. These creatures also provide key resources for gnorri alchemists (see Culture below).

GNORRI ETHNICITIES

There are many known ethnicities of gnorri spread across the oceans.

Ice Gnorri: The gnorri who dwell in the arctic depths rarely need to travel far, due to the bountiful sea life near the poles. Ice gnorri dwell deep under arctic ice and see the surface only when they travel far or drill to the surface in search of rare commodities. The most common scale colors for ice gnorri are pale blue and light, silvery gray.

Ink Gnorri: Most ink gnorri live deep in the ocean, where they protect other gnorri communities from cosmic monstrosities that lurk in the depths. Ink gnor hunters use ink to darken their scales when patrolling, in order to hide in the darkness. Average ink gnorri are larger than other gnorri and have scales that are usually thin and pitch-black or thick and red. Ink gnorri often have the abyssal or thick-scaled heritage.

Marsh Gnorri: Marsh gnorri are usually traders and ambush hunters, quick to form alliances with lizardfolk and other swamp cultures. Salt marshes are the traditional homes of these gnorri, who often build parts of their communities extending above water. Marsh gnorri are often slight and quick compared to other gnorri, and their scales typically mottled green, brown, or both. Marsh gnorri tend to have the recoiling or slithering heritage.

Sun Gnorri: Known for their adaptability, sun 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 creatures. Sun gnorri are by far the most well-known ethnicity, and the fact that they tend to have blue scales means that many land creatures assume all gnorri are blue.

FAITH AND ALIGNMENT

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 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. 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 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 and spirits, things that "prove" that there is life after death, but they have no concern about these nor any introspection regarding what happens to individuals after they've died. They possess a "does it matter?" perspective on what happens after life ends. Similarly, gnorri do not believe in any sort of apocalypse: nature has always existed and will always exist, and so they shall go on with it.

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 transmute rock and 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 don't hold them to any particular religious expectations or give them any special treatment beyond that afforded to any skilled expert.

Gnorri druids do gather in groups, not to worship but to learn from one another. They recognize that some teachings can lead to great power. To



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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 among themselves.

Gnorri champions and clerics are rare and typically view their relationship with the divine more as a useful collaboration than as worship. Most gnorri cannot comprehend the attraction of worshipping a god and may see such faith as a sign of obsession or other mental disorder. While they are not outcasts, gnorri who worship gods or pantheons—such as clerics and champions—operate outside the grottos that house gnorri communities, as there is literally no place within gnorri towns for them to gather and worship. This holds true whether they revere 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

Most 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 a family. This allows individual gnorri to strive their best to ensure greater personal prestige while simultaneously bolstering their society. Although 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.

The Gnorri language uses an alphabet composed primarily of dots and straight cuts rather than curves, since it's easier to inscribe these into seaweed and stone with spines and chisels. Traditional gnorri writings are carved on stone surfaces or tablets using metal tools scavenged or traded from surface folk, or etched into surfaces with magic. As their culture has grown, they have developed other, less cumbersome and less expensive methods of writing. 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. 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 a craggy section of underwater rifts and caverns as the site of their new home, rather than an open expanse of lush seaweed plains. This terrain gives the gnorri additional defenses against sea monsters and other dangerous denizens of the deep. Without the ability to manufacture metal, glass, and pottery under water, gnorri who desire these items must rely on trade with the surface.

Fortunately for gnorri, two of their cultural specialties are very much in demand among surface dwellers: alchemy and surgery. Rather than focusing on elixirs and fluids, which are difficult to contain and manage in an aquatic environment, gnorri alchemists specialize in 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 plethora of invertebrate creatures for a versatile take on alchemy. A tiny preserved anemone might function as a healing potion, for instance, or else provide the alchemist with an internal store of deadly jellyfish venom for later use. 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 more extensive healing projects involving more complex organisms, and gnorri surgeons are among the most gifted under and above the waves. While almost all gnorri display a talent for minor applications of healing, some among their number have taken this science further, exploring flesh grafting and transforming subjects using a wide variety of methods. While it's easier for them to perform these 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 in glass and metal tools by performing a single operation to graft gills onto a human pearl diver or a seaside merchant, for example.

GENDER

Perhaps because they have changeable sexes, gnorri have widely varied and flexible concepts of gender. Some gnorri express one gender identity regardless of any change they might make to their organs. Some view their gender and their sex as reflections of each other, while many others see the two as separate or even unrelated. A large number of gnorri, most often those who wield builder magic, have no gender. Builders need not be a particular gender, despite some cultural association between being a builder and

being agender. Most gnorri communities readily adopt new gender ideas from other cultures they interact with, and they find different humanoid concepts of gender fascinating.

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 the differences between communities increase with distance. Gnorri communities have traditionally not depended much on extensive trade or support networks with their aquatic neighbors; this is due to the value they place on specializing in a particular skill and providing for all members of their community. They prefer to maintain a respectful distance from outsiders, neither offering nor requesting aid unless necessary.

Gnor Rules

You are a beast, not a humanoid, so spells and effects that specifically target humanoids fail to target you.

Rarity

- Uncommon

Hit Points

- 10

Size

- Large (reach 5 feet)

Speed

- 20 feet, swim 30 feet
- Ability Boosts
- Constitution
- Wisdom
- Free

Ability Flaw

- Charisma

Languages

- Common
- Gnorri
- Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Aquan, Ghoul, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

- Amphibious
- Beast
- Gnor

Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Amphibious

You can breathe both air and water.

Flexible Physiology

Narrow spaces aren't difficult terrain to you unless they would be for a human, and you can Squeeze through any space a human could. In addition, you can't be harmed by water pressure.

Gnorri Equipment

Your torso isn't much larger than a Medium humanoid's, so you can use most clothing and equipment sized for Medium humanoids. Since you have no legs, you can't wear items designed for the legs and feet of any humanoids.

Allocate Limbs

Concentrate, Exploration

Frequency once per day

You can absorb or extrude your arms, although the process is somewhat painful and takes 10 minutes. 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. Having more than two arms allows you to have more items at the ready and wield more than two weapons or shields at once (but doesn't give you any more actions). For example, with four arms you could Cast a Spell with one hand while the other three hands have a shield and a two-handed weapon.

• **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 circumstance bonus to Athletics checks and 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 become drained 1 as a result of overburdening your body. This drained value can't be reduced below 1 while you have four arms.

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Nevertheless, there are many things gnorri cannot easily build or acquire 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 loath to prey upon the ships that sail above, they have turned to more peaceful options, such as trade, which require 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 negotiate confusing differences in culture, but this goes only so far. For example, for most gnorri, telling humanoid apart 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 and somewhat disturbing to gnorri. It is as strange and unsettling for a gnor to see a humanoid walk by putting one foot in front of the other as it might be for a human to watch a gnor'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 many gnorri can't help but associate with the infirmities of age.

ADVENTURERS

To 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 gnor character can be a significant boon to a group needing to travel underwater, to a gnor such excursions are often dull. As a result, the vast majority of gnorri adventurers seek out surface parties so 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 underwater.

The gnorri's focus on specialization means that most pick a single class and stick with it for an

entire career. Only rarely do 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 their outsider companions ironically find themselves more welcome than they are.

GNORRI HERITAGES

Millennia in different environments and cultures have produced subtle variations in the gnorri ancestry. Although some are more common among particular ethnicities, they can also manifest in other gnorri. Choose one of the following gnorri heritages at 1st level. Due to your conscious control over your own body processes, you can Retrain your choice of heritage by spending 1 week of downtime meditating on altering your body chemistry.

ABYSSAL GNOR

You honed your connection to the ocean depths and trained your eyes far beyond the sun's light. You gain greater darkvision.

ARCTIC GNOR

Like those creatures who dwell in the arctic depths, you are comfortable in cold environments. You have cold resistance equal to half your level (minimum 1), and you treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

BUILDER GNOR

Most male and female gnorri naturally produce subtle magic pulses that other gnorri, known as builders, use to shape earth and stone. Builders are usually neither male nor female but belong to a third sex, and gnorri sometimes assume other species share this same triune construction of gender. Male and female gnorri 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 it can be used for sapping or other assaults.

You gain *mending* as a primal innate spell usable once per day but can cast it only to repair stone objects. If you are wise enough, you gain more innate spells when around non-builder gnorri as you increase in level. To cast other spells this way, you must have a Wisdom of at least 12, be of the listed minimum level, and

have a minimum number of gnorri without the builder heritage within 60 feet, as indicated on the Builder Spells table below. For example, you can cast *meld into stone* if you are 3rd level and are assisted by three other non-builder gnorri. This innate spell's level is equal to the minimum number of non-builder gnorri, or equal to half your level rounded up, whichever is higher. Drawing upon other gnorri increases the time required to Cast a Spell to 2 hours. Unless you have a key spellcasting ability from your class, Wisdom is your key spellcasting ability for these spells.

Your builder magic can be combined with other spellcasting once per day. If the chosen spell is on your magical tradition's spell list and you have spell slots of that spell's level, you can ignore the minimum number of other gnorri required and use your class's key spellcasting ability instead of Wisdom for these spells if that modifier is higher. This allows you to cast one builder spell each day at its listed casting time. For example, if you were a 7th-level druid, you could cast *stone shape* by yourself in the normal number of actions, but you would need to have other gnorri around to cast *wall of stone*.

BUILDER SPELLS

Spell	Minimum Class Level	Non-BUILDER Gnorri
Mending (stone only)	1st	0
Meld into stone	3rd	3
Shape stone	5th	4
Wall of stone	7th	5
Stone tell	9th	6
Earthquake	13th	8
Remake (stone only)	17th	10

HARD-SCALED GNORRI

You have solid, hard scales that make your Allocate Limbs activity harder to use. You can't choose four arms when you use Allocate Limbs, but you gain a +1 circumstance bonus your AC when you do not have an item bonus to AC. At 7th level, you also get a +1 circumstance bonus to Reflex and Fortitude saves if you don't have item bonuses to those saves. At 13th level, the circumstance bonuses increase to +2. They increase to +3 at 19th level.

RECOILING GNORRI

Your natural talent for altering your body is on a hair trigger. You gain the Squeeze Entrails reaction.

SQUEEZE ENTRAILS

CONCENTRATE

Frequency once per 10 minutes

Trigger You would take piercing or precision damage, or an attack against you is a critical hit. You reflexively squeeze your vulnerable organs out of the way inside your body. Against the triggering attack, you gain resistance to precision and piercing damage equal to your level, and resistance to the extra damage from a critical hit equal to twice your level.

SLITHERING GNORRI

You are as comfortable moving on land as you are in water. You move with a graceful slithering motion. Your land Speed increases to 25 feet.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat. You gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a gnorri, you select from the following ancestry feats.

1ST LEVEL

GNORRI SCIENCE

FEAT 1

GNORRI

You gain the trained proficiency rank in two of Crafting, Medicine, and Nature. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. In addition, if you have Alchemical Crafting or Magical Crafting, you automatically gain access to gnorri grafts that you can Craft.

GNORRI WEAPON FAMILIARITY

FEAT 1

GNORRI

You are skilled at fighting with your people's weapons. You are trained with the gnorri shard-spear and gnorri spearshot.

In addition, you gain access to all uncommon gnorri weapons. For the purpose of determining your proficiency, martial gnorri weapons are simple weapons and advanced gnorri weapons are martial weapons.

OFF-HANDS FLURRY

FEAT 1

FLOURISH GNORRI PRESS

Requirements You are wielding at least three weapons, at least one you have attacked with this turn and at least two you haven't attacked with this turn.

You Strike twice, once each with a weapon you

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have not attacked with yet this turn. Apply your multiple attack penalty to each Strike normally.

Special If your previous action was to use Double Slice, Twin Feint, or Twin Takedown, Off-Hands Flurry loses the flourish trait and you can replace Off-Hands Flurry's effects with the effects of the feat you just used. When you do, the Strikes from the repeated feat must be made with the required unused weapons.

QUICK TAIL

FEAT 1

GNOR

Your tail is long, strong, and quick. You can use part of your tail as a natural weapon attack. You gain a tail unarmed attack that deals 1d6 bludgeoning damage. Your tail is in the brawling group and has the reach, sweep, trip, and unarmed traits.

5TH LEVEL

FLAIL TAIL

FEAT 5

GNOR

Prerequisites Whiptail

Your tail is weighty, spiked, or otherwise more deadly than those of other gnorri. Its damage die increases to 1d8 and it gains the shove trait. You can change its damage type between bludgeoning and piercing whenever you Allocate Limbs.

GNORRI WEAPON EFFICIENCY

FEAT 5

GNOR

You are skilled at fighting with your people's weapons. Whenever you critically hit with an unarmed attack or a gnorri weapon, you apply the weapon's critical specialization effect.

OFF-HANDS COORDINATION ➤

FEAT 5

GNOR

You Interact to retrieve or stow up to four total items, each with a different hand.

TAIL TRIP ➤

FEAT 5

GNOR

Prerequisites Quick Tail, trained in Athletics

Requirements Your previous action was a successful Strike with your tail.

You use your long tail to knock the target you just hit off balance. You attempt to Trip the target, using the outcome for one degree of success better than what you rolled.

9TH LEVEL

OFF-HANDS OPPORTUNITY

FEAT 9

GNOR

Prerequisites any reaction that allows you to make a weapon Strike (such as Attack of Opportunity or Two-Weapon Riposte)

Requirements You are wielding at least three weapons, each in a different hand.

When you miss but don't critically miss with a Strike attempted as a reaction, you regain 1 reaction at the end of that turn. You can spend it only to use a reaction that allows you to attempt a Strike with a weapon you haven't used to Strike as a reaction since the start of your last turn. This extra reaction is lost as normal when your turn begins.

OFF-HANDS DEFENSE

FEAT 9

GNOR

Prerequisites Twin Parry

Requirements You are wielding at least three melee weapons, each in a different hand.

You use your off-hand weapons to deflect attacks. The circumstance bonus you gain from Twin Parry increases as long as you meet the requirements. If you wield three weapons, the circumstance bonus is +2, or +3 if at least one of them has the parry trait. If you wield at least four melee weapons, the circumstance bonus is always +3 regardless of whether any have the parry trait.

TAIL SWEEP ➤➤

FEAT 9

GNOR

Prerequisites Quick Tail, trained in Athletics

You sweep your tail through the spaces of up to three creatures each within reach and adjacent to at least one other, attempting to either damage all foes or knock them all over. Make a tail Strike or attempt an Athletics check to Trip each creature in the area. You must attempt the same action against each target. The +1 circumstance bonus from your tail's sweep trait applies to all the attack rolls. If you Trip, use an outcome one degree of success better than your result. If you make a tail Strike and critically hit a creature no more than one size larger than you, you knock it prone. These attacks count normally toward your multiple attack penalty, but you don't increase the penalty until after you make all the attacks.

13TH LEVEL**EFFORTLESS TAIL TRIP** ◆**FEAT 13****GNOR**

Prerequisites Quick Tail, trained in Athletics
Frequency once per turn

Trigger You successfully Strike with your tail, or an opponent within your tail reach uses a move action or leaves a space during a move action it's using.

You attempt to Trip the target. If it's your turn, this attack has the previous attack's multiple attack penalty and doesn't count toward your multiple attack penalty.

GNORRI WEAPON EXPERTISE**FEAT 13****GNOR**

Prerequisites Gnorri Weapon Familiarity

Your gnorri cultural practices blend with your weapon training. Whenever you gain a class feature that grants you expert proficiency in a weapon or weapons, you also gain that proficiency in unarmed attacks and gnorri weapons.

17TH LEVEL**QUADRUPLE STRIKE [TWO-ACTIONS]****FEAT 17****FLOURISH GNOR**

Requirements You are wielding at least four weapons.

You Strike four times, each with a different weapon. Apply your multiple attack penalty normally to these attacks.

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ZOOG

Menacing inhabitants of the Dreamlands' deep woods, zoogs are widely dreaded—and sometimes mocked, but only from a safe distance. Unlike many feared peoples, the superstitions and legends about zoogs are well founded; they are not misunderstood but every bit as dangerous and unsettling as the tales tell. Small rodentlike humanoids, zoogs lurk in shadowed forests and burrows, waiting for unwitting prey. As terrifying puppet masters, 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 like almost-laughable, oversized rodents. 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 unsettling.

Most zoogs are content to dwell in their forest homelands, but they are curious beings and known to roam far abroad. Zoogs often accompany allies of other ancestries, 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. Similarly, they do not often share oral histories among themselves, as they have no interest in dwelling on what has gone before. For this reason, the history of these unsettling folk is often whatever the zoogs decide to make it—and they have very good imaginations.

Zoogs make a major exception when it comes to genealogy. They determine social class based upon generation-spanning family connections, and so they keep meticulous track of family trees for chosen zoogs and their chosen ancestors. How exactly they track this information is a secret kept from non-zoogs, since they tell few and keep written records even more rarely.

Masters of their environs, zoogs make their homes in dark and haunted forests. Far worse creatures than they 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 symbiotic pacts with monstrous creatures, the way a crocodile might allow small birds to pick its teeth clean. For example, in a forest containing a dragon, the zoogs lure parties of adventurers into the creature's lair. Generally amoral and opportunistic, zoogs have few objections to working with evil monsters, but they also recognize the danger such monsters pose. In some cases, if a particularly dangerous creature encroaches on their territory, zoogs may seek the assistance of a party of adventurers to rid their forest of the threat. This must be accomplished before the zoogs forge a treaty with the monster, however, as zoogs always

keep their word.

PLAYING A ZOOG

Other ancestries and cultures are both fascinated by and a little fearful of curious and furtive zoogs. The zoogs 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 all your treaties, both personal ones and those made by your zoog forest.



- like to hide in dark corners and explore tunnels and burrows.
- are curious, inventive, and cunning.
- are fascinated by traps, both magical and magical.
- guard your secrets carefully.

OTHERS PROBABLY...

- become nervous around you.
- view you as a possible threat to children and small animals.
- assume you can make treaties on behalf of powerful zoog forests.
- worry you might lead them into a trap.
- consider you wise in dark, unearthly lore.
- are ignorant of your people's complex social structure.

PHYSIOLOGY

Zoogs are marsupials with no sexual dimorphism. They have two, small, forward-opening pouches, one on each side of the abdomen. Zoogs are usually about 2 feet long and weigh roughly 20 pounds.

The typical adult 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 handlike 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 also to grasp small objects or perform delicate tinkering tasks. They have round, bulging eyes and large ears that grant senses about as keen as those of a cat.

Though zoogs are naturally nocturnal, bright light doesn't 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 can't 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 can't 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 taught only to those 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 non-zoogs grows up able to communicate with their own kind perfectly naturally, even if

they have never interacted with another zoog.

Zoogs are technically omnivorous, but they function best on meat. While they can 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 humanoids when they get the opportunity.

Zoogs 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 rarely fall for such attempts at trickery.

Zoog Sociological Terms

Whatever language they're speaking, zoogs use specific phrases and concepts to describe family and the roles of other zoogs 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 zoog who uses "he." Similar terms are used for other pronouns.
- **Zooglet:** A young zoog, furred and capable of leaving their parent's pouches.
- **Pouchling:** An infant zoog, naked, blind, and helpless, who normally never leaves the pouch.
- **Chosen:** An adjective used to describe those zoogs raised in their parent's preferred pouch and thus generally considered superior to other zoogs.
- **Off-Pouch:** An adjective used to describe zoogs not kept in their parent's preferred pouch and as a result generally considered inferior to other zoogs.

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, typically digging a large network of tunnels with at least two concealed exits in addition to the main entrance, allowing for a quick escape.

When zoogs show affection, they grab and caress their beloved or friend with their cold, clammy face tentacles. Most humanoids find this unsettling, but those who 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

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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 until their progeny have grown big enough to leave the family unit. This process takes a few years; once the offspring 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.

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, and like marsupial joeys they live only on milk in the parental pouch. The four best-looking or most interesting young are moved into the favored pouch, and these become the “chosen.” This is often but not always the right-hand pouch (zoogs are “left-pouched” or “right-pouched”, just as humans are “right-handed” or “left-handed”).

All the other young are placed into the less-preferred pouch, thus becoming “off-pouch.” Each pouch normally has four internal nipples, so if five or more pouchlings are off-

pouch, only four survive—typically the strongest or fastest. The others starve within a day or two, and dead offspring are cleaned out of the pouch and usually eaten.

The pouchlings stay attached to the 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 called “zooglets.” They usually stay in or near the parental home until maturity, a process that takes 2 to 3 years. At this point, parents and young go their separate ways.

Zoogs can live much longer than most small mammals but rarely even half as long as humans. Zoogs older than 30 to 40 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 sapient species. A typical zoog is ready to mate within a year after leaving home (so, from 3 to 5 years of age). This means that a typical zoog first mates around the age of 4, and then has about eight surviving offspring about every four years following this. Twenty pairs of breeding zoogs (a typical colonization group) can thus increase to 50,000 adult zoogs in only two decades with an abundant 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 humans and other sapient creatures fight large conflicts among themselves. Avoiding 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 the 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 versus 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 deliberately mistreated nor enslaved by other zoogs. Zoogs are puzzled when non-zoog 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 their parents 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 the same as if the lower-generation zoog had mated with their 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 higher-generation zoogs make no attempt to mate with others of their status, 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 merely off-pouch. They have no counted generation and no special privileges, though they 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 and debate when major decisions need to be made. In their councils, the higher-generation nobles speak with greater weight, but all voices are considered. Because zoogs birth in litters, there are rarely fewer than four 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



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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 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 receive training and are expected 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 offenses and 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 extremely 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 populations decimated in war recover more quickly than other peoples due 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 made with only one entity or organization at a time. A treaty may be agreed upon between the forest and a nation, 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 a delegation of several dozen of their folk, 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. The zoogs unwittingly broke the treaty when they captured and devoured three gnomes from Willendilly who had traveled and picked up styles of dress from elsewhere, unaware that these were the same gnomes with whom they had signed a treaty.

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, as it did not

stipulate when the hostages would be released. Naturally, if the tables were turned, the zoogs would have enforced a treaty to their own ends. They consider exploitation of loopholes to be only 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 terribly traumatized. Since they had not killed him, the zoogs considered that they had fulfilled their obligations to the letter.

While a given treaty applies only to a particular zoog forest, if an outsider who participates in such a treaty shows evidence of it in 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.

Just 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 joins 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 hurt or eat party members.
- The zoog will not eat properly identified pets or familiars belonging to party members, no matter how tasty they might be.
- The zoog will assist in diplomatic negotiations with other zoogs.



FAITH AND ALIGNMENT

Zoogs are not very religious. They acknowledge the existence of deific entities, but they are generally interested in them only as potential sources of power or as threats. They are always, at their core, pragmatists in religious matters, though they parrot belief to comfort or fool humanoids or other creatures with stronger faith traditions. Zoog druids draw strength and power from the forests as a practical measure, rather than out of devotion to nature as a spiritual force. Zoogs do obsess over creative problem-solving, trickery, and clever ways to outdo each other. They tend to be chaotic and are rarely good.

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 up to the dragon to prevent the creature from attacking. While humans, naturally enough, see this activity as evil, the zoogs view it as highly practical. They lack the physical strength to slay the dragon, so they do what they must 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. But even zoogs who worship at the shrine of a powerful devil are not necessarily evil themselves, worshipping out of pragmatism rather than fervor.

CULTURE

Zoogs often tame and domesticate other forest-dwelling creatures. 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

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Zoog Rules

You are a beast, not a humanoid, so spells and effects that specifically target humanoids fail to target you.

Rarity

- Uncommon

Hit Points

- 4

Size

- Small

Speed

- 20 feet, climb 10 feet

Ability Boosts

- Dexterity
- Intelligence
- Free

Ability Flaw

Strength

Languages

- Common
- Zoog (which has no written form)
- Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Cat, Draconic, Ghoul, Gnome, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

- Beast
- Zoog

Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Lesser Scent

Your sense of smell is an imprecise sense with a range of 5 feet. When you Seek, you use your sense of smell to automatically notice any undetected or unnoticed creatures within 30 feet of you. This can't improve your degree of detection beyond undetected.

Facial Tentacles

Your facial tentacles can't wield weapons, but they can hold and manipulate up to two Tiny objects such as coins, jewelry, thieves' tools, or wands.

Pouches

You have two pouches, one on each side of your abdomen. Each can hold up to 1 Bulk of objects and can distend to fit up to 1 cubic foot of objects.

Prehensile Tail

Your prehensile tail can't wield weapons or manipulate objects but can carry objects easily. Your tail counts as a free hand for Climbing.

Zoog Paws

You have hand-like paws at the end of all four of your limbs. All of them can hold or wield weapons, but you can't use them to make more attacks than usual, and you need two of your limbs free to use your land Speed. You need either all four paws or three paws and your tail free in order to Climb. Because you have hands instead of feet on all your limbs, you can't wear footwear, but you can wear two different pairs of gloves or other items worn on the hands. Because your paws are not built for walking far, you become fatigued after Hustling for more than 10 minutes using your land Speed.

tendencies, there is always a chance that the zoogs might eat their "pets" in a time of emergency.

The zoog language has no written counterpart, but zoogs can learn to read and write other languages. They are particularly interested in magical or occult languages and the power that can be obtained by their use. They are far less interested in works of fiction or mundane knowledge, or in any other matter that doesn't increase their power or odds of survival.

Zoogs rarely engage in artistic enterprises, though they practice magic and the creation of magic items. They create tools and can even

perform metalworking, focusing on detail and precision rather than the creation of large objects such as those a blacksmith might create. They prefer to purchase larger items created by the labor of other cultures. Their supple hands, dexterous face tentacles, and inherent intelligence are better suited to the production of utensils and instruments of 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. 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 above the ground and tangle with 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 small ambush predators who hunt in teams, 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 intruders eventually learn to anticipate their techniques, zoogs are always ready to escalate the complexity of their traps. 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 intruders 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 in the zoog bestiary entry on page 498.

RELATIONS

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

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

No other large community is allowed within a zoog wood. Zoogs won't typically "share" their

forest with an elven community, though scattered 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 claimed by some other group.

ADVENTURERS

Zoogs are curious, practical, and inventive, so it's common for zoogs to venture outside their woods in search of knowledge. As small and typically physically weaker individuals, such zoogs tend to join a party of big people. Given a zoog's 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 traveling with a group of captured adventurers, that zoog would be interrogated at the council and their testimony may well determine the fate of those adventurers. For this reason, travelers would do well to obtain the help of a zoog when traveling the forest—and a trustworthy one at that.

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

ZOOG HERITAGES

Choose one of the following zoog heritages at 1st level.

AMBLER ZOOG

You were either born with unusually strong lower paws or you grew up in a town or other place where you had to walk most of the time and rarely got to climb. Your land Speed increases to 25 feet. While walking on your hind paws, you don't risk fatigue from hustling any more readily than other creatures.

ARBOREAL ZOOG

You grew up in trees or high buildings and rarely walk when you can climb. All four of your hands readily grasp any surface to climb. Your climb Speed increases to 20 feet.

GNAWER ZOOG

You have inherited strong, sharp teeth. You have a jaws unarmed attack. It deals 1d4 piercing damage, is part of the brawling group, and has

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the backstabber, finesse, and unarmed traits. You also have a claw unarmed attack that you can use with any of your four paws. Your claw attack deals 1d4 slashing damage, is also part of the brawling group, and has the agile, finesse, and unarmed traits.

KEEN-NOSED ZOOG

Your nose is as sharp as a hound's. You can use smell as an imprecise sense to a range of 30 feet. This means you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat. You gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a zoog, you select from the following ancestry feats.

1ST LEVEL

CANOPY LURKER

FEAT 1

ZOOG

You gain the trained proficiency rank in Stealth. If you would automatically become trained in that skill (from your background or class, for example), you instead become trained in a skill of your choice. You don't have to have cover or concealment from observers below you in order to Hide or Sneak.

PRECISE JAWS

FEAT 1

ZOOG

Prerequisites gnawer zoog

When you attack with your jaws unarmed strike, you can add your Dexterity modifier to damage rolls instead of your Strength modifier. In addition, you can use your jaws as a free hand to attempt Athletics attack actions and use your Dexterity modifier in place of your Strength modifier for those Athletics checks.

QUICK POUCH

FEAT 1

ZOOG

Trigger Your turn begins or ends.

You Interact with your facial tentacles or your tail to draw or stow an object in one of your pouches.

SURREPTITIOUS TAIL

FEAT 1

ZOOG

Your tail is especially dexterous. You can use it for anything you could use a hand for, including wielding a weapon or shield. This doesn't give you more actions than usual. You get a +1 circumstance bonus to Thievery checks to Steal or Palm an Object with your tail.

TRAP CULTURE

FEAT 1

ZOOG

You gain the trained proficiency rank in Crafting. If you would automatically become trained in that skill (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Snare Crafting skill feat.

TRAP FAMILIARITY

FEAT 1

ZOOG

Your familiarity with traps helps you find and avoid them. You gain the trained proficiency rank in Thievery. If you would automatically become trained in that skill (from your background or class, for example), you instead become trained in a skill of your choice. You also get a +1 circumstance bonus to AC and saving throws against traps, as well as to Perception checks to notice traps and to Thievery checks to Disable traps.

5TH LEVEL

MANY-ITEM COORDINATION

FEAT 5

ZOOG

You Interact to retrieve or stow up to three total items, each with a different paw, tail, or facial tentacle.

SENSITIVE TENTACLES

FEAT 5

ZOOG

You gain vibration sense as a precise sense with a range of 5 feet. This range increases to 10 feet if you are expert in Perception, 15 feet if you are master in Perception, and 20 feet if you are legendary in Perception.

TRAP EXPERTISE

FEAT 5

ZOOG

Prerequisites trained in Crafting or Thievery

You never stop honing your trap knowledge. If you aren't using the Seek action or Searching, the GM automatically rolls a secret check for you to notice traps anyway. You use your proficiency rank for Crafting or Thievery rather than your proficiency rank in Perception to determine whether you notice traps if your skill proficiency rank is better. You also gain the expert proficiency rank in your choice of Crafting or Thievery, provided you are trained in it. If you are already expert in both of those skills, you instead gain a skill increase for the skill of your choice.

ZOOG WEAPON SKILL

FEAT 5

ZOOG

You are skilled at fully exploiting the opening when you critically hit with zoog favored weapons, which are traps and your unarmed strikes. Your unarmed attacks gain the fatal d8 trait and whenever you critically hit with an unarmed attack, you apply the weapon's critical specialization effect. Whenever you place a trap that deals physical damage and the trap makes an attack roll or requires a Reflex save, you can grant it a critical specialization effect. If the trap incorporates a weapon or makes a weapon attack, use that weapon's critical specialization effect. Otherwise, you can choose the bow, flail, or sling critical specialization effect. The first time the trap critically hits with an attack or a creature critically fails on its Reflex save against the trap, apply the critical specialization effect.

9TH LEVEL

ARBOREAL STEP ➤

FEAT 9

ZOOG

You Climb and Step, in either order. You can use your climb Speed rather than your land Speed to make this Step.

WARREN DIGGER

FEAT 9

ZOOG

You are a prodigy at digging. You gain a burrow 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 (such as ice, packed dirt, or dry clay). Unless you leave a tunnel behind, you must hold your breath while burrowing. At 17th level, your burrow Speed increases to 15 feet.

13TH LEVEL

TREE BORER

FEAT 13

ZOOG

Prerequisites Warren Digger

You can Burrow through non-magical wood. You always leave a tunnel when you do. Your melee attacks ignore the Hardness and resistances of plant creatures, as well as those of wooden constructs and items.

ZOOG WEAPON INSIDIOUSNESS

FEAT 13

ZOOG

Prerequisites Zoog Weapon Skill

Your zoog tactics are particularly lethal. Whenever you apply a critical specialization effect with an unarmed Strike or a trap, you can also deal 1d10 persistent bleed damage.



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OTHERWORLDLY HERITAGES

The vast Mythos multiverse includes many ancestries and heritages beyond the four described previously in this chapter. Below are three uncommon heritages for player characters. Each is described in more detail elsewhere in this book. Any character can use the deep one hybrid options if it makes sense for their character. The Leng folk and Tcho-Tcho heritages, on the other hand, are available only to humans.

DEEP ONE HYBRID

Deep one hybrids can be individuals of any ancestry with a parent or ancestor who was a deep one. The amphibious deep ones are surprisingly fertile and often keep their descendants' true heritage a secret, which can easily result in hybrids who are unaware of their nature until deep one features begin to slowly manifest with age. The nature of deep one hybrids is described further on page 379, and their culture is discussed at length starting on page 223.

DEEP ONE HERITAGE

As a deep one hybrid, you can select the deep one hybrid heritage instead of a heritage from your ancestry, but you don't have to. If you choose a heritage from your ancestry, you can replace that heritage with the deep one hybrid heritage any time you gain a level, but once you do, you can never change it back.

DEEP ONE HYBRID

You have oddly fishlike features, such as a low forehead or bulging eyes, and you are strangely comfortable in water. You lose your original heritage's benefit and in exchange gain a 15-foot swim Speed.

DEEP ONE ANCESTRY FEATS

Deep one hybrids gain access to the following ancestry feats in addition to the feats available to their ancestry. Taking deep one ancestry feats represents traces of deep one ancestry manifesting in your body, giving you some partially or obviously ichthyic features.

DEEP ONE CLAWS

FEAT 1

DEEP ONE

Prerequisites a deep one ancestor

You develop a useful deep one mutation that turns your hands into webbed claws. You gain a claw unarmed attack that deals 1d4 slashing damage and has the agile and finesse traits.

While your hands are free, you are not flat-footed in water and you don't take the usual penalty for making these slashing attacks underwater.

DEEP ONE EYES

FEAT 1

DEEP ONE

Prerequisites a deep one ancestor

You develop a useful deep one mutation that causes your eyes to bulge like a fish's. You gain darkvision.

DEEP ONE SKIN

FEAT 1

DEEP ONE

Prerequisites a deep one ancestor

You develop a useful deep one mutation that turns your skin thick and slimy. Increase your maximum Hit Points by your level. You gain a +1 circumstance bonus to your Fortitude DC against attempts to Grapple you.

DEEP ONE JAWS

FEAT 5

DEEP ONE

Prerequisites a deep one ancestor

You develop a useful deep one mutation that distends your mouth and gives you vicious fangs. You gain a jaws unarmed attack that deals 1d8 piercing damage. You can breathe both air and water.

DEEP ONE LEGS

FEAT 5

DEEP ONE

Prerequisites a deep one ancestor, deep one hybrid heritage

Requirements You have legs.

You develop a useful deep one mutation that strengthens your legs and stretches your feet into webbed fins. You can't wear footwear that isn't designed for your transformed legs. You gain the Powerful Leap skill feat and your swim Speed increases to 20 feet.

LENG FOLK

Leng folk are relatives of humans, but native to the Dreamlands. Physically, they are distinguished from other humans by their hooved and furry legs, tails, small horns on their heads, and mouths that can open unusually wide. Most Leng folk serve cults of Great Old Ones and Outer Gods, which are led by moon-beasts. For more information on Leng folk, see page 423.

LENG HUMAN HERITAGE

You have inherited the distinctive traits of Leng humans. You can use your tail for most Interact actions and to hold objects but can't use your

tail with enough fine motor control to wield a weapon or attempt a skill check. You gain low-light vision and the Reflexive Readiness reaction.

REFLEXIVE READINESS

Trigger You roll initiative.

Requirements You have noticed at least one enemy in this encounter.

You perform one of the following actions: Interact using your tail, Seek, or Step.

LENG ANCESTRY FEATS

Leng folk can select from the following ancestry feats in addition to those available to all humans.

DEFT READINESS

FEAT 1

HUMAN

Prerequisites Leng human, Reflexive Readiness

When you use Reflexive Readiness, you can perform any Interact action, not only those using your tail.

LENG LORE

FEAT 1

HUMAN

Prerequisites Leng human

You gain the trained proficiency rank in Sailing Lore and two of Acrobatics, Athletics, Deception, and Intimidation. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

TAIL FINESSE

FEAT 1

HUMAN

Prerequisites Leng human

Your tail is long and agile. You can use it to make unarmed attacks (using the statistics for a fist), wield weapons, and attempt skill checks. This doesn't grant you any extra actions in a turn.

VENOM-TESTED

FEAT 9

HUMAN

Prerequisites Leng human

You have been tested by Leng techniques meant to protect you from your traditional enemies, the

Leng spiders. It proves useful against all poisons. You get a +2 circumstance bonus to saving throws against poison.

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. Their culture holds betrayal and murder of non-Tcho-Tcho as reasonable tools for getting ahead, so Tcho-Tcho tend to be chaotic evil. For more information on Tcho-Tcho, see Tcho-Tcho Culture on page 221.

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, good-aligned

Tcho-Tcho can still expect regular communication from their clans unless they are violently rebellious or travel exceptionally far (such as to another continent). Clans still view 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. Rather than allowing the member's refusal to do reprehensible deeds to result in a cessation of trust, the resentful family merely demands the passing



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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 HUMAN HERITAGE

You have inherited the distinctive traits of Tcho-Tcho, which might mean you are limber and hale. If raised by other Tcho-Tcho, you are likely indelibly marked by the intensely exploitative and paranoid Tcho-Tcho culture. You gain the Call on Psychic Engineering reaction.

CALL ON PSYCHIC ENGINEERING

Trigger You attempt a saving throw against a mental effect but haven't rolled yet.

Your ancestors' innate resistance to mental effects surges, before slowly ebbing down. You gain a +1 circumstance bonus to all saves against mental effects until the end of this turn, including against the triggering save. If the saving throw was against an effect that can target or affect only humanoids, you use the outcome one degree of success better than the result of your save.

TCHO-TCHO ANCESTRY FEATS

Tcho-Tcho can select from the following ancestry feats in addition to those available to all humans.

ALCHEMICAL TRADITION

FEAT 1

HUMAN

Prerequisites Tcho-Tcho human

You become trained in Crafting and gain the Alchemical Crafting skill feat. If you would automatically become trained in Crafting, you instead become expert in Crafting. If you would automatically gain the Alchemical Crafting feat (such as from the alchemist class), you instead gain the 1st-level skill feat of your choice that you qualify for.

In addition, when you Craft an elixir or poison, the first day you spend reduces the amount you must spend in materials by the same amount each additional day does.

CANNIBALIZE

FEAT 1

HUMAN MANIPULATE

Prerequisites Tcho-Tcho human

Frequency once per day

Requirements You can reach a bit of humanoid flesh.

You eat a bit of the required flesh, which energizes you. You gain temporary Hit Points equal to 1d4 + your level for 8 hours. As long as you have these temporary Hit Points, you get a +1 status bonus to Fortitude saving throws.

TCHO-TCHO LORE

FEAT 1

HUMAN

Prerequisites Tcho-Tcho human

You gain the trained proficiency rank in Tcho-Tcho Lore and two of Deception, Survival, and Thievery. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

TCHO-TCHO SURGEON

FEAT 1

HUMAN

Prerequisites Tcho-Tcho human

You gain the trained proficiency rank in Herbalism Lore and Medicine. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

In addition, at 3rd level you learn a graft formula (page 187) accessed by this feat. Whenever you attempt a Medicine check to implant a graft accessed by this feat, you use the outcome one degree of success better than your result.

DAGGER BEHIND THE SMILE

FEAT 5

HUMAN

Prerequisites Tcho-Tcho human

Trigger You roll Deception for initiative.

You effortlessly exploit those not expecting your betrayal. You get a +1 circumstance bonus to your initiative check and can Interact.

QUICK POISON

FEAT 5

HUMAN

Prerequisites Tcho-Tcho human

You reduce the number of actions required to activate a poison you use by 1, to a minimum of 1. When you do, you can attempt a Thievery check as part of applying the poison, using the same DC as to Palm an Object. On a success, observers don't notice your poison use.

HUNT THE UNSEEN

FEAT 9

HUMAN CONCENTRATE

Prerequisites Tcho-Tcho human

Trigger You fail a visual Perception check when you Seek.

Your engineered vision catches glimpses of things you might not consciously notice at first. Even though you failed the triggering check, the nearest creatures that was hidden from you becomes merely concealed from you.

MYTHOS 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.

ALIENIST

BACKGROUND

You work to understand and treat insanity and madness. You might be called upon to determine why a horrible act was performed or to diagnose a form of madness. You are trained to assist authorities in identifying and mitigating potential dangers of individuals in mental crisis, both to themselves and others, ensuring that such individuals are treated with respect and dignity. You might approach your work as an agent of law and order, as a researcher into the complexities of the mind, as a healer of mental trauma, or as a confidante hoping to understand. You have probably stumbled at least once upon the unexpected horrors of the Mythos while treating or tracking folks thought by the public to simply be criminals or reprobates. When you choose this background, discuss with your GM the kinds of maladies, crimes, or monsters you have investigated.

As an alienist, you are qualified to consult on a variety of strange happenings. In any given area you might visit, 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. Typically, the treatment is quickly administered, private, and discounted. Additionally, when you are unable to recall, research, 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.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You are trained in the Medicine skill and the Herbalism Lore skill. You gain the Counsel skill feat (see page 88).

MYTHOS CULTIST

BACKGROUND

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



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remain involved with the group. As a cultist, you served the interests of a cult leader or the greater power that leader served, though you might have had little or no awareness 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 escaped as an adult.

You might have left for any number of reasons. 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 fled from the awful acts without ever understanding your fellow cultists motivations. 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 which 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. The cult might have also exposed you to a secret on a topic such as the planes of existence, the origin of a culture or institution, the fate of the world, details about a Great Old One's fate, the course of history, or lost alien technology.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You are trained in either the Deception skill or the Religion skill, and either the Lore skill for the cult or Yog-Sothothery (see page 59). You gain the Dubious Knowledge skill feat (see page 88).

MYTHOS SURVIVOR

BACKGROUND

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. You might have had a brief but intense ordeal and took years to recover, cared for by family, friends, or professional caretakers.

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 likely learned when to hide, when to run, when to fight, or when to pointedly ignore the strangeness around you.

Perhaps you led others who could not cope as well, or maybe you had to leave less fortunate victims behind.

Work with your GM to detail what sort of terrible circumstances you survived and whether you know it to have involved a particular Great Old One, Outer God, cult, or alien force. You know most significant actions, defenses, and weaknesses of at least one or two dangerous creatures you directly survived contact with, as well as at least one thing each seemed interested in or repulsed by.

Choose two ability boosts.

One must be to Constitution or Wisdom, and one is a free ability boost.

You are trained in either the Stealth skill or the Survival skill, and either the Aberration Lore skill or the Yog-Sothothery skill (see page 59). You gain the Desperate Knowledge skill feat (see page 88).



VISIONARY

BACKGROUND

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 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 be limited to morbid fascination.

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 has given you a reputation for eccentricity. You might have been tempted to work with cultists of the Great Old Ones or Outer Gods in the hope 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.

Choose two ability boosts. One must be to Intelligence, Wisdom, or Charisma, and one is a free ability boost.

You are trained in either the Crafting skill or the Performance skill, and the Art Lore skill. You gain the Eldritch Sensitivity skill feat (see page 88).



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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 archetypes, class feats, general feats, and a few other class options. 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 mental effects. Many of these new feats work well with the Mythos-themed ancestries introduced in the previous chapter. In some cases, these options make sense only for specific ancestries, but other options can be explored by characters of any ancestry or class—always subject, of course, to GM approval!

YOG-SOTHOTHERY [WIS]

A character can become trained or better in the following new skill in the same way they would any other skill, although proficiency in it has a downside unique among skills, representing the mental strain from contemplating truly alien concepts. 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 information.

Even if you're untrained in Yog-Sothothery, you can use the Recall Knowledge general skill action.

Recall Knowledge about aberrations, oozes, fungi, alien planes of existence, unstable magic and science, means of bypassing the laws of time and space, and most of the topics in this book. This can also be used to formulate new understanding about a Mythos phenomenon from seemingly unrelated clues.

THE COST OF KNOWLEDGE

Becoming trained in Yog-Sothothery strains the minds of most creatures other than aberrations, celestials, fiends, oozes, and undead. You take a -1 circumstance penalty to saving throws against dread (see Chapter 4) and other mental effects. The penalty increases to -2 if you are an expert in Yog-Sothothery, -3 if you are a master, or -4 if you are legendary.



YOG-SOTHOTHERY TRAINED ACTIONS

If you are trained in Yog-Sothothery, you can use it in place of Arcana, Nature, Occultism, or Religion to cast rituals. You must also be trained in Yog-Sothothery to use it for the following general skill actions.

- Identify Magic, particularly rituals, associated with Great Old Ones or Outer Gods, and occult and alien magic.
- Learn a Spell that is a ritual.

In addition, you can use this skill in place of other skills to cast spells as rituals (see page 137).

FEATS 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 feats and other class options are available to any character of the appropriate class who meets the prerequisites.

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ARCHETYPES FOR MYTHOS ANCESTRIES

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

- Dreamlands cats can become Dreamlands familiars. Only Terran and Martian Dreamlands cats can become prowlers, Ulthar champions, or Ulthar hunters, since they require the Tiny size.
- Ghouls can become necrophages, and they gain access to the uncommon whispering skull variant familiar.
- Gnorri can become seabest hunters and have access to the uncommon deep herds druid order.
- Zoogs can become ruin wardens and have access to the uncommon trapsetter archetype.

DREAMLANDS FAMILIAR [CAT]

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 creature (sometimes even one that would normally not be able to gain a familiar). As a Dreamlands familiar, you gain abilities common to familiars that would otherwise be difficult or impossible for a player character to gain.

DREAMLANDS FAMILIAR DEDICATION

FEAT 2

ARCHETYPE CAT DEDICATION

Prerequisites Dreamlands cat

You know how to attune yourself to another creature's spirit. You can choose a willing ally to become your bonded ally after you spend 1 week of downtime bonding with each other. That ally need not have a feat or other ability that grants them a familiar. Typically, a Dreamlands cat player character chooses to bond with another player character in the same adventuring party.

Unlike a typical familiar, you don't have the minion trait and retain your own abilities and statistics. You can benefit from item bonuses normally. If your bonded ally gains feats or other abilities that improve or modify their familiar, you are unaffected (unless noted otherwise).

However, your bond grants you some preternatural insights. Your untrained proficiency bonus for skills is equal to your level. This doesn't change your proficiency rank. If you are untrained in Acrobatics or Stealth, you can use your bonded ally's spellcasting ability modifier

(Charisma if they don't have one, unless otherwise specified) in place of your Dexterity modifier for purposes of that skill.

You share an empathic bond with your bonded ally as long as you and the ally are within 1 mile of each other. This allows you to share your emotional states with each other.

You can have no more than one bonded ally at a time. When you bond with a new ally, any prior ally bond immediately ends. Similarly, if either or both of you had a familiar before becoming bonded to each other, that familiar is dismissed (typically returning to being a normal animal or striking out on its own).

If you or your bonded ally normally has the ability to gain a familiar, this feat replaces the usual rules for those familiars. However, each of you with access to a familiar gains the Urge Action activity and can choose master abilities normally (provided the other is willing) but can't choose familiar abilities to grant the other. If that character would gain an ability that must be applied to a familiar, they instead must choose an equal number of master abilities to gain. Specific master abilities have the following changes.

- If that character chooses the familiar focus ability and the other activates it, the character who chose that ability regains the Focus Point.
- If one of you chooses the spell delivery ability and activates it, the other isn't compelled to act but has until the end of their next turn to deliver the spell or the spell is disrupted. Delivering the spell this way is a single action.

Special You can't select another dedication feat until you have gained two other feats from the Dreamlands familiar archetype.

URGE ACTION ➡➡

Concentrate

You urge your bonded ally or Dreamlands familiar to take a particular action, either verbally or by gesture. This activity gains the auditory or visual trait, as appropriate. The action you choose must be Hide, Leap, Seek, Sneak, Stand, Stride, or Strike. Your bonded ally or Dreamlands familiar quickens until the end of their next turn and can use the extra action only to perform the action you chose.

BASIC FAMILIAR ABILITY

FEAT 4

ARCHETYPE CAT

Prerequisites Dreamlands Familiar Dedication

Each day, you channel your innate magic into one ability from the following list and gain that ability.

Amphibious You gain a swim Speed of 25 feet. You also gain the ability to breathe water as well as air.

Burrower You gain a burrow Speed of 5 feet.

Climber You gain a climb Speed of 25 feet.

Darkvision You gain darkvision.

Manual Dexterity You can use up to two of your limbs (you can also use your tail or mouth) as if they were hands to use manipulate actions.

Speech You learn all languages your bonded ally knows and can speak them as if you had a vocal apparatus comparable to your ally's (though your voice and pronunciations are still distinctly feline).

MAGICAL CONDUIT

FEAT 4

ARCHETYPE CAT CONCENTRATE METAMAGIC

Prerequisites Dreamlands Familiar Dedication, Cast a Spell activity

Trigger You or your bonded ally Casts a Spell.

Requirements You are within 30 feet of your bonded ally.

You open your connection to your bonded ally to allow them to cast a spell as if in your location. The conduit applies to whichever of you acts next. If you take another action before your ally acts and your next action is to Cast a Spell, you determine the spell's target or area as if you were in your ally's space. If the spell doesn't have a range, you can cast it on your ally instead of yourself. Alternatively, if your bonded ally acts before your next action, and their next action is to Cast a Spell while they meet the requirements, they can cast the spell as if they were in your space. If their spell doesn't have a range, they can cast it on you instead of themselves. If the next action taken between the two of you is not to Cast a Spell, this action has no effect.

SYMBIOTIC SPELLCASTING

FEAT 4

ARCHETYPE CAT

Prerequisites Dreamlands Familiar Dedication

Requirements You and your bonded ally both have the Cast a Spell action and are within 30 feet of each other.

When you Cast a Spell, as a reaction your bonded ally can provide one component for the spell. This allows you to cast the spell without providing those components yourself. In a similar fashion, when your bonded ally Casts a Spell, as a reaction you can provide one component for the spell so that your ally doesn't

have to. If the reacting character can replace the provided component with a different one (as a bard, cleric, druid, or sorcerer can) the provided component can be replaced. For example, if you are a sorcerer and your bonded ally Casts a Spell, you can provide a somatic component as a reaction in place of a material component your ally would otherwise need for that spell. This doesn't reduce the number of actions it costs the caster to Cast a Spell. Any sensory manifestation from the spellcasting is associated with both of you, and the caster can attempt to hide the fact that they are Casting a Spell (generally making it seem that the reacting character is the true caster). To hide the casting, the caster can attempt a Stealth check against one or more observers' Perception DC. If the caster succeeds at the check, the other character appears to be the only caster to that observer.

WHO IS THE MASTER?

FEAT 4

ARCHETYPE CAT

Prerequisites Dreamlands Familiar Dedication

As long as you have a bonded ally, you gain benefits described in Dreamlands Familiar Dedication for having the capacity to gain a familiar: you gain two master abilities (with your bonded ally's permission), you treat your bonded ally as your familiar for those abilities, and you gain the Urge Ally activity. You can also simply gain a familiar, but whenever you do, you break your bond with any bonded ally.

ADVANCED FAMILIAR ABILITY

FEAT 6

ARCHETYPE CAT

Prerequisites Basic Familiar Ability, Dreamlands Familiar Dedication

Each day, you channel your innate magic into one ability from the following list.

Damage Avoidance Choose one type of save. You take no damage when you succeed or critically succeed at that type of save; this doesn't prevent effects other than damage.

Fast Movement You gain a +15-foot circumstance bonus to one of your Speeds.

Flier You gain a fly Speed of 25 feet. You must be at least 12th level to select this ability.

Lab Assistant You can use your ally's Quick Alchemy action if you are in their space. This has the same cost and requirement as if your ally used it. You must have the manual dexterity ability and your bonded ally must have the Quick Alchemy action for you to choose this ability.

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EXTRA FAMILIAR ABILITY

FEAT 8

ARCHETYPE CAT

Prerequisites Advanced Familiar Ability, Basic Familiar Ability, Dreamlands Familiar Dedication

You gather additional magic from your bond. You can select a second familiar ability from either the Advanced Familiar Ability list or Basic Familiar Ability list to apply to yourself each day. You can select the damage avoidance or fast movement ability more than once, making a different choice each time.

Special You can select this feat a second time, allowing you to select another ability from either the Advanced Familiar Ability list or Basic Familiar Ability list.

INSISTENT URGING

FEAT 12

ARCHETYPE CAT

Prerequisites Dreamlands Familiar Dedication

Requirements You or your bonded ally must have the Urge Action activity.

For whomever among you or your bonded ally that has the Urge Action activity, Urge Action takes only 1 action (instead of 2).

PROWLER [CAT]

Dreamlands cats can take advantage of their Tiny size to become surprisingly effective melee combatants. Most prowlers are rogues with the thief racket, but some belong to other classes.

PROWLER DEDICATION

FEAT 2

ARCHETYPE CAT DEDICATION

Prerequisites Dreamlands cat, Tiny size

Your prowler training makes you hard to notice until you have sunk your claws into a victim. You become trained in Acrobatics and Cat Lore; if you were already trained, you become an expert instead. Finally, you gain either the Prowl ancestry feat or the Underfoot Flank ancestry feat.

Special You can't select another dedication feat until you have gained one other feat from the prowler archetype.

CAT EXEMPLAR

FEAT 4

ARCHETYPE CAT

Prerequisites Prowler Dedication

You gain an additional cat ancestry feat you qualify for. You also gain a skill increase that you must apply to Acrobatics unless it was already at your maximum proficiency rank (in which case you can spend it normally).

Special You can select this feat more than once.

CHARGING POUNCE

FEAT 4

ARCHETYPE CAT

Prerequisites Prowler Dedication, cat

You take up to two move actions, chosen from Stride, Leap, or Climb. If you end your movement within reach of an enemy (or in an enemy's space), you can make a melee Strike against that enemy. If you began this activity hidden, you remain hidden until after the Strike.

SLINKING LEAP

FEAT 4

ARCHETYPE CAT

Prerequisites Prowler Dedication, trained in Deception

Trigger An enemy fails or critically fails a melee attack roll to hit you.

Requirements You aren't flat-footed against the triggering attack.

You either Create a Diversion or Feint against the triggering opponent. If it is not your turn now, the effects that would end on your current turn instead last until the end of your next turn.

UNDERFOOT DISTRACTION

FEAT 6

ARCHETYPE CAT

Prerequisites Prowler Dedication

Trigger An enemy is about to attempt an attack roll.

Requirements You are in the enemy's space. If you are Prowling, the creature can be within 5 feet if you Step into its space as part of using this reaction.

You attempt an Acrobatics check to interfere with the triggering attack roll. The typical DC is 20, but the GM might adjust this DC for particularly hard or easy tasks.

Critical Success You give the target a -2 circumstance penalty to the triggering attack roll. If you're a master in Acrobatics, the penalty is -3, and if you're legendary, the penalty is -4.

Success You give the target a -1 circumstance penalty to the triggering attack roll.

Critical Failure You take a -1 circumstance penalty to your Armor Class against the target until the end of your next turn.

UNDERFOOT COVER

FEAT 8

ARCHETYPE CAT

Prerequisites Prowler Dedication

While you are in another creature's space and not immobilized or unconscious, you have lesser cover against that creature and standard cover against all other creatures.

DEATH FROM BELOW

FEAT 12

ARCHETYPE CAT

Prerequisites Prowler Dedication, master in Acrobatics or Stealth

While you are in another creature's space, that creature is flat-footed against you.

ULTHAR CHAMPION [CAT CHAMPION]

Dreamlands cats using techniques learned from the cats of Ulthar in the Dreamlands can augment their abilities with Dreamlands magic to become surprisingly effective champions. You must meet the prerequisites for the Ulthar Champion Dedication feat at 1st level in order to take this archetype.



INITIAL PROFICIENCIES [1ST]

You do not gain proficiency with weapons. Instead, you gain the ability to add Dexterity instead of Strength to your unarmed Strike damage.

CHAMPION'S TEETH AND CLAWS [1ST]

You don't gain the deific weapon feature. Instead, increase the weapon damage dice for your claws and jaws to d6 if they were smaller.

You don't gain the Shield Block general feat. Instead, you gain the Dream Magic ancestry feat and must choose the *shield* cantrip. Casting *shield* counts as wielding and Raising a Shield for the purpose of feats and abilities. You can use item melding to meld with up to one shield, in which case its abilities and statistics apply to your *shield* cantrip in all the ways that they are better than the cantrip's shield statistics.

DEDICATION FEAT [2ND]

You must take the Ulthar Champion Dedication feat as your 2nd-level class feat.

DIVINE ALLY [3RD]

Your divine ally functions normally, except as noted here.

Blade Ally: The benefits apply to all your unarmed attacks.

Shield Ally: The benefits apply to your *shield* cantrip.

Steed Ally: As long as you have a smaller size and shorter reach than your steed ally, you gain the Perched Lunge ancestry feat but can use it only while on your steed ally if you don't otherwise have it.

UNARMED EXPERTISE [5TH]

Your proficiency rank for unarmed attacks increases to expert, but your proficiency rank for weapons does not. Instead, you gain the Fatal Teeth and Claws ancestry feat.

UNARMED MASTERY [13TH]

Your proficiency rank for unarmed attacks increases to master, but your proficiency rank for weapons does not. Instead, you gain the Red in Tooth and Claw ancestry feat.

ULTHAR CHAMPION DEDICATION FEAT 2

ARCHETYPE CAT CHAMPION DEDICATION

Prerequisites champion, Dreamlands cat, Tiny size

You are trained to use claw and spell to defend others, whether on Ulthar, in the Dreamlands, or elsewhere. You become trained in Acrobatics and Cat Lore; if you were already trained, you become an expert instead. Finally, you gain your choice of the Perched Lunge ancestry feat or the Prowl ancestry feat.

Special You can't select another dedication feat until you have gained one other feat from the Ulthar champion archetype.

CAT EXEMPLAR

FEAT 4

ARCHETYPE CAT CHAMPION

Prerequisites Ulthar Champion Dedication

You gain an additional cat ancestry feat you qualify for. You also gain a skill increase that you must apply to Acrobatics unless it was already at your maximum proficiency rank (in which case you can spend it normally).

Special You can select this feat more than once.

UNDERFOOT DISTRACTION

FEAT 6

ARCHETYPE CAT CHAMPION

Prerequisites Ulthar Champion Dedication

Trigger An enemy is about to attempt an attack roll.

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Requirements You are in the enemy's space. If you are Prowling, the creature can be within 5 feet if you Step into its space as part of using this reaction.

You attempt an Acrobatics check to interfere with the triggering attack roll. The typical DC is 20, but the GM might adjust this DC for particularly hard or easy tasks.

Critical Success You give the target a -2 circumstance penalty to the triggering attack roll. If you're a master in Acrobatics, the penalty is -3, and if you're legendary, the penalty is -4.

Success You give the target a -1 circumstance penalty to the triggering attack roll.

Critical Failure You take a -1 circumstance penalty to your Armor Class against the target until the end of your next turn.

STEED-PERCHED STANCE

FEAT 8

ARCHETYPE CAT CHAMPION STANCE

Prerequisites steed ally

Requirements You are mounted on your steed ally and it has longer reach than you.

Your reach increases by 5 feet as long as you meet the requirements (until you enter another stance or the current encounter ends).

ULTHAR HUNTER [CAT RANGER]

Dreamlands cats of Ulthar have trained to turn even the smallest of claws and teeth into deadly weapons. You must meet the prerequisites for the Ulthar Champion Dedication feat at 1st level in order to take this archetype.

INITIAL PROFICIENCIES [1ST]

You do not gain proficiency with weapons. Instead, you can add Dexterity instead of Strength to your unarmed Strike damage.

HUNT PREY [1ST]

The effects are modified. It does not allow you to ignore the range penalties for making ranged attacks at your second range increment against the prey you're hunting. Instead, you increase your claw and jaws weapon damage dice to d6 (if they were smaller) against your Hunted Prey and increase the range of any spell you cast targeting only your hunted prey by 30 feet if the spell had a range of at least 30 feet.

DEDICATION FEAT [2ND]

You must take the Ulthar Hunter Dedication feat as your 2nd-level class feat.

UNARMED EXPERTISE [5TH]

Your proficiency rank for unarmed attacks increases to expert, but your proficiency rank for

weapons does not. Instead, you gain the Fatal Teeth and Claws ancestry feat.

UNARMED MASTERY [13TH]

Your proficiency rank for unarmed attacks increases to master, but your proficiency rank for weapons does not. Instead, you gain the Red in Tooth and Claw ancestry feat.

ULTHAR HUNTER DEDICATION

FEAT 2

ARCHETYPE CAT DEDICATION RANGER

Prerequisites Dreamlands cat, ranger, Tiny size

You are trained to use claw and spell to defend others, whether on Ulthar, in the Dreamlands, or elsewhere. You become trained in Acrobatics and Cat Lore; if you were already trained, you become an expert instead. Finally, you gain either the Dream Magic ancestry feat or the Prowl ancestry feat.

Special You can't select another dedication feat until you have gained one other feat from the Ulthar champion archetype.

CAT EXEMPLAR

FEAT 4

ARCHETYPE CAT RANGER

Prerequisites Ulthar Hunter Dedication

You gain an additional cat ancestry feat you qualify for. You also gain a skill increase that you must apply to Acrobatics unless it was already at your maximum proficiency rank (in which case you can spend it normally).

Special You can select this feat more than once.

CHARGING POUNCE

FEAT 4

ARCHETYPE CAT RANGER

Prerequisites Ulthar Hunter Dedication

You take up to 2 move actions, chosen from Stride, Leap, or Climb. If you end your movement within reach of an enemy (or in an enemy's space), you can make a melee Strike against that enemy. If you began this activity hidden, you remain hidden until after the Strike.

COUNTERCLAW

FEAT 10

ARCHETYPE CAT RANGER

Prerequisites Ulthar Hunter Dedication

Trigger An enemy fails or critically fails a melee attack roll to hit you.

Requirements You aren't flat-footed against the triggering attack.

You twist your body into a trap of teeth and claws. Make a melee Strike against the triggering creature. If the triggering attack was unarmed, the opponent need not be in your reach for you to Strike it.

Special You can use the additional reaction from the Improved Twin Riposte ranger feat to Counterclaw against your Hunted Prey.

SECOND SLASH ◆

FEAT 12

ARCHETYPE CAT RANGER PRESS

Prerequisites Ulthar Hunter Dedication

You set up your attacks so that prey dodging your jaws come into contact with your claws. Make a melee Strike with your jaws against your Hunted Prey. The Strike gains the following failure effect.

Failure You deal the damage your claws would have dealt on a hit, excluding all damage dice. (This removes dice from weapon runes, spells, and special abilities, as well as weapon damage dice.)

IMPOSSIBLE FRENZY ◆◆◆

FEAT 18

ARCHETYPE CAT FLOURISH OPEN RANGER

Prerequisites Ulthar Hunter Dedication

You attack with reckless abandon. Make three jaws Strikes and three claw Strikes. All of these Strikes take the maximum multiple attack penalty, as if you had already made two or more attacks this turn.

PSYCHOPHAGE (GHOUL)

All ghouls gain sustenance, strength, and knowledge from feasting on the flesh and bones of the dead. The eerie act of digesting the rotting flesh of formerly thinking people infuses fragments of memories and lore into the feasting ghoul's mind. In most cases, these memories are ephemeral, like dreams remembered through a haze of pleasant euphoria, with 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 psychophage, who learns to draw these benefits from the living as well.

PSYCHOPHAGE DEDICATION

FEAT 2

ARCHETYPE DEDICATION GHOUL

Prerequisites ghoul, psychic feast

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 a jaws Strike. You are trained in Survival and in Ghoul Lore (unless you were already trained, in

which case you can become trained in any skill). In addition, you learn the devour skill focus spell. If you don't already have one, you gain a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to eat any flesh suitable for your psychic feast ability.

Focus spells are automatically heightened to half your level rounded up. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. You are trained in occult spell attack rolls and spell DCs. Your spellcasting ability is Intelligence unless you already had a spellcasting ability (in which case you use that one).

Special You can't select another dedication feat until you have gained two other feats from the psychophage archetype.

CONSUMMATE GHOUL

FEAT 4

ARCHETYPE GHOUL

Prerequisites Psychophage Dedication

You gain an additional ghoul ancestry feat you qualify for. You gain a skill increase you must spend on Survival unless it is already at your maximum skill proficiency rank (in which case you can spend the increase normally).

Special You can select this feat more than once.

DEVOUR THOUGHTS

FEAT 6

ARCHETYPE GHOUL

Prerequisites Psychophage Dedication, focus pool

You can draw more information from the living and dead. When you use psychic feast, you learn the dead creature's final thoughts. In addition, you learn the devour thoughts focus spell. Increase the number of Focus Points in your focus pool by 1.

DEVOUR MAGIC

FEAT 8

ARCHETYPE GHOUL

Prerequisites Psychophage Dedication, focus pool

You can exploit magical insight from the living and dead. When you use psychic feast, you learn the names of all the spells the creature had prepared or had in its spell repertoire when it



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died, and you can use the corpse as if it were magical writing for the Learn a Spell activity. In addition, you learn the *devour magic* focus spell. Increase the number of Focus Points in your focus pool by 1.

SAVOR SECRETS

FEAT 8

UNCOMMON ARCHETYPE GHOUL

Prerequisites Psychophage Dedication, focus pool

You can dig deep into a corpse or a creature's flesh to learn its secrets. You learn the *savor secrets* focus spell. Increase the number of Focus Points in your focus pool by 1.

VITAL FEAST

FEAT 12

ARCHETYPE GHOUL

Prerequisites Psychophage Dedication, focus pool with a maximum of at least 2 Focus Points

Any snack of flesh can be a symphony of sustenance to you. If you have spent at least 2 Focus Points since you last Refocused, you regain 2 Focus Points instead of 1 when you Refocus.

SEABEAST HUNTER (GNOR)

Gnorri hunters, mostly fighters and rangers, have developed special techniques for patrolling the Dreamlands seas. The following archetype is available to any gnor who meets the prerequisites.

Although 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, skum, alghollthus, and a wide range of Mythos creatures pose some of the greatest and most terrifying threats to gnorri. The seabeast hunter is a necessary response to the awful truth of these dangerous denizens of the deep.

SEABEAST HUNTER DEDICATION

FEAT 2

ARCHETYPE DEDICATION GNOR

Prerequisites gnor

You learn to use trophies claimed from the bodies of slain sea beasts. You become trained in Crafting and Intimidation. If you were already trained in one or both skills, you instead become trained in one or two other skills of your choice, respectively.

You can Interact to collect a trophy from the body of an adjacent Large or larger beast with a swim Speed. You must have helped defeat the creature for the trophy to have any effect. While you wear or otherwise display the trophy, you get a +1 status bonus to saving throws against creatures of the same type (such as aberrations or dragons).

When you Demoralize, you can display a trophy from a creature of the same type as the target (such as aberration or beast) to remove the action's auditory trait and any circumstance penalty from not sharing a language. The Demoralize action gains the manipulate and visual traits, and you gain a +1 item bonus to the check. The item bonus increases to +2 if the trophy is the same kind of creature (such as alghollthu master or black dragon) as the target, or +3 if it has personal significance to the target (such as being taken from its minion or ally).

You can maintain and display up to three trophies at a time. Maintained trophies don't decay. Maintaining them requires just a little maintenance during your daily preparations using alchemist's tools or leatherworker's (artisan's) tools.

Special You can't select another dedication feat until you have gained one other feat from the seabeast hunter archetype.



AQUATIC COMBATANT

FEAT 4

ARCHETYPE GNOR

Prerequisites Seabeast Hunter Dedication

You move easily underwater. If you have a swim Speed, you gain a +10-foot status bonus to it while you wear light or no armor, or a +5-foot status bonus if you wear medium armor.

KELP STRANGLE

FEAT 4

ARCHETYPE GNOR

Prerequisites Seabeast Hunter Dedication, trained in Athletics

Trigger An opponent hits or misses you with a melee Strike.

Requirements You are prone or underwater, or the triggering opponent is Large or larger.

You lash out at the target. You attempt to Grapple the triggering opponent. If you already have it grabbed or if it is too large to Grapple, you instead attempt a melee Strike against that opponent. Your attack ignores any circumstance penalties. If you are underwater, you can Grapple the target even if it is two sizes larger than you.

UNDERBELLY SHOT

FEAT 4

ARCHETYPE GNOR

Prerequisites Seabeast Hunter Dedication

Requirements You are prone, you are underwater, or your target is a Large or larger creature.

You make a Strike that ignores circumstance penalties. If you hit, you deal an additional 1d4 precision damage.

BREACHING CHARGE

FEAT 6

ARCHETYPE GNOR

Prerequisites Seabeast Hunter Dedication, trained in Athletics

You build up to an incredible leap to attack a foe. Attempt a High Jump or Long Jump. You can Swim instead of Striding. If you Swim as part of a High Jump, use the scale for a Long Jump. At the end of your jump, you can make a melee Strike.

After your Strike, you fall to the ground if you're in the air. If you land in water after falling no more than the height of your jump, you are unharmed.

SHARK'S NOSE

FEAT 6

ARCHETYPE GNOR

Prerequisites Seabeast Hunter Dedication

You reshape your face to gain a sharklike nose, augmenting your sense of smell. You gain scent

as an imprecise sense with a range of 30 feet, or 90 feet through water.

When you Seek or Recall Knowledge about a creature you can smell and that is Large or larger, you can attempt to Recall Knowledge about that creature as a free action. Your untrained proficiency bonus for this skill check is equal to your level, rather than 0.

FREEDOM OF THE SEA

FEAT 10

ARCHETYPE GNOR

Prerequisites Seabeast Hunter Dedication

You can take advantage of every little ripple of movement in water to move exactly how you intend. While you are underwater or on a wet surface, you ignore difficult terrain and effects that would give you a circumstance penalty to Speed. When you attempt to Escape an effect that has you immobilized, grabbed, or restrained, you automatically succeed if you are underwater or on a wet surface.

VIBRATION SENSE

FEAT 12

ARCHETYPE GNOR

Prerequisites Seabeast Hunter Dedication

You reshape some of your scales to detect movement. You can use this vibration sense as a precise sense with a range of 15 feet, or 30 feet through water, or to detect the movement of Large or larger creatures.

RUIN WARDEN [ZOOG]

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. Zoogs fear and avoid the region, (rightfully) claiming 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 zoogs 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 zoogs are unusual among their kind in that they value history and legacies. They focus their magical studies on 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 is all that is required to justify a ruin warden's presence.

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RUIN WARDEN DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION DIVINATION

OCCULT ZOOG

Prerequisites zoog, focus pool

You become trained in Occultism. If you were already trained in that skill, you instead become trained in another skill of your choice. You also learn the *ruin's warning* focus spell.

You must choose a ruin to bond with. This ruin must be something constructed and abandoned at least 50 years before you encountered it and can be something as minor as a stone or statue or as extensive as an entire abandoned city or necropolis. You must select a point in the ruin as the focal point of your bond. You must perform a special downtime ceremony that takes 8 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:

You become expert in Lore for the ruin (if a large and significant ruin) or for the surrounding environment (like Forest Lore), settlement, or region. At 7th level, you become master in that Lore skill. At 15th level, you become legendary in that Lore skill.

As long as you are within 20 miles of the focal point, you get a +1 status bonus to Perception checks and your Perception DC. This bonus increases by 1 at 7th level and again at 15th level.

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 at any range, even from another plane of existence.

Special You can't select another dedication feat until you have gained two other feats from the ruin warden archetype.

RUIN LINK

FEAT 4

ARCHETYPE ZOOG

Prerequisites Ruin Warden Dedication, focus pool

You learn the *ruin link* focus spell. Increase the number of Focus Points in your focus pool by 1.

WARDING SPELL

FEAT 6

ARCHETYPE ZOOG

Prerequisites Ruin Warden Dedication, focus spell or cantrip that can target a creature or harm creatures in an area

Trigger An opponent attacks you or a target

within 20 miles of your bonded ruin or in the area of your ruin link (including attacking the ruin itself).

Requirements The triggering opponent is a valid target of a cantrip or focus spell you can cast with 1 or 2 actions.

You cast a required cantrip or focus spell on the triggering opponent after the triggering attack is resolved.

DREAM WALKER

FEAT 8

ARCHETYPE ZOOG

Prerequisites Ruin Warden Dedication, focus pool

You learn the *dream walk* focus spell. Increase the number of Focus Points in your focus pool by 1.

WARDEN'S ALERTNESS

FEAT 12

ARCHETYPE ZOOG

Prerequisites Ruin Warden Dedication, expert in Perception

Your proficiency rank in Perception increases to master.

DEATHLESS KEEPER

FEAT 14

UNCOMMON ARCHETYPE ZOOG

Prerequisites Ruin Warden Dedication, focus pool

Requirements You are dead, but at least a piece of your body remains and your bonded ruin still exists.

You seed your soul deeply into your ruin. When you die, you can teleport your body and possessions to a safe place within 90 feet of the focal point in your bonded ruin. At the next sunrise, you are revived with the effects of a *raise dead* spell cast at your focus spell level as long as you still meet the requirements and your body is within 20 miles of your bonded ruin's focal point. This feat revives you only if there are unattended diamonds available to pay the spell's cost within 90 feet of your bonded ruin's focal point. Your soul can consume unattended magic items that were teleported alongside your body in place of the diamonds as long as their price equals the required cost. If your body isn't intact, the magic creates a new body for you rather than failing.



GENERAL CLASS OPTIONS

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

BARBARIAN

Unlike their cousins who are beholden to reckless rage, barbarians of the Mythos revel in a delirium brought on by the wonder and horror of the universe. They often learn some of their techniques from baleful forces such as Ithaqua or Shub-Niggurath.

INSTINCT

The following instinct is available to any barbarian.

DELIRIUM INSTINCT

Others might call you mad, but you prefer to call yourself a delirium warrior. Your fury harnesses the wonder and horror of concepts that unaltered mortal minds can't fathom. You cope with the mental strain of being confronted with terrible truths by channeling your fear and stress into intense feats of physical might.

ANATHEMA

Expending resources other than barbarian feats or substantial time to protect yourself from dread or other mental effects is anathema to your instinct.

INSIGHTFUL DELIRIUM [INSTINCT ABILITY]

You gain insights into dangerous ideas and dangerous foes. You become trained in the Yog-Sothothery skill (see page 59); if you were already trained in Yog-Sothothery, you become trained in another skill instead.

You decrease both your unnerved value and your frightened value by 1 when you Rage. While you Rage, you can attempt a Yog-Sothothery check to Recall Knowledge with a +2 status bonus as a free action with the rage trait that triggers when your turn begins. When you hit a target you have Recalled Knowledge about during your current Rage, you double the additional damage from Rage on that hit.

SPECIALIZATION ABILITY

Increase the additional damage from Rage from 2 to 6. If you have greater weapon specialization, instead increase the additional damage from Rage to 12.

RAGING RESISTANCE

You resist mental damage as well as your choice of one of the following, chosen when you gain Raging Resistance: cold, precision, or damage from one magical tradition (arcane, divine, occult, or primal).

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BARBARIAN FEATS

Any barbarian who meets the prerequisites can choose these feats.

COMBAT FEAT ➤➤

FEAT 1

UNCOMMON BARBARIAN HEALING MANIPULATE

Frequency once per day

Requirements You can reach the corpse of an enemy that died in the past 1 minute.

You eat a bit of the required corpse. You regain 4 Hit Points per level of the enemy. If you are currently raging and this healing would restore your HP beyond your maximum, you gain the excess as temporary Hit Points that last until your rage ends. You can't gain more temporary Hit Points this way than the Rage action normally gives you.

FRENETIC HASTE ➤

FEAT 2

BARBARIAN

Trigger A mental effect (including Rage) takes effect on you.

You perform one of the following actions: Escape, Leap, Rage, or Stride.

REFUGE IN DELIRIUM ◆

FEAT 2

BARBARIAN RAGE

Prerequisites delirium instinct

Trigger Your turn begins.

Requirements You are under an incapacitation effect or have the confused, controlled, fleeing, paralyzed, slowed, or stunned condition.

You suppress any or all of the required conditions or effects until the end of your turn. If you do, you are confused during the first 2 actions you take this turn. A suppressed effect's duration elapses normally, and it resumes at the end of your turn if it has duration remaining. You can use this feat even if a required condition would prevent you from taking free actions.

EXTRASENSORY PERCEPTION

FEAT 6

BARBARIAN

You gain an imprecise sense with a range of 30 feet that detects magic items, spells, and creatures in contact with magic items or that are under the effect of spells. It also detects supernatural creatures, including aberrations, celestials, elementals, fey, fiends, monitors, spirits, and undead.

When you Seek to study a particular creature, object, or spell, you learn its tradition and school of magic, if any. If it is one of the supernatural creature types listed above, you learn which type it is.

INHUMAN SHRIEK ➤➤

FEAT 6

AUDITORY BARBARIAN CONCENTRATE EMOTION FEAR

INCAPACITATION MENTAL RAGE

Prerequisites delirium instinct

You shriek in a tone that violates the bounds of normal mortal senses. One target within 60 feet must attempt a Will saving throw. It is then temporarily immune for 24 hours.

Success The creature is frightened 1.

Failure The creature is frightened 2 and stunned 1.

Critical Failure The creature is frightened 3 and stunned 2.

SHOUTED REVELATION ➤

FEAT 8

AUDITORY BARBARIAN CONCENTRATE INSTINCT RAGE

Prerequisites delirium instinct, Refuge in Delirium

When you Rage, all willing allies within 60 feet gain your Refuge in Delirium and a +2 status bonus to weapon damage rolls against creatures you have identified with Yog-Sothothery for 1 minute. If they accept, they also take a -1 penalty to Will saving throws for the same duration.

PRECISE ESP

FEAT 12

BARBARIAN

Prerequisites Extrasensory Perception

While you Rage, your Extrasensory Perception becomes a precise sense with a range of 30 feet.

REND YOG-SOTHOTHERY ➤➤

FEAT 16

BARBARIAN

Prerequisites trained in Yog-Sothothery

You attempt to counteract a spell or other magical effect on a creature, object, or area within reach of your unarmed strike or a melee weapon you wield. Your counteract level is equal to half your character level, rounded up, as normal. Your counteract modifier is equal to your Yog-Sothothery modifier.

STAR STRIDER

FEAT 16

BARBARIAN, INSTINCT, PRIMAL, TRANSMUTATION

Prerequisites delirium instinct

You don't have to breathe, and exposure to the vacuum of space doesn't harm you. When you Rage, you gain a fly Speed equal to your land Speed. If you are Flying when the Rage ends, you fall but land on your feet without taking damage.

BARD

Bards of the Mythos are particularly susceptible to the influence of the Outside. Their unique insight helps them communicate with and understand Mythos creatures, but it also tempts them to become cultists or monsters themselves.

MUSE

Any bard can select this muse.

ALIEN SYMBOLISM

You draw inspiration from glimpses of terrible truths about the nature of reality. You might be a tragic figure, drawn to cruel beings and self-destructive cults by sympathy born of confusion and anxiety. You gain the Yog-Sothothery Philosopher feat and add grim tendrils to your spell repertoire.

BARD FEATS

Any bard who meets the prerequisites can choose these feats.

YOG-SOTHOTHERY PHILOSOPHER

FEAT 1

BARD

Prerequisites alien symbolism muse

You gain expert proficiency in the Yog-Sothothery skill (see page 59) if you didn't already have it. If you were already trained in Yog-Sothothery, you become trained in another skill; if you already have expert proficiency in Yog-Sothothery, you instead become trained in two other skills.

ABERRANT INSIGHTS

FEAT 2

UNCOMMON BARD

Prerequisites expert in Yog-Sothothery (see page 59)

You learn Aklo. If you already knew that language, you learn a common language of your choice. In addition, you can communicate simple concepts to aberrations and beasts even if you do not share a language. Finally, you can cast spells on aberrations and beasts as if they were humanoids.

PHILOSOPHER'S MANTRA

FEAT 2

BARD

Prerequisites alien symbolism muse

Your familiarity with unsettling alien concepts protects your mind against invasive effects. You learn the philosopher's mantra composition spell (page 126). Increase the number of Focus Points in your focus pool by 1.

PORTRAIT OF PERFECT LIKENESS

FEAT 4

BARD

Prerequisites alien symbolism muse

You imitate an unearthly creature with uncanny clarity through your art. You learn the portrait of perfect likeness composition spell (page 126). Increase the number of Focus Points in your focus pool by 1.

ELDRITCH SYMBOLISM

FEAT 6

BARD

Prerequisites alien symbolism muse, trained in Yog-Sothothery, spell repertoire that includes *glyph of warding*

You can use Yog-Sothothery to understand some of the practical principles that make magic texts, items, and traps function. You can use your Yog-Sothothery proficiency rank in place of your Perception proficiency rank to notice magical traps and in place of your Thievery proficiency rank to disable magical traps. When you make a saving throw against a magical trap or magic item, you can use your Yog-Sothothery proficiency rank in place of your normal proficiency rank in that saving throw. If you cast *glyph of warding*, you use your Yog-Sothothery proficiency rank rather than your occult spell proficiency rank to determine the DC of the Perception check to notice the glyph and the Thievery check to disable it.

CONTRARY MELODY

FEAT 10

BARD

Prerequisites alien symbolism muse

You learn to counter the interdimensional vibrations of all magic, especially conjuration magic. You learn the *contrary melody* composition cantrip (page 126).

THIRD EYE MASTERPIECE

FEAT 10

BARD

Prerequisites alien symbolism muse

You perform a bafflingly complex meditation on the infinite interconnections within and beyond the known universe, evoking images of horrific entities hidden in plain sight. You learn the *third eye masterpiece* composition cantrip (page 127).

CHAOS AT THE HEART OF EVERYTHING

FEAT 12

BARD

Prerequisites alien symbolism muse

You imitate the piping of Azathoth's court, those servitors of the Outer Gods that calm the Blind Idiot God. You learn the *chaos at the heart of everything* composition cantrip (page 126).

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VISIONARY FUGUE

BARD

You can perform or create art emulating the thoughts of alien beings to learn things mortals were not meant to know. You learn the visionary fugue composition spell (page 128). Increase the number of Focus Points in your focus pool by 1.

CHAMPION

Rather than opposing willful evil, a champion facing Mythos dangers more often stands against recklessness, ignorance, and mindless chaos. In the Mythos, the most human-recognized and helpful deities tend to be mostly confined to the Dreamlands, moving some champions to learn techniques to more strongly connect their ideal selves from the Dreamlands with their mortal selves on the Material Plane.

Champions in the Mythos might serve one of the petty gods of humanity such as Nodens (a deity of the Dreamlands), who can grant the domains in Chapter 7 in addition to those in the Pathfinder Core Rulebook (Second Edition).

Mythos champions are likely to 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. Common tenets for Mythos champions include the following, which you might use in place of one or more of your typical tenets:

- Knowledge is power. The unknown danger goes unstopped. You must take reasonable opportunities to learn more about the universe.
- Disaster, either physical or mental, awaits those who don't look before they leap. You must not throw your life away when escape is necessary for you to fight another day.
- Don't let prudence stand in the way of pushing back the darkness. When immediate action is necessary, you must act without reservation.
- Find the beauty and marvels of the world. Savor and preserve them, for they nourish those haunted by the darkness.

DIVINE ALLY

When you choose your divine ally at 3rd level, you can choose the following.

Dream Ally: A spirit visits you in your dreams, helping your dream-self become a great hero and teaching you to draw upon your dreaming potential even in the waking world. You gain the Dreamer skill feat (page 88) as a bonus feat. In addition, each night when you sleep for at least 6 hours, you can choose one of the following benefits to gain upon waking:

- Your ally attempts to counteract each mental effect you are unwilling to keep. Their counteract level is half your champion level, and their counteract modifier is equal to your divine spell attack modifier.
- Your ally trains you in your dreams. You awaken having made progress as if you had spent half a day of downtime retraining.
- Your ally gives you cryptic clues about upcoming events. For the next 16 hours, whenever you roll initiative, your ally casts guidance on you.

CHAMPION FEATS

Any champion who meets the prerequisites can choose these feats.

Champions who choose the Deity's Domain or Advanced Deity's Domain feats might be able to choose from new domains beginning on page 129.

OATH OF AWAKENING

FEAT 2

CHAMPION OATH

You've sworn an oath to oppose ignorance, discover cosmic threats, and thwart—if perhaps only temporarily—the vast dangers the Mythos poses to mortals. Add the following tenet to your champion's code after the other tenets: "You must solve eldritch mysteries and defeat or contain eldritch dangers you come across as long as you have a reasonable chance of success and aren't engaged in a mission that would prevent you from doing so."

You become trained in Yog-Sothothery (see page 59), and your champion's reaction is more effective against aberrations. Creatures who have spells or abilities granted by Great Old Ones or Outer Gods count as aberrations for this purpose. Your Retributive Strike gains a +4 circumstance bonus to damage against an evil aberration, or +6 if you have master proficiency with the weapon you used. Your Glimpse of Redemption's resistance against damage from an evil aberration is 7 + your level. If you use Liberating Step triggered by an evil aberration, your ally gains a +4 circumstance bonus to checks granted by your Liberating Step, and the ally can Step twice afterward.

DREAMED DESTINY

FEAT 6

CHAMPION

Prerequisites divine ally (dream ally)

When you nearly fail, you aspire all the more strongly to match who you know you can be from your dreams. You learn the *dreamed destiny* devotion spell (page 128). Increase the number of Focus Points in your focus pool by 1.

LITANY AGAINST IGNORANCE**FEAT 10****CHAMPION****Prerequisites** divine ally (dream ally)

Your two selves, dream-self and physical self, operate in unison to create a powerful psychic resonance. You learn the litany against ignorance devotion spell (page 128). Increase the number of Focus Points in your focus pool by 1.

AURA OF CLARITY**FEAT 14****CHAMPION****Prerequisites** Oath of Awakening

You radiate an aura of pure idealism that sturdies your mind and anchors the minds of your allies. You and all allies within 15 feet gain resistance 5 to mental damage and a +1 status bonus to saving throws against mental effects.

STALWART VOYAGER **FEAT 16****CHAMPION****Prerequisites** divine ally (dream ally)

Trigger You roll a critical failure on a Fortitude or Will save.

Reminding yourself of all you have dreamed and survived before, you limit your failure. You get a failure instead of a critical failure.

DREAMED IDEAL**FEAT 20****CHAMPION****Prerequisites** divine ally (dream ally)

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. You learn the *dreamed ideal* devotion spell (page 128). Increase the number of Focus Points in your focus pool by 1.

CLERIC

Many clerics of the Mythos gain mind-altering powers from their alien gods. See Chapter 7 for domains available to Mythos clerics and champions.

CLERIC FEATS

Any cleric who meets the prerequisites can choose these feats.

Clerics who choose the Deity's Domain or Advanced Deity's Domain feats might be able to choose from new domains beginning on page 128.

CULT FAMILIAR**FEAT 1****UNCOMMON CLERIC****Prerequisites** trained in Yog-Sothothery (see page 59); Access cult of the Crawling Chaos

Your deity sends a familiar to guide and teach you. You must always choose at least one of the Mythos familiar abilities on page 84 for it.

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DREAMED INSIGHT

FEAT 2

CLERIC DIVINE DIVINATION

Prerequisites dreams or nightmares domain

Frequency once per day

Trigger You are about to attempt a skill check, a spell attack roll, or an attack roll with your deity's favored weapon.

You recall a glimpse of insights from your last night's dreams to guide your hand. You gain a +1 status bonus to the triggering check. The status bonus increases to +2 at 8th level, +3 at 14th, and +4 at 18th.

ELDER SIGN SCHOLAR

FEAT 2

UNCOMMON CLERIC

Prerequisites dreams, Elder Sign, knowledge, nightmares, or protection domain

You become trained in Yog-Sothothery (see page 59), or expert if you were already trained. You can use your proficiency rank in Yog-Sothothery in place of your proficiency rank in Perception to find magic traps. In addition, you gain the Domain Initiate feat for the Elder Sign domain even if your deity doesn't usually grant it. If you already had it, you gain this feat for another domain granted by your deity.

At 7th level, your proficiency rank in Yog-Sothothery increases by one rank, to a maximum of master. At 15th level, it increases again, to a maximum of legendary.

FONT OF EUPHORIA

FEAT 4

CLERIC CONCENTRATE EMOTION MENTAL METAMAGIC

Prerequisites healing font

Your divine font carries glimpses of tantalizing visions from your deity. If the next action you use is to cast *heal* to heal a single target, you can fill the target with euphoria for 1 minute. The target gains a +1 status bonus to Fortitude saves and to saves against fear effects but takes a -1 status penalty to attack rolls and saves against other mental effects. The status penalty also applies to the target's Will DC. The status bonus and penalty each increase by 1 for every 3 levels the *heal* spell is heightened (2 at 4th level, 3 at 7th level, 4 at 10th). An unwilling target can attempt a Will save against the *heal* spell, with the following effects.

Critical Success The target regains the usual number of Hit Points and shrugs off the euphoria with no further effect.

Success The target regains half the usual Hit Points and the euphoria lasts only until the end of its next turn.

Failure The target regains the usual number of Hit Points and the euphoria lasts for 1 minute.

Critical Failure The target regains half the usual Hit Points and the euphoria lasts for 1 minute.

FONT OF FEAR

FEAT 4

CLERIC CONCENTRATE EMOTION FEAR MENTAL

METAMAGIC

Prerequisites harmful font

Your divine font carries glimpses of horrific revelations from your deity. If the next action you use is to cast *harm* to damage a single target, you deal extra mental damage equal to the spell's level, and the target is frightened 1 on a failed save, or frightened 2 on a critical failure.

DREAMED FIGMENTS

FEAT 10

CLERIC

Prerequisites dreams or nightmares domain

When you gain this feat, choose two occult illusion spells of different levels. You can prepare the chosen spells in your divine spell slots. These are divine spells for you. Whenever you gain a level, you can replace one or both with different occult illusion spells.

DRUID

Druids of the Mythos are often bound to strange places like the Dreamlands or the ocean depths.

DRUIDIC ORDER

The following druidic order is available to any druid:

DEEP HERDS

This order is uncommon except among gnorri. While gnorri can travel above the waves, most spend their entire lives underwater, and some 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 order of the deep herds bears particular rage against the folk of Leng, who sail above the order's realms, hunt the animals with abandon, and pollute the waters with the foul remnants of their sacrifices.

While the vast majority of druids belonging to the order of the deep herds are gnorri, there's nothing that prevents druids of other ancestries from joining this order. Gnorri view non-gnorri deep herders with a combination of curiosity and

skepticism, but this often blossoms into legitimate alliance or even friendship provided the initiate likewise offers respect.

As a member of this order, you are trained in Athletics. You also gain your choice of either the Call from the Depths druid feat or the Animal Companion druid feat with special access to companions; for you, all companions other than those with swim Speeds are uncommon, but you have access to all uncommon companions with a swim Speed. You gain the *revitalize deep herd* order spell (page 132). Committing wanton cruelty to aquatic animals or killing aquatic animals unnecessarily is anathema to your order. (This doesn't prevent you from defending yourself against animals or killing them cleanly for food.)

DRUID FEATS

Any druid who meets the prerequisites can choose these feats.

CALL FROM THE DEPTHS

FEAT 1

DRUID

Prerequisites deep herds order

Frequency once per day

Trigger Your turn begins.

You replace a spell you have prepared in one of your druid spell slots with *summon animal*. If you Cast the Spell this turn, you must use it to summon an animal with a swim Speed.

SPEAKER IN THE DEPTHS

FEAT 2

DRUID

Prerequisites deep herds order

You can invoke the powers of the depths. You can spend 10 minutes in concert with nature to replace one of the spells you have prepared in one of your druid spell slots with a spell of the same or lower level from the following list: *create water*, *obscuring mist*, *speak with animals*, *feet to fins*, *control water*, *unfettered pack*, *implosion*.

AQUATIC COMBATANT

FEAT 4

DRUID

You move easily underwater. If you have a swim Speed, you gain a +10-foot status bonus to it while you wear light or no armor, or a +5-foot status bonus if you wear medium armor. If you have no swim Speed, you gain a swim Speed of 20 feet.

FACE DEEP FEARS

FEAT 8

DRUID FORTUNE

Prerequisites deep herds order

Trigger You fail but don't critically fail a saving throw against a mental effect that you would have succeeded with a +4 status bonus.

Recalling horrors in the deep you have glimpsed worse than what you face now, you gain a +4 status bonus to the triggering saving throw.

FREEDOM OF THE SEA

FEAT 10

DRUID

Prerequisites deep herds order

You can take advantage of every little ripple of movement in water to move exactly how you intend. While you are underwater or on a wet surface, you ignore difficult terrain and effects that would give you a circumstance penalty to Speed. When you attempt to Escape an effect that has you immobilized, grabbed, or restrained, you automatically succeed if you are underwater or on a wet surface.

ELITE SHANTAK COMPANION

FEAT 12

DRUID

Prerequisites Incredible Companion

Requirements shantak companion (see page 82)

While you meet the requirements, your companion's fly Speed increases to 80 feet, it gains cold immunity, it can cast *plane shift* as an occult innate spell once per day, and it can Fly through space at incredible speeds once out of the atmosphere.

Travel times vary, but it can generally arrive within the same solar system in 3d20 hours, or to another star system within 3d20 days. While mounted on the shantak, you have cold resistance equal to the companion's and you can survive without air, food, and water for up to 1 week.

FIGHTER

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. These mystery warriors train to appear suddenly, achieve their goals, and disappear 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. Mythos fighters soon find they need to be meticulous about gathering information on their foes, who are often elusive or outright alien. This demands

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they master a variety of skills and at least dabble in the mystic arts to avoid being defeated by measures they don't understand

FIGHTER FEATS

Any fighter who meets the prerequisites can choose these feats.

PARANORMAL INVESTIGATOR

FEAT 1

FIGHTER

You learn Aklo or a common language, and you become trained in Crafting, Occultism, or Yog-Sothothery (page 59), or another skill if you were already trained in all three. Whenever you spend at least 1 minute observing an item or location, you automatically learn whether it is

alchemical or magical and whether it bears detectable clues of activity by aberrations, astrals, celestials, elementals, fey, fiends, or undead.

Whenever you attempt an Attack of Opportunity against a creature, you can pick up on clues about any alchemical or magic item it wields or its supernatural nature. You can attempt to Identify Magic or Identify Alchemy as

appropriate for a wielded item as a free action, or else attempt to Recall Knowledge about the creature as a free action if it is an aberration, astral, celestial, elemental, fey, fiend, or undead.

DEDUCE VULNERABILITIES

FEAT 2

CONCENTRATE FIGHTER

Requirements You are observing an enemy within 60 feet.

You study a target carefully as you prepare to attack it. If the next attack action you use this turn is a weapon or unarmed Strike, you deal an extra 1d6 precision damage per weapon damage die if you still meet the requirements. When you deal this precision damage, you learn one of the creature's traits, senses, immunities, weaknesses, resistances, actions, reactions, or abilities.

ROTE RECONNAISSANCE

FEAT 4

FIGHTER FLOURISH

You take two different actions from the following list in any order: Hide, Seek, and Step.

RESERVED

FEAT 6

FIGHTER

Prerequisites bravery

Your bravery improves successful Will saves against all mental effects, not just against fear effects, and mitigates many mental conditions besides frightened. Any time you gain the stunned, stupefied, or unnerved condition, reduce its value by 1. Any time you gain the confused condition, you can choose one ally and guarantee you won't attack that creature.

In addition, you can use your Will proficiency rank if it is better than your usual proficiency rank when calculating your Deception DC to Impersonate or against Sense Motive, as well as your Stealth DC against Seek.

COORDINATE STRIKE

FEAT 10

CONCENTRATE FIGHTER

You coordinate with an ally within 60 feet to take the same action as you. This action gains the auditory or visual trait as appropriate for how you signal your ally. If the next action you use is to Hide, Interact, Seek, Stride, Step, or Strike, the ally you signaled can spend a reaction to perform the same action.

COMMANDER'S EYE

FEAT 16

FIGHTER STANCE

Prerequisites Coordinate Strike

You track all your allies constantly. While you are in this stance, your allies can let you continue observing them when they would otherwise become hidden due to the Hide action or undetected due to the Sneak action. In addition, when you Coordinate a Strike while in this stance, you can choose up to three allies instead of only one.

RANGER

Rangers of the Mythos often specialize in hunting aberrations or other strange entities that lurk at the edges of civilization. They might know of occult entities simply as dangers lurking in the shadow, not realizing their cosmic significance. The seabest hunter archetype (see page 55) is used by gnor rangers.

RANGER FEAT

Any ranger who meets the prerequisites can choose this feat.

ELITE SHANTAK COMPANION

FEAT 14

RANGER

Prerequisites Incredible Companion

Requirements shantak companion (see page 82)

While you meet the requirements, your companion's fly Speed increases to 80 feet, it gains cold immunity, it can cast *plane shift* as an occult innate spell once per day, and it can Fly through space at incredible speeds once out of the atmosphere.

Travel times vary, but it can generally arrive within the same solar system in 3d20 hours, or to another star system within 3d20 days. While mounted on the shantak, you have cold resistance equal to the companion's and you can survive without air, food, and water for up to 1 week.

ROGUE

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.

Some rogues are researchers at heart. They learn whatever they can, however they can. Some are primarily scholars, content to absorb knowledge from endless books and correspondence. They face danger only when their inquiries provoke forces opposed to sharing what they have learned—particularly those 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.

Many zoog rogues, and some rogues familiar with zoogs, adopt the trapsetter archetype on page 78.

ROGUE FEATS

Any rogue who meets the prerequisites can choose these feats.

ARCANE LITERACY

FEAT 1

ROGUE

Prerequisites trained in Arcana

You are knowledgeable about supernatural arts and sciences. You gain the expert proficiency rank in Arcana, or become trained in another skill if you were already an expert. When you attempt to Recall Knowledge using Crafting, Nature, Occultism, or Religion, you use your level as your untrained proficiency bonus.

In addition, you can unlock the magic in arcane texts. You can read and use scrolls as if you cast arcane spells. You use Intelligence as your key spellcasting ability, and you are trained in arcane spell attack rolls and spell DCs.

EDUCATED SNEAK

FEAT 2

ROGUE

You attempt to Recall Knowledge about a creature you are observing. If you succeed, you note a tactical vulnerability the creature has and that creature is flat-footed to your next attack against it within 1 minute.

BRILLIANT DEDUCTION

FEAT 4

ROGUE

Frequency once per day

Trigger Your turn begins or ends.

You are skilled at lateral thinking and deduction from limited information. Attempt a check to Recall Knowledge; on a success, you deduce a new piece of information you had no way to know. If your game uses the dread rules, you risk dread from learning supernaturally terrible information via this ability.

WILLFUL IGNORANCE

FEAT 6

CONCENTRATE MENTAL ROGUE

Having mastered the art of putting distracting thoughts out of mind, you suppress the memory of a single encounter, adventure, or experience. This negates any mental effects and mental conditions gained as a result of that memory. You can recall the memory using an action, which has the concentrate trait. The memory and its effects resume immediately when it is recalled. 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 +4 circumstance bonus to related Deception checks

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to Lie. Even if you don't consciously know you are lying, the GM attempts a secret Deception check for you to Lie. Magic cannot detect such an unwitting falsehood except by digging deeply enough into your mind to know you have this feat (for example, with *mind probe*), 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 recall the last hidden memory.

REVIEW NOTE ◆

FEAT 10

FORTUNE ROGUE

Requirements Your last action was to fail a skill check to cast a ritual or Recall Knowledge, and you have a free hand.

You recall a likely source text, even if you can't recall what it said. You Interact to produce a relevant note from your belongings, skim it again, and stow it. You then reroll the required skill check, using the new result. You can't Review a Note on that subject again until you make your daily preparations.

TRAPSETTER [ROGUE ARCHETYPE]

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 ancestry who possesses the trapsetter rogue archetype considers that rogue to be an enemy and assumes 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.

TRAPSETTER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION ROGUE

Access zoog

Prerequisites rogue, trained in Crafting, Snare Crafting

You specialize in improvising quick snares. Your proficiency rank in Crafting increases to expert,

or you become an expert in another trained skill if you were already an expert. You gain the Snare Specialist ranger feat (*Pathfinder Core Rulebook*). If you already had Snare Specialist, you can replace it with any ranger feat of 2nd level or lower you qualify for. Any uncommon snares you gain this way must have the zoog trait.

Special You can't select another dedication feat until you have gained one other feat from the trapsetter archetype.

RESET SNARE ◆

FEAT 4

ARCHETYPE MANIPULATE ROGUE

Prerequisites Trapsetter Dedication

Requirements The remains of a snare you Crafted that has since been triggered are within your reach. The snare isn't one you have reset before and its square isn't occupied by an enemy.

You kick your triggered snare back into a functional state. If you are legendary in Crafting, you can use this feat on a snare occupied by an enemy; when you do, you can set the snare to trigger when the creature begins to use a move action.



SPEEDY SNARES

FEAT 8

ARCHETYPE ROGUE

Prerequisites Trapsetter Dedication

You can set a trap quickly. You can Craft a snare as a 2-action Interact activity. If you are legendary in Crafting, you can Craft a snare using a single Interact action.

NEST SNARES

FEAT 10

ARCHETYPE ROGUE

Prerequisites Trapsetter Dedication

You know how to nest snares inside each other. You can Craft a snare in the same location as up to one other snare you Crafted, but only if the sum of the snares' levels is no higher than your level. Each snare must be different from any others, and no more than one can be a snare that deals damage. If your proficiency rank is legendary, you can exceed this limit on damag-

ing snares if each snare is no higher than your level – 4.

MAGIC SNARE ➤ TO ➤➤➤

FEAT 12

ARCANE ARCHETYPE MANIPULATE ROGUE

Prerequisites Trapsetter Dedication, master in Crafting

Cost one prepared trap from Snare Specialist, a magic scroll with an item level no higher than your level – 5

You jury-rig a scroll into a magical trap. You cast *glyph of warding* as an arcane innate spell at a level equal to half your level and Cast the Spell from the magic scroll into the *glyph of warding*. This activity takes the same number of actions as Casting the Spell from the scroll. The DC is equal to your class DC and uses your key ability as your spellcasting ability. This magic trap can't be placed in the same location as a snare unless you use Nest Snares, in which case the spell counts as a snare of twice its level.

UBIQUITOUS SNARES

FEAT 16

ARCHETYPE ROGUE

Prerequisites Trapsetter Dedication

Double the number of prepared snares from your Snare Specialist feat.

SORCERER

Alien entities (including the Outer Gods themselves) infuse mortals with their own essence with disturbing frequency. Creatures who inherit this power often develop the skills of sorcery.

SORCERER BLOODLINE

The following sorcerer bloodlines are available to any sorcerer thus touched.

DEEP ONE

One of your ancestors was a stranger from the sea. While many of your family have disappeared mysteriously in their old age, your fate might yet be different. You take on a fishlike aspect when you use blood magic.

Spell List occult

Bloodline Skills Athletics, Occultism

Granted Spells cantrip: *read aura*; 1st: *kiss of Dagon* (page 119); 2nd: *speak with animals*; 3rd: *dream message*; 4th: *hydraulic torrent*; 5th: *control water*; 6th: *collective transposition*; 7th: *visions of danger*; 8th: *maze*; 9th: *storm of vengeance*; 10th: *gate*

Bloodline Spells initial: *sea dweller* (page 135); advanced: *unleash item* (page 136); greater: *dreams of the sea* (page 134)

Blood Magic You or a target grows sturdier, with a brief sheen of fishlike scales on the skin, gaining temporary Hit Points equal to the spell's level for 1 round.

SHUB-NIGGURATH

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.

Spell List primal

Bloodline Skills Nature, Survival

Granted Spells cantrip: *stabilize*; 1st: *heal*; 2nd: *barkskin*; 3rd: *wall of thorns*; 4th: *vital beacon*; 5th: *moon frenzy*; 6th: *implant dark young* (page 118); 7th: *regenerate*; 8th: *moment of renewal*; 9th: *shapechange*; 10th: *revival*

Bloodline Spells initial: *satyr's horns* (page 135); advanced: *bestial toughness* (page 134); greater: *hedonic frenzy* (page 134)

Blood Magic You or a target is mutated in an unpredictable fashion as determined on the following table. This mutation has the morph trait. The mutation lasts until the target regains Hit Points other than from the blood magic spell or until the target is mutated again.

d10	Mutation
1	Webbed Digits +4 status bonus to Athletics checks to Swim, –1 status penalty to Athletics checks to Climb and to Thievery checks
2	Vicious +1 status bonus to melee attack rolls, –1 status penalty to AC
3	Vestigial Tentacles +1 status bonus to Athletics checks, –1 status penalty to Stealth checks
4	Bulging Eyes +1 status bonus to Perception checks and DC, –1 status penalty to Diplomacy checks
5	Camouflage +1 status bonus to Stealth checks, –1 status penalty to Deception checks
6	Bulky Scales +2 status bonus to AC, clumsy 1
7	Redundant Organs +1 status bonus to Fortitude saves, –1 status penalty to AC
8	Hypersensitivity +1 status bonus to Reflex saves, –1 status penalty to Will saves
9	Focused Brain +1 status bonus to Will saves, –1 status penalty to Reflex saves
10	Distended Limbs +5-foot status bonus to Speed, –1 status penalty to AC

YOG-SOTHOTH

You trace your ancestry to a cataclysmic magical experiment or to a terrible abomination of Yog-Sothoth. You take on a strange, writhing aura when you use blood magic.

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Spell List arcane

Bloodline Skills Arcana, Yog-Sothothery (page 59)

Granted Spells cantrip: *read aura*; 1st: *summon plant or fungus*; 2nd: *invisibility*; 3rd: *hypnotic pattern*; 4th: *dimension door*; 5th: *summon entity*; 6th: *teleport*; 7th: *plane shift*; 8th: *disappearance*; 9th: *unfathomable song*; 10th: *gate*

Bloodline Spells initial: *mutant proboscis* (page 135); advanced: *flickering gate* (page 134); greater: *living gate* (page 135)

Blood Magic The magic makes you or a target harder to see for 1 round, as if it were a flickering image. This is a visual effect that gives attackers a –1 status penalty to attack rolls to hit that target. If the spell was at least 4th level, that target is instead concealed for 1 round (this doesn't allow it to Hide or Sneak).

WIZARD

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.

ARCANE THESIS

Any wizard can choose the following arcane thesis.

RITUALISM

You theorize that the distinction between rituals and other spells is purely one of convention and that the techniques of the two can be blended for more flexible spells. There are certain advantages to casting spells as drawn-out rituals, even when they wouldn't normally be and despite introducing a risk of failure.

You can cast any non-ritual spell in your spellbook as a ritual that takes 1 hour or twice the spell's usual casting time, whichever is longer. It follows the usual rules and restrictions for casting rituals. You need not have it prepared. You must attempt a skill check using the skill for the spell's tradition as normal for a ritual.

Critical Success You Cast the Spell without expending a spell slot. If the spell has a duration other than unlimited, its duration is multiplied by 10. As normal, a spell with a limited duration that lasts until your daily preparations ends unless you expend a spell slot to sustain it. The spell also gains a +1 status bonus to its spell level (as if it were heightened by 1 additional level), to a maximum of half your level rounded up.

Success You Cast the Spell with its normal effect without expending a spell slot.

Failure The spell has no effect.

Critical Failure The spell has no effect and you expend a spell slot of the highest level you have prepared as you lose control of the ritual magic.

WIZARD FEATS

Any wizard who meets the prerequisites can choose these feats.

SCROLL SCHOLAR

FEAT 2

WIZARD

You can read and attempt to Cast a Spell from a scroll even if it isn't on the arcane spell list. When you activate the scroll, you must attempt a skill check for that tradition (Arcana for arcane, Religion for divine, Nature for primal, Occultism for occult) or a Yog-Sothothery check (page 59) with a DC based on the spell's item level. If you succeed, you Cast the Spell. If you fail, nothing happens and you can try again. If you critically fail, the scroll is ruined with no effect.

If you have ritualism as your arcane thesis, you can extend the casting scroll into a ritual. The scroll is consumed if the ritual is a failure.

SWIFT INSCRIPTIONS

FEAT 6

EXPLORATION MANIPULATE METAMAGIC WIZARD

Cost a prepared spell slot

Some spells take a long time to cast, but you know shortcuts to reduce the time with arcane inscriptions that effectively cast parts of the spell in parallel for you. If your next action is to Cast a Spell of the same or lower level than the prepared spell you paid as the cost, you shorten the casting time. The spell you cast must normally have a casting time of 3 actions or more to benefit from this feat. The prepared spell slot you expend to pay this feat's cost is gone as if you had cast it. The spell you cast has a shorter casting time depending on its normal casting time on the following table. If the spell you cast is a ritual, you gain a status bonus equal to half the prepared spell slot's level to your skill check to Cast the Spell.

Normal Casting Time	New Casting Time
3 actions	1 action
up to 1 minute	5 actions
up to 10 minutes	5 minutes
up to 1 hour	10 minutes
up to 1 day	1 hour
multiple days	half that many days



MYTHOS COMPANIONS AND FAMILIARS

Rarely, if ever, should one delve into the mysteries of the Mythos alone, and characters can call up aid from unlikely quarters to support their investigations. Such companions often come at a terrible price, however, especially in terms of one's faculties.

MUTATED ANIMAL COMPANIONS

When you gain the Incredible Companion feat or otherwise gain the option to turn your companion into a fast or nimble companion, you can instead choose for your companion to become a mutated animal companion. This mutation might be the result of surviving exposure to an

Elder Influence, an interdimensional rift, strange radiation, or other phenomena.

To advance a mature animal companion to a mutated animal companion, increase its Strength, Constitution, Wisdom, and Charisma modifiers by 1 each. It gets a +2 status bonus to all saves against mental incapacitation effects. It loses one of its attacks and gains a proboscis or extra jaws attack somewhere on its body; the new natural attack deals 1d8 piercing damage plus Grab (Pathfinder Bestiary). It deals an additional 2 damage with its unarmed attack. Increase its proficiency rank in Athletics to expert. Its attacks become magical, bypassing resistances to non-magical attacks.

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MYTHOS ANIMAL COMPANIONS

Druids, rangers, and other classes with animal companions can choose from the following companions even though they are not animals. The bond alters these creatures so that they advance as animal companions except as noted here. They are treated as their own type or as an animal, whichever is more advantageous.

DEGENERATE SATYR

Your companion is a degenerate satyr, a mutated form of Mythos satyr (page 449) that 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.

Size Medium

Type aberration

Melee ♦ horn (finesse), Damage 1d8 piercing

Melee ♦ claw (agile, finesse), Damage 1d6 slashing

Str +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

Hit Points 8

Skill Athletics

Senses darkvision

Speed 30 feet, climb 30 feet

Support Benefit Your satyr bumps and distracts your enemies. Until the start of your next turn, any creature your satyr threatens can't use reactions triggered by your actions unless its level is higher than yours.

Advanced Maneuver Leap Attack

LEAP ATTACK ♦

FLOURISH

Frequency once per turn

The satyr Leaps up to 20 feet vertically or up to its Speed horizontally, clearing a height of 10 feet. It can Strike at any point during its Leap. When it lands, it takes no damage if it fell no farther than the height of its Leap.

SHANTAK [SPECIAL]

Your companion is a young shantak—a tall, vaguely drake-shaped creature whose slimy scales protect it from extreme environments. It has the cruel psychic ability to draw energy from the fear of other creatures and is described in more detail on page 456. To convince the shantak to serve you, you must perform a display of strength and offer the bribe of a consumable magic item of at least your level - 2 (minimum 1), which generally also requires succeeding at

a Diplomacy or Intimidate check to improve its attitude toward you. If you have the Elite Shantak Companion feat (pages 75 and 77), it is too cowed to demand tribute in this manner.

Size Large

Type beast

Melee ♦ jaws, Damage 1d8 piercing

Melee ♦ talon (agile), Damage 1d6 slashing

Str +3, **Dex** +1, **Con** +2, **Int** -1, **Wis** +2, **Cha** +3

Hit Points 8

Languages Aklo

Skill Intimidation (no penalty for not sharing a language)

Senses darkvision

Speed 20 feet, fly 50 feet

Special The shantak has the following special abilities:

It is covered in slippery slime. It gains a +2 circumstance bonus to all saves against disease and poison and to checks to Escape and Squeeze. Spaces as narrow as 5 feet wide aren't difficult terrain for it due to narrowness. The slime also grants it resistance to cold equal to your level.

Its psychic sensitivity makes it susceptible to fear. While it is frightened, it is also slowed 1.

It doesn't need to breathe.

Support Benefit Your shantak makes a fearsome display to terrorize your enemies. Until the start of your next turn, your Strikes that damage a creature that your shantak threatens also cause the creature to become frightened 1. If your Strike was a critical hit and your shantak is nimble, the creature is instead frightened 2.

Special Advanced Benefit If the shantak becomes savage, it gains the mount special ability.

Advanced Maneuver Terrifying Display

TERRIFYING DISPLAY ♦

EMOTION FEAR MENTAL OCCULT VISUAL

The shantak makes a fearsome display toward a creature it can see. The target must attempt a Will save against the shantak's Intimidation DC. The target is then temporarily immune until the start of your next turn. If the target was already frightened and failed its save, its frightened value increases, to a maximum of frightened 3. If the target is frightened 3 after a failure, the shantak becomes quickened until the end of your next turn; it can use the extra action to Fly, Step, or Strike.

Critical Success The target is unaffected and becomes temporarily immune for 1 minute.

Success The target is frightened 1.

Failure The target is frightened 2, or its frightened value increases by 1. Any frightened condition on the shantak ends.

Critical Failure The target is frightened 3. Any frightened condition on the shantak ends.

SLIME MOLD

Your companion is an alien slime mold (page 465). You must be trained or better in Occultism or Yog-Sothothery to choose this companion. The slime mold has the mindless trait and is largely incurious. It doesn't seek out enemies unless you spend actions to direct it to, even outside of combat, unless it is starving. It has no trained skills. Despite this, you can Command it normally.

Size Small

Type ooze

Other Traits mindless

Melee ♦ pseudopod (agile, finesse), **Damage** 1d4 bludgeoning plus 1d4 acid

Str +2, **Dex** +3, **Con** +2, **Int** -5, **Wis** +2, **Cha** -5

Hit Points 6

Senses motion sense 30 feet (precisely sense nearby motion through vibration and air movement), no vision

Speed 25 feet, climb 25 feet

Special immune to acid, critical hits, mental, precision, unconscious, visual

Support Benefit Your slime mold sprays noxious spores into your enemies' wounds. Until the start of your next turn, if you hit and damage a creature your slime mold threatens, the target takes 1d4 persistent acid damage and is enfeebled 2 until the end of its next turn. If your slime mold is nimble or savage, the persistent poison damage increases to 2d4.

Advanced Maneuver Produce Toxin

PRODUCE TOXIN ♦

POISON

Requirements The slime mold's previous action was Support that dealt damage or a successful pseudopod Strike.

The slime mold exposes the target to a noxious poison.

Slime Mold Companion Toxin (poison); **Maximum Duration** 4 rounds. **Stage 1** 1d4 poison damage and drained 1 (1 round); **Stage 2** 1d6 poison damage and drained value increases by 1 (maximum 4) (1 round)

MYTHOS FAMILIARS

The Mythos is home to a variety of familiars. Although some seem mostly like normal familiars, they still tend to have unsettling traits like oversized razor-sharp teeth or humanlike hands or faces. The familiar might be an alien creature drawn from another world or plane of existence, likely a horrid place where mortals were not meant to tread. Many of the following abilities allow a master to unlock such an alien famil-

iar's true nature or magically unlock a similar potential in a formerly mortal familiar. A master is most likely to seize on these options if foolish or reckless enough to bargain with powers from beyond, tainting their familiar with the unspeakable influence of the Mythos. To reflect its alien nature, a familiar gained from a Mythos patron or that benefits from these familiar abilities might have the aberration trait instead of any of the usual animal traits.

FAMILIAR AND MASTER ABILITIES

The following familiar and master abilities are available to anyone who meets the requirements.

FAMILIAR ABILITIES

Alien Ectoplasm: It can cast 1st-level *grease* as an occult innate spell once per day. It uses your spell DC. You must be able to cast 3rd-level spells to choose this ability.

Amorphous: Its 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 4 inches wide without slowing or as narrow as 1 inch wide as difficult terrain, but it can't Squeeze through narrower spaces. Its reach becomes 5 feet, as it can extend its limbs unnaturally.

Bloodsucker: It grows a long proboscis with reach 5 feet. The familiar can Strike with the proboscis, using your level plus your spellcasting ability modifier (Charisma by default) as its attack modifier. The proboscis has the agile and finesse traits. On a hit, the target takes persistent bleed damage equal to 1d4 plus half your level, and the familiar becomes attached to the target. This is similar to grabbing the creature, but the familiar moves with that creature rather than holding it in place. The familiar is flat-footed while attached.

When the creature takes damage from this persistent bleed condition while the familiar is attached and the target is not yet drained, the creature becomes drained 1 as well as stupefied 1 as long as it is drained. If the creature gained the drained condition, the familiar gains temporary Hit Points equal to the target's level.

Cling: As an action, which has the attack trait, the familiar can cling to a larger creature by succeeding at an Acrobatics check against the target's Reflex DC. This is similar to Grabbing the creature, but the familiar moves with that creature rather than immobilizing it. On a critical success, the familiar is so distracting that the target creature is clumsy 1 until the familiar is no longer clinging to it.

Horrific: The familiar can cast fear as an occult innate spell at will. It uses your spell DC.

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After a target attempts the save, that creature becomes temporarily immune for 1 day. The spell's level is 2 lower than the highest-level spell you can cast. You must be able to cast 3rd-level spells to select this.

Magical Tutor: The familiar can recall magical knowledge for you. Choose one of Arcana, Nature, Occultism, Religion, or Yog-Sothothery (page 59). Its modifier for the chosen skill is equal to your level + your spellcasting ability modifier (Charisma by default). It takes no penalty to Will saves for choosing Yog-Sothothery. It must have the speech ability to select this ability.

Razor Fangs: Its form incorporates a natural attack of supernatural sharpness and durability, such as jaws overfull of razorlike teeth. It can Strike with the attack, using your level plus your spellcasting ability modifier (Charisma by default) as its attack modifier. The attack is otherwise treated as Dexterity-based (for the purpose of the clumsy condition, for example). The natural attack has the agile and finesse traits and deals 1d4 piercing or slashing damage (chosen when this ability is chosen).

The familiar can chew 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. In triple that time, it can make an opening that is difficult terrain for a Tiny creature or sized for a Small creature to Squeeze through. In nine times as long, it can make an opening that a Tiny creature can move through normally, is difficult terrain for a Small creature, or a Medium creature can Squeeze through. In sixteen times as much time, it can make an opening that a Small creature can move through normally, is difficult terrain for a Medium creature, or a Large creature can Squeeze through.

If you are at least 3rd level, the familiar's razor fangs become exceptionally deadly. If the target is an object or a flat-footed creature, a hit deals an extra 1d6 precision damage, plus another 1d6 for every 2 levels you have beyond 3rd (2d6 at 5th, 3d6 at 7th, and so on).

Underfoot Threat: The familiar can threaten foes more effectively. The familiar's Intimidation modifier is equal to your level + your spellcasting ability modifier (Charisma by default). If the familiar is in an enemy's space, it can flank that enemy with any ally who has that enemy in their reach.

Unfathomable Form: Its 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

by using an action, which has the incapacitation, manipulate, mental, and visual traits. When it does, each creature of its choice within 30 feet that can clearly see it takes 1d6 mental damage per level you have (basic Will save using your spell DC). For a target to see the familiar clearly, the familiar can't have any cover or concealment to that target. If the target succeeds at its save, the familiar is concealed from it until the start of your next turn. If the target fails, it is stunned 2. The target then becomes temporarily immune for 1 day. You must be able to cast 5th-level spells to choose this ability.

SPECIAL FAMILIARS

There are unconventional familiar options in the Cthulhu Mythos. Gnomes, sorcerers, wizards, 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 (uncommon): A brain cylinder is an alien device containing a still-living brain. See below.

Brazen Head: A brazen head is a sentient item designed to serve as a familiar. It typically has its own agenda. See page 170 for more information.

Dreamlands Cat (uncommon): You can bond with a Dreamlands cat PC or NPC with the Dreamlands familiar archetype (see page 60) in place of a typical familiar. If the cat is an NPC, the party is effectively larger and thus can face more dangerous challenges, but the NPC needs someone responsible for their statistics and actions. Even an NPC Dreamlands familiar generally doesn't have the minion trait, making them far more potent.

Whispering Skull (rarity varies): Whispering skulls are like items you carry that give you cryptic advice. Whispering skulls are uncommon to most masters but common to ghouls. See below.

BRAIN CYLINDER FAMILIARS

Some explorers 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 or attached to it. For more information, see its bestiary entry on page 363. The example brain cylinder is typical of one taken as a familiar, but the GM can use the brain cylinder template to create a unique one.

Brain cylinders are uncommon familiars. 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 humanoid-kind, but the ritual to form a magical bond with an existing and fully functional brain cylinder is not. When you could gain a new familiar, you can choose a willing brain cylinder (not a faulty brain cylinder) made from a humanoid; any prior familiar is permanently dismissed. The brain cylinder's alignment must be no more than one step different from yours. For example, if you are lawful good, the brain cylinder could be lawful neutral or neutral good, but not neutral. If the brain cylinder has the ability to attack or cast spells, you can bond with it as your familiar only if it has a level no higher than your level – 3.

The cylinder has the construct trait instead of the animal trait, and it can't gain the ability to move or attack. For each of the brain cylinder's statistics, use the brain cylinder's original value or the value granted by being your familiar, whichever is better. You don't have to spend familiar abilities to allow the brain cylinder to use any sensory machines. If you give it the speech ability, it can magically speak the language you give it as well as any other languages it knows without a speech machine. You can't give the brain cylinder new Speeds or the ability to perform manipulate actions.

The brain cylinder familiar can also help you maintain a sustained spell. If you cast a spell with a duration of sustained, you can imbue the spell into the brain cylinder if it is in your space or within the spell's range. The spell takes effect from the brain cylinder's location as if it had cast the spell (although it uses your statistics). On subsequent turns, you can command the brain cylinder to Sustain the Spell using its actions.



Even if you don't spend an action to Command your brain cylinder familiar, it gains a single action that it can use only to Sustain the Spell.

In addition to the usual options, you can choose from the following familiar and master abilities for the brain cylinder.

Limited Telepathy (master ability): You and the brain cylinder can communicate telepathically while within 100 feet of each other, provided you share a language.

Sensory Link (familiar ability): The brain cylinder can use your senses while you are within 30 feet, conscious, and willing.

True Telepathy (familiar ability): The brain cylinder can telepathically communicate with any creature within 100 feet that it shares a language with. You must be at least 10th level to choose this ability.

BRAZEN HEAD FAMILIARS

Brazen heads are magic items designed to serve as consultants, advisors, and collators of information. In addition to these intellectual functions, they can also serve as conduits for spells and unconventional familiars. For more information, see the brazen head magic item entry on page 170.

Brazen heads are uncommon familiars. In most cases, when a spellcaster decides to take a brazen head as a familiar, the caster has discovered the item while exploring an occult researcher's laboratory. However, enterprising explorers might also discover how to build one themselves, although the autonomous thinking machine might later decide it doesn't want to cooperate with the intentions of its creator.

When you could gain a new familiar, you can choose a brazen head that currently contains a spell you cast; any prior familiar is permanently dismissed. The brazen head's alignment must be no more than one step different from yours. For example, if you are lawful good the brazen head could be lawful neutral or neutral good but not neutral.

As a familiar, the brazen head has the construct trait instead of the animal trait and it can't gain the ability to move or attack. For each

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of the brazen head's statistics, use the head's original value or the value granted by being your familiar, whichever is better. You need not spend a familiar ability to allow the brazen head to speak, use its darkvision, or use its other item properties. You can't give the brazen head new Speeds or the ability to perform Manipulate actions.

The brazen head familiar can also help you maintain a sustained spell. If you cast a spell with a duration of sustained, you can imbue the spell into the brazen head if it is in your space or within the spell's range. The spell takes effect from the brazen head's location as if it had cast the spell (although it uses your statistics). On subsequent turns, you can command the brazen head to Sustain the Spell using its actions.

In addition to the usual options, you can choose from the following familiar and master abilities for the brazen head.

Familiar Alarm (master ability):

You can cast *alarm* as an occult innate spell once per day, but you must place the *alarm* entirely within 30 feet of your brazen head familiar. When the *alarm* triggers, you get a glimpse of the area from the eyes of your familiar.

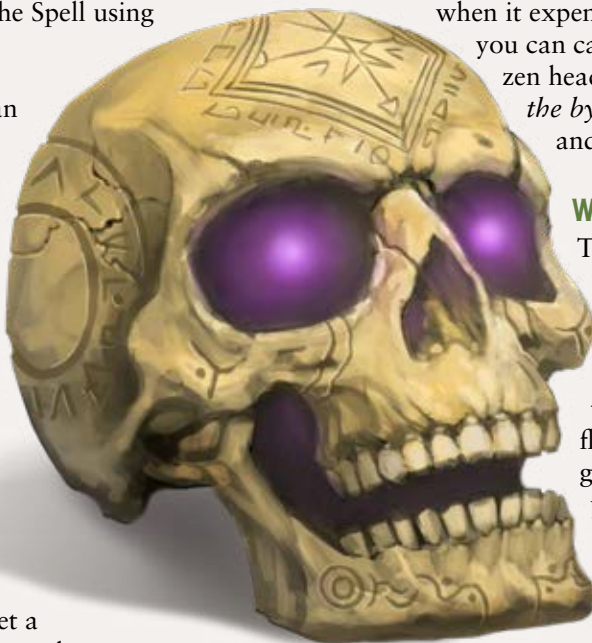
Fast Spell Storage (master ability): If your brazen head familiar is within your natural reach and doesn't already contain a spell, you can Cast a Spell into the familiar by spending a number of actions equal to the spell's casting – 1 (minimum 1 action).

Innate Cantrips (familiar ability): Your brazen head familiar gains *daze* and *electric arc* as occult innate spells it can cast at will. It can use Spell Ambush to Cast these Spells even without your Command. The spell is automatically heightened to the highest-level spell slot you have.

Innate Fear (familiar ability): Your brazen head familiar gains *fear* as an occult innate spell it can use once per day. It can use Spell Ambush to Cast this Spell even without your Command. The spell is automatically heightened to the highest-level spell slot you have – 3. You must be able to cast 4th-level spells to choose this ability.

Innate Summons (familiar ability): Your brazen head familiar gains *summon construct* as an occult innate spell it can cast once per day. It can use Spell Ambush to Cast this Spell even without your Command. The spell is automatically heightened to the highest-level spell slot you have – 2. On subsequent turns, you can command the brazen head to Sustain the Spell using its actions. Even if you don't spend an action to Command your brazen head familiar, it gains a single action that it can use only to Sustain the Spell. You must be able to cast 3rd-level spells to choose this ability.

If you can cast spells of at least 6th level, the brazen head can cast either *summon construct* or *shriek of the byakhee* (page 122; its choice) when it expends the use of this ability. If you can cast 7th-level spells, the brazen head can choose from *shriek of the byakhee*, *summon construct*, and *summon entity*.



WHISPERING SKULL FAMILIARS

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 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 whispering skull familiar.

A whispering skull familiar is common to ghouls but uncommon to other ancestries. Non-ghouls can certainly choose a whispering 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.

When you could gain a new familiar, you can choose a whispering skull. Traditionally, this is a humanoid or ghoul skull from a graveyard that has at least 100 bodies interred. Any prior familiar is permanently dismissed. The skull has the undead trait instead of the animal trait and it can't gain the ability to move or attack. You can't give the whispering skull new Speeds or the ability to perform manipulate actions.

In addition to the usual options, you can choose from the following familiar abilities for the whispering skull.

Augury: The skull can cast *augury* as an occult innate spell once per day. You must be at least 6th level to choose this ability.

Foretell Doom: After you roll a Fortitude saving throw, your familiar can allow you to reroll the die; this is a fortune effect. If it does, you must use the new result, and the skull is stunned for 8 hours.

Skullspeech: The skull can speak with other skulls. It can speak with all undead creatures as if it shared a language. In addition, it can cast *talking corpse* as an occult innate spell at will using your spell DC. The body needs only a skull and jaw to respond with reasonable clarity. Your whispering skull can ask only a single question with each casting unless you can cast 6th-level spells. The target becomes temporarily immune to skullspeech but not to other castings of talking corpse. You must be able to cast 3rd-level spells to choose this familiar ability.

Undead Link: The skull masks your life force. Any creature touching your whispering skull appears to be undead to divination effects and smells like dirt rather than like a creature. Mindless undead don't attack any creature touching the whispering skull unless that creature uses a hostile action against that undead or the undead is directly commanded to attack that creature.

Whispered Warning: The skull whispers hints to help you resist magic. When you are about to attempt a Will save against a curse, a mental effect, or a spell, and you haven't rolled yet, you can spend a reaction to heed the skull's advice and gain a +1 status bonus to your save. The bonus increases to +2 if you are at least 6th level, +3 at 11th level, and +4 at 16th level.

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FEATS

Any character who meets the prerequisites can choose from the following feats, many of which are of particular use to characters interested in the Dreamlands or contending with the dread rules in Chapter 4.

COUNSEL

FEAT 1

AUDITORY CONCENTRATE GENERAL LINGUISTIC SKILL

Prerequisites trained in Medicine

You speak soothing words to a creature within 30 feet to help it break free from mental effects. If you can reach the target, you can opt for a gentle touch, in which case this activity loses the auditory and linguistic traits and gains the manipulate trait. Attempt a Medicine check against the mental effect's DC. After you attempt to Counsel a creature for a specific effect, you can't try again until after

that creature's next save against the mental effect.

Critical Success

You grant the creature a new saving throw against the mental effect with a +4 circumstance bonus. If the creature succeeds or critically succeeds, the effect ends on that creature.

Success You grant the creature a new saving throw against the mental effect. If the creature critically succeeds, the effect ends on that creature. If the creature succeeds, the effect's remaining duration is reduced by half.

Critical Failure Your efforts are counterproductive, imposing a -1 circumstance penalty on the creature's next save against the mental effect.

DESPERATE KNOWLEDGE

FEAT 1

GENERAL SKILL

Prerequisites trained in Religion, Occultism, Yog-Sothothery, or a Lore skill related to aberrations, astrals, celestials, ethereals, fiends, or undead

You can Recall Knowledge about eldritch forces, Great Old Ones, Outer Gods, aberrations, astrals, celestials, ethereals, fiends, and undead as a free action once per round. You automatically

notice signs of such forces or creatures if the Perception DC is equal to or less than 10 + your level. You recognize the kind of creature (such as ice devil or mi-go scout) if it is one you have encountered before.

DREAMER

FEAT 2

GENERAL SKILL

Prerequisites Charisma 14, trained in Occultism or Performance

Your vivid imagination unlocks the secret world of the Dreamlands to you. 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 universes.

You can travel knowingly in your dreams to the shared universe of the Dreamlands (see Chapter 4). Generally, you can bring only minuscule mundane things without value (such as a leaf or rock) between your physical form and the Dreamlands unless they are magic items designed to be brought this way.

You can wake yourself up from the Dreamlands by succeeding at a DC 20 Occultism or Performance check using a single action, which

has the concentrate trait. When you do, your dream-form vanishes until you return to the Dreamlands, and you awaken in your physical body. If you fail this skill check, you can't try again for 10 minutes.

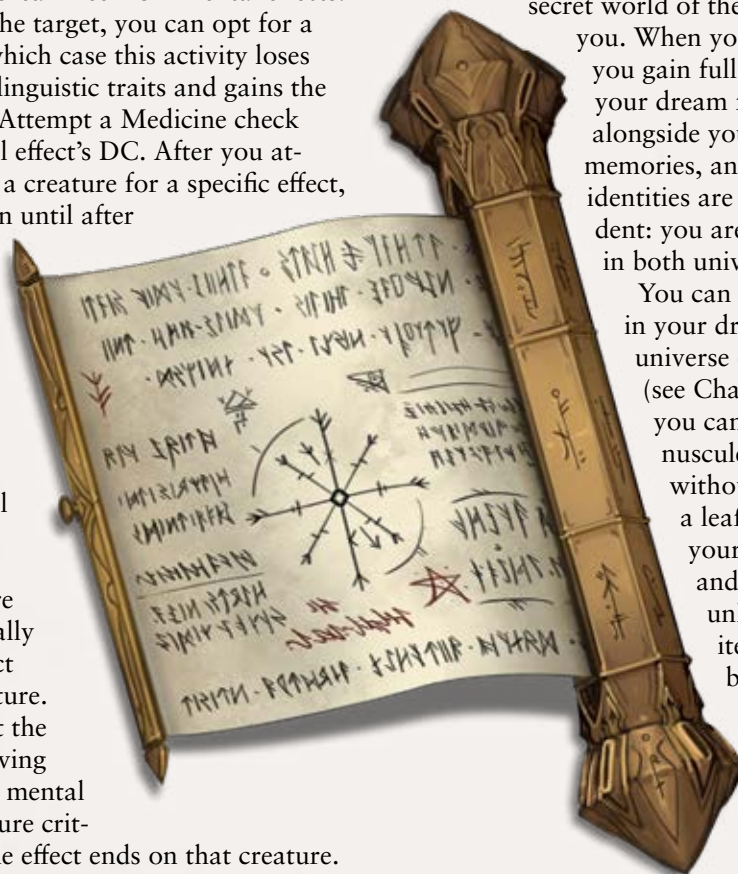
ELDRITCH SENSITIVITY

FEAT 1

UNCOMMON GENERAL SKILL

Prerequisites trained in Crafting or Performance

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 have a vague sense that allows you to perceive the psychic residue of close contact with a Mythos monster or Elder Influence upon a creature or object. This sense doesn't indicate who or what the monster or Influence is, or what the manner of contact was. You can use Recall Knowledge to recognize the clue even though you aren't consciously aware of what the clue is.

Additionally, you can create a piece of art based on your eldritch dreams or a 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 can do so only once per day. The art can help you in two ways: allowing you to retry your check to Recall Knowledge and providing clues others can use to identify the Mythos force at work. If you failed but didn't critically fail your check to Recall Knowledge about a clue, you can meditate on your art during your daily preparations to retry the check. You can retry only one check per day in this manner. You can't create this art about the same subject again.

Anyone who examines your art can also attempt a check to Recall Knowledge to find a clue in the art, learning more information about the Mythos force or monster. As a downtime activity that takes 1 day, you can show the art to occult art collectors in any settlement; unless the Mythos force or monster that inspired your dream or sensation is exceptionally obscure, at least one contact recognizes enough of its traces in your art to tell you general information about the subject or to point you to a library or expert that can do so.

OBSESSIVE ARTISTRY

FEAT 2

UNCOMMON GENERAL SKILL

Access cult of the Yellow Sign

Prerequisites trained in Performance

Your obsessiveness prevents any distraction from stopping your creativity. Mental effects, the confused condition, the fascinated condition, and madness afflictions can't prevent you from Casting a Spell (occult only) or using the Performance skill. The effects still control or interfere with your other actions normally.

If you have the Steady Spellcasting class feat, reduce the DC of the flat check by 1. You can also use this feat to prevent a reaction from disrupting your use of the Performance skill.

PATHOLOGICAL REFUGE

FEAT 7

UNCOMMON GENERAL

Access cultic madness of the nuclear chaos

You seek refuge from terrible truths by isolating parts of your mind. You and the GM work together to choose a madness affliction (see Supernatural Dread in Chapter 4) that makes sense and that will not have a disruptive effect on the game. This madness should generally fall into the category of a first-degree madness as described on page 99. As long as you have this condition, you get a +2 status bonus to Will saves and are immune all status penalties to Will saves (even those from the madness affliction). If your madness ends, you may choose a new feat in place of this one.

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DREAD AND DREAMS

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 Carfax with flames and burnt Grandsire Delapore and the secret... No, no, I tell you, I am not that daemon swineherd in the twilit grotto! It was not Edward Norrrys' fat face on that flabby, fungous thing! Who says I am a de la Poer? He lived, but my boy died!... Shall a Norrrys 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!

—H. P. Lovecraft,
The Rats in the Walls

Mortal minds are, by definition, limited. They might glimpse something truly new and strange in the grips of clouded dreams, but most could never hope to remember it upon waking. 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 also because the mere presence of these soul-shattering beings can fracture a mortal's psyche. One cannot even learn of the terrors of the Cthulhu Mythos without suffering a profound change, much less face them in person, and some of the best-known effects are madness, unreasoning terror, and ongoing neuroses. Beware.

This chapter teaches you how to implement madness and dread rules in your game. It also opens up roleplaying challenges in portraying magically induced quirks that add depth to your characters.

In addition, 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 zoog as well as all sleeping minds across the Material Plane.

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SUPERNATURAL DREAD

The potent dread and insanity described herein are reserved for truly dire and horrific circumstances. Exposure to the presence of an Elder Influence, enduring the grueling mental assault of an eldritch magical attack, or observing a creature whose very presence instills supernatural fear or unhinges the capacity for coherent 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 over 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 hallmarks of a Mythos game.

The twin cores of these rules are the concepts of dread and insanity. Dread can have minor effects, such as a character becoming 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.

It is vital to note that the rules presented here are not intended to be a realistic representation of mental illness but rather a method to track the effects that exposure to supernatural terror can inflict upon heroes and villains alike within the world of a Mythos game. (For more on this point, see "Fantasy Insanity" on page 95.)

UNNERVING PHENOMENA

There are three typical catalysts that can cause dread: disturbing discoveries (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). Usually, dread causes the unnerved condition (see page 94). However, it can also cause a madness affliction. Both are described later in this section.

DISTURBING DISCOVERY

When you make a shocking supernatural discovery about the world, realize that your actions have had unnaturally horrific results, or are otherwise mentally stressed or traumatized by some reality-shaking revelation, there is a chance you experience dread. The GM has final say on which disturbing discoveries have the potential to trigger dread, but it's best to save these incidents for key plot points during an adventure rather than to use them frequently. Disturbing discoveries range in severity from minor to major, described below.

When you make a disturbing discovery, you must attempt a Will saving throw to avoid the dread effect. This Will save has the emotion, fear, and mental traits. The save DC and the duration of the dread depend upon how disturbing the discovery is. As a rule, disturbing discoveries shouldn't require a save DC higher than 30. If a discovery reveals a clear and present danger to you, the GM generally gives you a –2 or –4 circumstance penalty to your

saving throw. The GM can also impose

such a penalty on the saving throw if the discovery challenges your alignment, your edicts, your anathema, or important features of your personality, ideals, or self-concept. If the saving throw is made with a penalty because such an aspect made the character vulnerable, the GM is encouraged to award the character a Hero Point. If your game doesn't emphasize this kind of roleplaying, the GM should typically impose a penalty only in situations that are suddenly life-threatening.

The saving throw against a disturbing discovery uses the following effects.

Critical Success You are unaffected.

Success You gain half the unnerved value (rounded down).

Failure You gain the full unnerved value.

Critical Failure You gain the unnerved value + 2 and risk gaining a madness affliction (see below). A horrific magical creature's appearance or



magical actions can also produce a disturbing discovery but only the first time the characters perceive that kind of creature or magical action. A disturbing discovery of a creature uses that foe's Will DC as its save DC but is otherwise usually a minor disturbing discovery.

MINOR DISTURBING DISCOVERY

A minor disturbing discovery (such as learning that the citizens of the strange town you're visiting are in fact cannibalistic cultists or that the lonely traveler you invited into your home is in fact a vampire) imposes the unnerved 1 condition, with a Will save DC of 15. The condition's value decreases after 1 hour.

MODERATE DISTURBING DISCOVERY

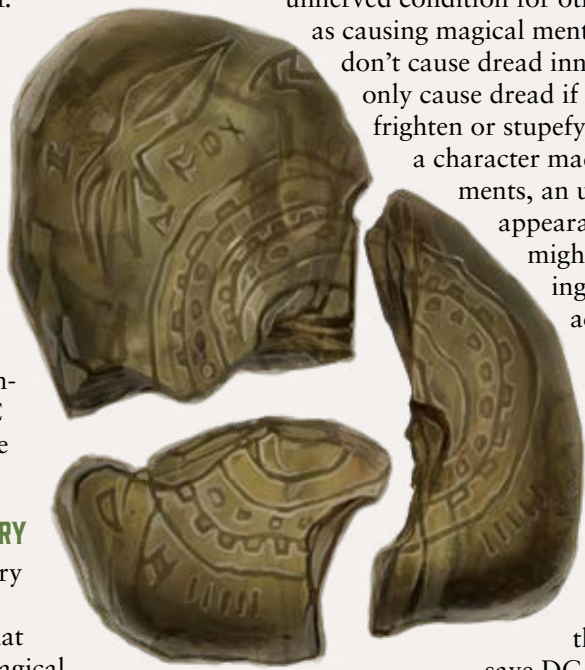
A moderate disturbing discovery (such as learning that the meat pie you ate at the local tavern was made of previous customers or reading a particularly blasphemous and disturbing spellbook) imposes the unnerved 2 condition, with a Will save DC of 20. The condition's value decreases after 1 day.

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) imposes the unnerved 3 condition, with a Will save DC of 30. The condition's value decreases after 10 days.

MAGICAL CONFUSION

When using this dread system, spells and other magical effects that would cause the confused condition can instead or also cause a madness. Whenever you critically fail a saving throw against magical effect that temporarily gives you the confused condition, you are exposed to a madness appropriate to the source of that effect (which you can resist with a Will save). *Warp mind* and other magic that would give you the confused condition indefinitely instead give you a madness appropriate to the effect's source. Your group should also consider replacing temporary, magical confused conditions if there is a madness more appropriate to the condition's source.



STUPEFYING AND FRIGHTENING MAGIC

Some effects, generally from monsters or rituals, directly cause the unnerved condition or a madness. In addition, when using this dread system, spells and other magical effects that would cause certain conditions instead cause the unnerved condition, as shown on the table below.

Magical Condition	Unnerved Value
Fleeing	1
Frightened	equals frightened value
Stupefied	equals stupefied value

In addition, the GM might substitute the unnerved condition for other effects described as causing magical mental strain. Creatures don't cause dread innately; they generally only cause dread if they would magically frighten or stupefy a character or drive a character mad. At dramatic moments, an unnatural creature's appearance or magical actions might produce a disturbing discovery in characters, as described in the previous section. Dread from magical conditions or from the same creature or kind of creature isn't cumulative; use only the highest condition value and longest duration from among these conditions. The save DC for the unnerved condition is the same as for the spell or magical effect.

A dread effect caused by supernatural influence usually lasts only as long as the original condition or effect would normally last. If the result was the unnerved condition, its value decreases by 1 only at the end of the usual duration and then decreases again each time the original duration elapses.

UNNAMABLE DOOM

When you are exposed to the area of an Elder Influence, you risk dread. These rules for the GM are described on page 229.

NEW CONDITION

The following condition results from dreadful supernatural forces. If the unnerved condition becomes severe enough, it can cause a new madness affliction, described later in this section. The unnerved condition always has an external cause, referred to as its source of dread.

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UNNERVED

Supernatural forces interfere with your thought processes. Special abilities, circumstances, and events can cause you to become unnerved.

Unnerved always includes a value. Unlike other conditions, unnerved's effects differ depending on the value. The effects of the unnerved condition are additive: you suffer from the effect of your current unnerved value as well as all lower values. For example, if you are unnerved 2, you experience the effects of both unnerved 1 and unnerved 2. Each unnerved condition also has a save DC for saving throws against its effects. This is generally the save DC of the effect that imposed the unnerved condition.

The source of your unnerved condition is also called your source of dread. Creatures protected from or immune to the frightened condition are similarly protected from or immune to the unnerved condition.

The duration of an unnerved condition varies, depending on what caused it. An effect that removes or reduces the frightened condition reduces the unnerved condition's value by half as much (minimum 1) unless it specifies otherwise. Other spells or effects that soothe emotions or reassure their beneficiaries generally reduce the unnerved condition value by 1 (GM's discretion). When the unnerved condition value is reduced, you no longer experience any of the effects of the higher values.

Unlike other conditions, multiple unnerved conditions from different sources accumulate rather than applying only the highest value. If you were already unnerved when you would become unnerved from another source, your current unnerved value increases by the value of the unnerved condition you would gain. The longer of the new condition's duration and the preexisting condition's remaining duration applies to the new unnerved condition. The unnerved condition's save DC becomes the higher of the preexisting condition's save DC and the new condition's DC.

The unnerved condition typically goes away on its own over time. Most sources of dread have a specified duration, at the end of which the unnerved condition's value in all affected creatures reduces by 1. If the condition remains because that didn't reduce its value to 0, it decreases again each time that interval passes. If an effect doesn't list a duration, the value of your unnerved condition decreases by 1 when you make your daily preparations. Note, however, that a few sources of dread circumvent this rule and can't be removed short of magical or some other heroic intervention, or they might be permanent.

Unnerved Value	Value Name	Value Effect
0	Unafraid	You are not unnerved.
1	Disturbed	You take a status penalty to Will saves and your Will DC equal to your unnerved value, to a maximum of -4.
2	Spooked	You take a status penalty to skill checks and your skill DCs equal to your unnerved value, to a maximum of -4.
3	Shaken	You take a status penalty to attack rolls and your Fortitude DC equal to your unnerved value, to a maximum of -4.
4	Staggered	You are slowed 1. When your unnerved value increases, if it is then 4 or higher, you are subject to overwhelming dread, as described below.
5	Nauseated	You are either fleeing or slowed 2. At the start of each of your turns, you must choose one of those conditions to gain until the start of your next turn.
6	Panicked	You are fleeing.
7	Paralyzed	You are paralyzed with dread, either in your prior position or cowering. While you are unnerved 7 or more, a successful DC 20 Medicine check to Administer First Aid reduces your unnerved value to 6 and awakens you if you are not dying; if you are dying and the check meets the DC to stabilize you, it stabilizes you but doesn't awaken you. At the end of your turn, you must attempt a Fortitude saving throw against the condition's DC. On a critical success, you awaken, and on a failure, you fall to 0 Hit Points and begin dying. Regardless of your save result, your unnerved value then decreases to 6.

OVERWHELMING DREAD

Whenever you reach unnerved 4 or any higher value, you must attempt a special Will saving throw against the unnerved condition's save DC. On a failure, you gain a madness related to the source of dread that lasts until the unnerved condition ends (or indefinitely on a critical failure).

MADNESS

When supernatural dread has a long-term impact on a character, the result is madness. Madness does not in and of itself cause or worsen the unnerved condition. Rather, madness is a affliction similar to a magical disease: it imposes specific disadvantages at progressive stages, lasting until the madness is cured or the character recovers from it. Madness is less common and immediate compared to the unnerved condition, but it is potentially devastating over the long term. Numerous forms of madness are detailed on the following pages. When a character gains a madness, the GM makes an appropriate selection (or rolls one randomly) from the list. It's possible to suffer from multiple forms of madness.

RANDOM MADNESSES

d20	Madness
1-5	Aversion (roll on Random Aversion Table)
6-9	Obsession (relevant Great Old One or Outer God)
10-11	Eldritch hypersensitivity
12-13	Intrusive visions
14-15	Paranoia
16-18	Delusion
19	Psychic passenger
20	Murderous impulse

RANDOM AVERSIONS

d20	Value Effect
1	Creatures related to the source of dread, such as servitors, symbols, animals that live in similar places
2	Being alone (Quachil Uttaus)
3	Being touched (Nyarlathotep)
4	Blood (Nyarlathotep, Shub-Niggurath)
5	Bodies of water (Father Dagon, Great Cthulhu, Mother Hydra)
6	Buildings related to the source of dread
7	Cold (Ithaqua)
8	Crowds (Nyarlathotep, Shub-Niggurath)
9	Darkness (underground or nocturnal entities)
10	Dead things (Quachil Uttaus)
11	Enclosed spaces (underground entities)
12	Aberrations
13	Fish and amphibians (Father Dagon, Great Cthulhu, Mother Hydra)
14	Heights (Hastur, Ithaqua)
15	Yellow things (Hastur, the King in Yellow)
16	Large things (Hastur)
17	Loud noises (Azathoth, Ithaqua)
18	Open spaces (Hastur, Ithaqua)
19	Plants (Shub-Niggurath)
20	Sleep (Atlach-Nacha, Azathoth, Bokrug, Great Cthulhu, Nyarlathotep)

VARIABLE LEVEL AND DC

A madness's level and its save DC can vary, determined by the source of dread that caused the madness. If madness results from an unnerved condition of 4 or higher, the madness uses the same level and DC as the source of the unnerved condition. If a creature, item, or other affliction with a level directly imposes a madness, use the source's level; if it also had a DC, use that DC, or else use a normal DC for its level (as defined in the Game Mastering chapter of the *Pathfinder Core Rulebook*). If the source was a spell, use its DC and twice its level.

MADNESS PROGRESSION AND RECOVERY

Each madness follows the normal rules for afflictions (as defined in the Playing the Game chapter of the *Pathfinder Core Rulebook*), except that a madness becomes more difficult to resist as it

progresses. You take a status penalty to your saving throws against a madness you have equal to your current stage of the madness (maximum -4), indicated in parenthesis after each affliction's stage. Most madness stages have an interval of 1 week.

Restoration and *wish* can counteract a madness. When you cast *restoration* this way, it attempts to counteract the madness instead of its usual effect. Madness can also be treated with the Treat Madness downtime activity.

Fantasy Insanity

As noted earlier in this chapter, the madnesses 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 affecting many people in ways that aren't necessarily obvious, 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 madness rules or one of the madnesses 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.

TREAT MADNESS

CONCENTRATE DOWNTIME LINGUISTIC

Requirements You have identified the target's madness (such as by Identifying the Magic that caused it or by Recalling Knowledge about it).

You spend at least 1 hour each day for 1 week counseling the maddened creature. Unlike other downtime activities, you can Treat a Madness after 8 hours or less of exploration or another downtime activity, but if you do you take a -1 penalty. Attempt a Medicine or Perception check against the madness's DC. After you attempt to Treat a Madness for a creature, you can't Treat Madness on them again until after their next save against the madness. Other creatures attempting to Treat Madness on the same character during this time take a cumulative -2 penalty.

Critical Success You grant the creature a +4 circumstance bonus to its next saving throw against the madness.

Success You grant the creature a +2 circumstance bonus to its next saving throw against the madness.

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Critical Failure Your efforts cause the creature to take a –2 circumstance penalty to its next save against the madness.

MULTIPLE MADNESSES

When you gain a madness and already have one, you must attempt a new save against each madness you already have. Failure and critical failure have the usual effects, but success and critical success have no effect.

If you would gain a madness you already have, you don't risk gaining it again, but you must attempt a new save against that madness with a –2 circumstance penalty. Failure and critical failure have the usual effects, but success and critical success have no effect.

EXAMPLE MADNESSES

The following madresses are far from the only ones that might exist. New madresses can be designed in a manner similar to a disease, but all madresses have the mental trait.

AVERSION

MADNESS 1+

EMOTION FEAR MENTAL

You develop an irrational and uncontrollable fear of something, usually something common that is associated with the source of dread—often, this is the most relevant Great Old One or Outer God and anything associated with it or its cult and symbols. If you are aware of the object of your aversion at the end of your turn, you become frightened 1. If you are directly confronted by what you are averse to, you must attempt a Will save, becoming frightened 1 on a success, frightened 2 and fleeing while frightened on a failure, or frightened 3 and fleeing while frightened on a critical failure.

Saving Throw Will, with an extreme spell DC for a monster of its level (see Chapter 3: Tools in the *Pathfinder Gamemastery Guide*); **Stage 1** (–1 penalty) you can use an action, which has the concentrate trait, to attempt a Will save, ending the frightened condition early on a success (1 week); **Stage 2** (–2 penalty) as described above (1 week); **Stage 3** (–3 penalty) at the end of any turn in which you used actions to approach the object of your aversion while frightened by it, you become stunned 1 (1 week); **Stage 4** (–4 penalty) as stage 3, and whenever you become frightened by this madness, you must succeed at a Will save or become fleeing until the end of your next turn (1 week)

DELUSION

MADNESS 3+

ILLUSION MENTAL SECRET

You believe one or more untrue things. For instance, you could believe you are affected by a specific physical condition (such as blinded, dazed, deafened, immobilized, paralyzed, slowed, etc.). The madness must be at least a minimum level to inflict some conditions: blinded (7th), slowed 1 (9th), immobilized (11th), slowed 2 (13th), paralyzed (15th). It's also possible you are deluded about being blessed with something unrealistically positive, such as divine powers (which cause you to waste your first action during each encounter in which you believe your false powers would help). You could falsely believe you are impervious to nonmagical weapons, fire, or another threat, in which case the status penalty that you take equal to the affliction's stage also applies to your saves and AC against the thing you believe to be harmless.

Saving Throw Will, with a high spell DC for a monster of its level (see Chapter 3: Tools in the *Pathfinder Gamemastery Guide*); **Stage 1** (–1 penalty) whenever you are given reason to doubt your delusion, you can attempt a Perception check to disbelieve it; if you succeed, you are free from the delusion until you next make daily preparations (1 week); **Stage 2** (–2 penalty) you can attempt a check to disbelieve the delusion no more than once per hour (1 week); **Stage 3** (–3 penalty) you can attempt to disbelieve the delusion only once per day (1 week); **Stage 4** (–4 penalty) you can attempt to disbelieve the delusion only once this week (1 week)

ELDRITCH HYPERSENSITIVITY

MADNESS 3+

DIVINATION MENTAL

In stressful moments, overwhelming psychic interference makes it hard for you understand what's going on and might cause you to panic or take actions that seem illogical to your allies. This madness might manifest as mind fog, fleeting glimpses of intense but distant or unreal perceptions, or strange auras overlaying reality. You might be struggling to purge your mind of residual magic or instinctively retaliating against creatures that seem like they might be dangerous when the strange psychic impressions become too intense. Whenever you risk confusion, you must succeed at a Will save or become confused until the end of your next turn. This confusion doesn't cause dread or the unnerved condition. **Saving Throw** Will, with a high spell DC for a monster of its level (see Chapter 3: Tools in the *Pathfinder Second Edition Gamemastery Guide*); **Stage 1** (–1 penalty) clumsy 1, and you risk confusion when you roll initiative (1 week); **Stage**

2 (–2 penalty) clumsy 1, and you risk confusion when roll initiative, when you are critically hit, and when you critically fail a saving throw (1 week); **Stage 3** (–3 penalty) clumsy 2, and you risk confusion when you roll initiative, when you are critically hit, and when you critically fail a skill check or saving throw (1 week); **Stage 4** (–4 penalty) clumsy 2, and you risk confusion when you roll initiative and at the end of each round in an encounter or other high-stress circumstances (1 week)

INTRUSIVE VISIONS

MADNESS 1+

DIVINATION ILLUSION MENTAL REVELATION SECRET

You magically perceive things that aren't there. These perceptions might be visual or auditory, or they might affect other senses. It is difficult to tell these visions apart from other things you perceive. Although they seem to be hallucinations, they might in fact be whispers directly from an interested psychic entity, glimpses of greater cosmic truths filtered in a way your mind can better parse, or your limited perception of distant occult magic you can't fully register. While you experience these visions, you apply the madness's status penalty to your Perception checks and DC, even if you disbelieve the visions (which you can attempt as normal for an illusion).

Saving Throw Will, with a high spell DC for a monster of its level (see Chapter 3: Tools in the *Pathfinder Second Edition Gamemastery Guide*);

Stage 1 (–1 penalty) you experience visions for 1 round whenever you roll initiative, and once per week at a time of the GM's choice (1 week); **Stage 2** (–2 penalty) you experience visions for 2 rounds whenever you roll initiative, and once per day at a time of the GM's choice (1 week); **Stage 3** (–3 penalty) you experience visions for 3 rounds whenever you roll initiative, and once per day at a time of the GM's choice (1 week); **Stage 4** (–4 penalty) you experience visions for 1 minute whenever you roll initiative, and once per day at a time of the GM's choice (1 week)



MURDEROUS IMPULSE

MADNESS 10+

RARE EMOTION INCAPACITATION MENTAL

You become fixated on taking deadly revenge for any slight, real or imagined. When you risk a murderous impulse, you must succeed at a Will save or become chaotic evil until you next make your daily preparations. While consumed by your murderous impulse, you can't help but plot the death and destruction of creatures who have harmed or annoyed you. If there are no obvious targets for your murderous impulse, you imagine a totally spurious excuse for revenge against a randomly chosen creature you recently interacted with. You are adept at hiding this impulse, and you forget it again when it passes.

You use your Deception DC with a +4 status bonus instead of the madness's DC when someone attempts to Identify Magic or Recall Lore about your affliction. For the most part, the impact of the murderous impulse should 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 madness or plan to use the murderous impulse only when the player's fun won't be spoiled by giving over control of the character to the GM while the madness has control.

Saving Throw Will, with a moderate spell DC for a monster of its level (see Chapter 3: Tools in the *Pathfinder Second Edition Gamemastery Guide*); **Stage 1** (–1 penalty) you risk a murderous impulse whenever you are betrayed, as well as one time of the GM's choice (1 week); **Stage 2** (–2 penalty) you risk a murderous impulse whenever an ally harms you, as well as two times of the GM's choice (1 week); **Stage 3** (–3 penalty) you risk a murderous impulse whenever you make your daily preparations and whenever an ally harms you (1 week); **Stage 4** (–4 penalty) you risk a murderous impulse whenever you make your daily preparations, whenever an ally harms you, and whenever any creature refuses a request from you (1 week)

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OBSESSION

MADNESS 1+

EMOTION MENTAL

You develop an unhealthy fixation or magically intensified focus on a particular object or situation related to the source of dread that caused this madness. Usually, the subject is the most relevant Great Old One or Outer God to the source of your dread. 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.

If you are aware of the object of your obsession or a means to get closer to it (figuratively or literally) within sensory range, you become fascinated by the object or the means of getting closer to it. If you are directly confronted by what you are fascinated by, you must succeed at a Will save, which has the incapacitation trait, or be compelled to interact with it. While compelled, you can do nothing but take actions to study, use, or otherwise interact with the object in a manner appropriate to it (such as compulsive reading, fawning over its appearance, or falling down in worship of a Great Old One). You still try to avoid harm, but otherwise remain fixated. You can attempt a new saving throw at the start of each of your turns, ending the compulsion on a success, but you must attempt a new save the next time you come into close contact with the object of your obsession.

Saving Throw Will, with an extreme spell DC for a monster of its level (see Chapter 3: Tools in the *Pathfinder Gamemastery Guide*); **Stage 1** (–1 penalty) you can use an action, which has the concentrate trait, to end the fascinated condition caused by this madness until you are exposed again (1 week); **Stage 2** (–2 penalty) as described (1 week); **Stage 3** (–3 penalty) at the end of any turn you took actions to get away from your obsession while fascinated by it, you become stunned 1 (1 week); **Stage 4** (–4 penalty) as stage 3, and whenever you become fascinated by this madness, you must succeed at a Will save or become helpless for the same duration toward the object of your obsession and anyone or anything that can bring you closer to it (1 week)

PARANOIA

MADNESS 1+

EMOTION FEAR MENTAL

You are convinced that many distant and nearby creatures, potentially including anyone or everyone, are enemy conspirators. When someone attempts to use the Aid reaction to help you or you attempt to Aid someone else, you must succeed at a Will save or the reaction is disrupted. In addition, the status penalty from this mad-

ness applies to your Diplomacy checks, to your Perception checks to Sense Motive, and to your Perception DC against Lies that would worsen your attitude toward anyone.

Saving Throw Will, with a high spell DC for a monster of its level (see Chapter 3: Tools in the *Pathfinder Gamemastery Guide*); **Stage 1** (–1 penalty) as described (1 week); **Stage 2** (–2 penalty) whenever an ally casts a spell on you, you must succeed at a Will save with a +4 circumstance bonus or you are an unwilling target (1 week); **Stage 3** (–3 penalty) as stage 2, you count as enemy to all creatures—even allies—for determining flanking, and whenever any creature (even an ally) triggers one of your reactions, you must use it (1 week); **Stage 4** (–4 penalty) as stage 3, but you get no circumstance bonus to the save against ally's spells (1 week)

PSYCHIC PASSENGER

MADNESS 6+

RARE INCAPACITATION MENTAL POSSESSION SECRET

An alien consciousness shares your body and mental faculties, sometimes controlling your actions. The psychic passenger might be a projected spy such as a yithian, a surviving echo of a dead creature's departing soul, a fragment of a Great Old One's mind intruding upon your own, or something even stranger. You and the GM should develop the psychic passenger's personality together, although you might ask the GM to keep some details a surprise (within your personal boundaries). The psychic passenger uses your statistics, except that it takes the status penalty from the madness's stage to all Will saves. It might have a different alignment and often has a goal it strongly desires that is in opposition to your needs and wants. Whenever you risk losing control, you must succeed at a Will save or the psychic passenger takes over for 1 hour (8 hours on a critical failure).

Saving Throw Will, with a high spell DC for a monster of its level (see Chapter 3: Tools in the *Pathfinder Second Edition Gamemastery Guide*); **Stage 1** (–1 penalty) you risk losing control whenever you awaken or regain consciousness (1 week); **Stage 2** (–2 penalty) you risk losing control whenever you awaken or regain consciousness, as well as when you become unnerved or increase its value (1 week); **Stage 3** (–3 penalty) you risk losing control whenever you awaken or regain consciousness, when you become unnerved or increase its value, and when you fail or critically fail another Will save (1 week); **Stage 4** (–4 penalty) you risk losing control whenever you awaken or regain consciousness; when you become unnerved or increase its value; or when you succeed at, fail, or critically fail another Will save (1 week)

PLAYING MADNESS

In the course of interacting with horrors from beyond space and time, it is not only possible but very probable that a character may go mad from unwanted revelations, terror, or incomprehensible new realities.

This doesn't mean your character ceases to be playable; instead, you now have an unusual challenge in playing a character with behaviors, beliefs, and thoughts that are different from what you initially planned. This should be an opportunity for you to develop your character, to show empathy for how others think and live, and to flex your roleplaying chops.

The first thing you need to determine is just how the madness affects your character on a day-to-day basis. For ease, madness can typically be subdivided into three categories.

FIRST-DEGREE MADNESS: TRAUMATIC AFTEREFFECTS

After a brush with dread or recovering from a mind-affecting spell, it is unlikely that a person returns completely to the way they were before. They may experience moments of relived trauma and rapid changes in mood. If their madness was instigated by reading terrible tomes, for instance, then other books could make the character nervous or even cause moments of intense fear. The character might hoard objects (an obsession) or avoid keeping anything (an aversion). They might constantly worry about the possibility of insects crawling under their skin or incessantly scratch at their exposed skin. The character might hear voices but (usually) know that they are not real.

Work with your GM to come up with ideas that are challenging but not unplayable. When choosing a madness, it should generally be of your level or lower and lack the incapacitation trait. Typical options include aversion, obsession, and paranoia.

SECOND-DEGREE MADNESS: MOSTLY ALERT

At this stage, your character, while clearly mad, is aware of their surroundings and capable of interacting with other characters, and can perform normal actions, such as walking, eating, and possibly fighting. Picture a character in a film or book who is 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 a mad character is not the same as playing an annoying character.

Instead, strive to play your character with humor and intelligence. One critical aspect to madness is to never confuse it with stupidity: a mad character may interpret their surroundings or events in ways that differ from others, but within their unique worldview, their actions are

often logical. Neither should you confuse madness with comic relief: a mad character can be entertaining just like any other character, but shouldn't be the subject of ridicule or the butt of joke any more than

any character would be. 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! GMs should keep this in mind and plant clues for mad characters to notice as appropriate, especially for a madness such as delusion, eldritch hypersensitivity, and intrusive visions. Most importantly, there is no way for anyone to confirm whether the voices and hallucinations are real short experiencing the same symptoms 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,



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pregnant with his child, into the teleporter and merge with her. The resulting monstrosity will have three times as many human genes as fly genes and thus make him far more human. This seems (to him) perfectly logical, yet to most people it is horrifying and certainly not sensible behavior.

Characters with a second-degree madness 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 acknowledge their madness or, if necessary or desired, help them rise above it.

Typical second-degree madresses are delusions, eldritch hypersensitivity, and intrusive visions.

THIRD-DEGREE MADNESS: STARK RAVING

Sometimes a character has been driven so mad that the player must relinquish control to the GM. The sorcerer is cowering in a corner, clawing at the air and babbling in an unknown language, or the paladin throws away their weapons and runs blindly through the forest shrieking. Typically, this extreme madness is only a temporary situation (usually involving the confused condition), and eventually the player can regain some control. Of course, in some cases, this can indeed be permanent, in which case the character is retired from active play and becomes an NPC and a tool for the GM to use. The GM and player should work together to decide if the former PC is best removed from the game altogether or potentially kept on as an NPC ally (likely an unreliable one) or even as a misguided or mind-controlled enemy.

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 character 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.

Typical third-degree madresses take the form of psychic passengers, high-level delusions, and murderous impulses.

THE DREAMLANDS

The fabled Dreamlands of the Mythos cosmology is the deeper of two distinct layers of dreaming. When a creature on the Material Plane dreams, its mind passes either into its own private dream realm or into the shared reality of the Dreamlands.

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, acting as 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. 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). In general, the Dreamlands are 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 that have no relation to your everyday life. 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—your memory is limited to the events of the Dreamlands. While your physical body persists while you dream, 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

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universe can cause the dream form to vanish just as suddenly.

Your dream form reappears in the same state and with the same gear as you left it when your material body dreams again. A dream form must rest separately to heal and to make daily preparations. However, time spent vanished counts as time spent resting for this purpose, and the planar properties of the Dreamlands can cause time to pass faster or slower for your dream form than it does for your material body. This distortion 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 place. This spot varies from person to person, but it is almost always in a part of the Dreamlands where you are relatively safe and can survive, such as a halfling village (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 counterpart of that new location but still in a place as safe and as similar as possible to their true Dreamlands home.

DREAMLANDS TRAVEL

To enter the Dreamlands and remember it upon awakening, a sleeper must own a *silver key* (page 177), have the Dreamer feat (page 88), be subject to the *dream guide* ritual (page 147), or use a similar ability. All Dreamlands 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 the abovementioned means of dream travel). Once past the priests, the dream traveler emerges into the Dreamlands.

With a few minor exceptions for cats' Dreamlands travel and other special abilities, sleepers always return from the Dreamlands into their material bodies. Dreamlands travel can't normally move a sleeping creature's physical body.

DREAMLANDS TIME

Time flows differently in the Dreamlands than it does on the Material Plane. 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 undertake the trip anew to get to the other continent again.

Fortunately, the length of time you spent in the Dreamlands bears almost no relation to how long your physical body is asleep. Even when you remain in the Dreamlands for weeks or months, you still awaken at dawn in the waking world on the day after you fell asleep.

DEATH AND INJURY IN THE DREAMLANDS

Dream forms take damage and experience other effects in much the same way as a waking body does, even after the dream form temporarily vanishes. When a sleeper enters the Dreamlands, their dream form reappears with all the same injuries and conditions they had when they last vanished (when the dreamer last awakened physically). If enough time has passed in the Dreamlands for their body to rest, the dream form experiences all the effects of such a period of rest (but not exploration activities like Treat Wounds). Damage dealt 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.



Dreamland Adventures for Non-Dreamers

A player who has a non-Dreamer character should take the opportunity to roleplay the character's inability to remember actions in the Dreamlands once back in the waking world, but XP and advancement gained from dream travel carry over to the waking world. To the character's waking self, the experience feels like a sudden epiphany since it is literally a realization out of a half-remembered dream. Treasure does not carry over, however, except in rare and special cases.

An intriguing alternative adventure concept is to set most or all 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.

MENTAL EFFECTS

A dream traveler under the effects of the *dream guide* ritual or who possesses the Dreamer feat or a *silver key*, and whose mind is not compartmentalized via special precautions, carries over mental effects between the two forms. These include mental damage as well as all effects of dread and all other effects with the mental trait.

DEATH

If a dream form dies, the dreaming creature awakens and can never return to the Dreamlands (even with the *dream guide* ritual). They must stay in the waking world and can sometimes enter the first stage of dreaming. However, 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—their dream form does not vanish when sleeping. The traveler is trapped in the Dreamlands until the dream form also dies there. 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.

ADVENTURING WITH NORMAL DREAMERS

Typically, only one or two members of an adventuring group have the Dreamer feat, but this doesn't prevent a whole group from cooperating in the Dreamlands. All that is required is a shared means of travel like the *dream guide* ritual 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 associates.

Normal sleepers among the group won't remember their dream traveling counterparts from the waking world, but if they've spent significant time together in that waking world, it shouldn't be hard to find a sympathetic connection or a stray memory and befriend each other anew.

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 a rare silver alloy for its tuning fork), *gate*, and *wish* often result in confusing reality distortions 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.

Creatures can be summoned by conjurations to and from the Dreamlands without trouble. The conjured bodies are similar to dream forms, and the summoned creature recalls little of its time in the Dreamlands, just as if it had traveled there normally in its dreams.

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MYTHOS LANGUAGES

Most creatures of the Mythos speak uncommon or rare languages, only some of which appear in the *Pathfinder Core Rulebook*. The following languages are used by Mythos entities. Dimensional Shambler is impossible to comprehend for creatures other than dimensional shamblers, making it the most perfectly secret of secret languages. For more information, see page 388.

COMMON MYTHOS LANGUAGES

Language	Speakers
Cat	Dreamlands cats
Ghoul	Mythos ghouls, nightgaunts
Gnorri	Gnorri
Tcho-Tcho	Tcho-Tcho
Zoog	Zoogs

UNCOMMON MYTHOS LANGUAGES

Language	Speakers
Aklo	Entities closely linked to the Great Old Ones or Outer Gods, eldritch cultists and scholars
Deep One	Deep ones, shoggoths, starspawn
Elder Thing	Elder things
Gug (signed)	Gugs
Leng Spider	Leng spiders
Mi-Go	Brain cylinders, eyes of the Watcher, mi-go
Serpentfolk	Serpentfolk
Yithian	Flying polyps, yithians
Yothan	Yothans, fleshwarps

SECRET LANGUAGE

Language	Speakers
Dimensional Shambler	Dimensional shamblers

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 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 comprehensible to or usable by mortals, as its concepts and grammar are not compatible with a mortal mind. Many parts of the Aklo language also function on a different level than mere vocal communication. Aklo contains an empathic component best conveyed through telepathy but which also passes into written texts.

The tenses of Aklo are not simply past, present, and future; instead, they 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 lichs or other ancient, sapient undead) 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 the detriment of their ability to function in the mundane world. Attempts to understand more than a smattering of Aklo can result in mental damage or even death. Generally, this is represented in the dread and madness 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 of tomes written in this tongue. Beings incapable of verbal speech (such as gugs) may still be able to understand Aklo but can't speak or otherwise transmit it other than by writing 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), gnophkeh, 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, some cultists speak Aklo.

The following traditional monsters in the *Pathfinder Bestiary* speak Aklo: alghollthu mas-

ter, baomal, brain collector, chuul, cloaker, dero, ether spider, gibbering mouter, gimmerling, gremlin, hag, lich, linnorm, mu spore, dark naga, nilith, phistophilus (contract devil), quelaunt, roper, shining child, shoggoth, sinspawn, veiled master, web lurker, wemmuth, wendigo, will-o'-wisp, yeti.

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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 SABAOOTH, 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

instead 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 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 power needed to confront and even sometimes overcome the horrors of the Mythos. If one is willing to brave the perils inherent in exploring its secrets, that is...



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SPELLS

Some of the following spells are commonly accessible only to followers of particular Mythos cults.

SPELL LISTS

These lists include the spells for each tradition, including cantrips. Focus spells and rituals appear in later sections. A superscript “H” indicates that a spell has extra effects when heightened, or that its spell level is pertinent to its effect (such as spells that call for counteract checks). A spell whose rarity is greater than common has a superscript with the first letter of its rarity (“U” for uncommon, “R” for rare). An abbreviation in parentheses indicates a spell’s school.

ARCANE SPELLS

ARCANE 1ST-LEVEL SPELLS

Kiss of Dagon^{H,U} (con/enc): Target is mobbed by sea life.

Lethargy of Tsathoggua^{H,U} (enc): Target is too listless to act.

Psychic Maneuver^H (enc): Mentally damage and penalize a creature within 30 feet.

Summon Dream-Dweller^H (con): Summon a Dreamlands denizen to fight for you.

ARCANE 2ND-LEVEL SPELLS

Rotting Light^U (div): Green torch reveals future decay to help spot hidden and disguised things.



ARCANE 3RD-LEVEL SPELLS

Impossible Arithmetic^U (div): Deduce information you shouldn't be able to.

Sign of Eibon^H (div): Heighten spells cast while you Sustain this Spell.

Snakeskin^H (tra): Target gains a snake skin with restorative effects.

Storm of Powder (con): Reveal invisible creatures and magic auras.

Voorish Sign^H (div): Instantly swap out a lower-level prepared spell for another in your spellbook.

ARCANE 4TH-LEVEL SPELLS

Bargained Blessing^{H,U} (div): Prolong a spell on a target while they keep a bargain with you.

Hole in Reality^H (evo): Flying orb of darkness rapidly disintegrates things you send it to touch.

Melt Flesh^H (nec): Target's face deforms, impairing senses and speech.

Orne's Black^H (evo): One-directional area of darkness allows beshadowed creatures to see outside.

Remortification (nec): Briefly return a dead creature to life.

Sarnath Sigil^H (abj): Redirect ranged attacks to hit your preferred target.

Shadow of the Nightgaunt^H (con): Summon a nightgaunt to carry a creature off.

ARCANE 5TH-LEVEL SPELLS

Ancient Sorcery of Serpentfolk^H (div): Duplicate a lower-level spell you just witnessed.

Enlightenment of the Blind Idiot God^{H,U} (enc): Crush a creature's intellect, dealing mental damage.

Gaze of Ghatanothoa^U (tra): Stun the target creature as you rapidly mummify it.

Transport to Yondo (con): Briefly send the target to a distant desert, where it might shrivel.

ARCANE 6TH-LEVEL SPELLS

Congel Formless Spawn^U (con): Create a formless spawn to fight for 1 minute; it is difficult to command unless you serve Tsathoggua.

Cthugha's Embrace^{H,U} (con): Summon a powerful fire vampire at some risk to your mind.

Curse of Yig^{H,U} (tra): Turn a traitor's arm into a murderous snake.

Dream Sending of Cthulhu^{H,U} (ill): Send a mind-threatening nightmare that draws Cthulhu's attention.

Grace of the King in Yellow^{H,U} (tra): Boil a creature with molten gold.

ARCANE 7TH-LEVEL SPELLS

Ferox^H (tra): Make a target stronger the stronger its enemies are.

Nuclear Chaos^U (con): Azathoth's tentacles deal unpredictable damage in a large area.

ARCANE 8TH-LEVEL SPELLS

Cursed Slumber^H (enc): Overwhelm a living creature's mind, potentially turning it into a spellcasting asset.

Dread Curse of Azathoth^{H,U} (nec): Weaken a creature in all ways.

Tsunami (evo): A wall of water up to 120 feet wide pushes everything along as it moves 120 feet per round.

ARCANE 10TH-LEVEL SPELLS

Temporal Energy Nexus^U (tra): Rewrite time up to 1 round ago.

DIVINE SPELLS

DIVINE 1ST-LEVEL SPELLS

Psychic Maneuver^H (enc): Mentally damage and penalize a creature within 30 feet.

Summon Dream-Dweller^H (con): Summon a Dreamlands denizen to fight for you.

DIVINE 2ND-LEVEL SPELLS

Command of the Bloody Tongue^H (nec): A creature bleeds when damaged.

Rotting Light^U (div): Green torch reveals future decay to help spot hidden and disguised things.

DIVINE 3RD-LEVEL SPELLS

Flesh Decoy^{H,U} (abj): Divert a spell that targets you to instead target a corpse you fed from.

Green Decay^H (tra): Nearby undead rot instantly.

Impossible Arithmetic^U (div): Deduce information you shouldn't be able to.

DIVINE 4TH-LEVEL SPELLS

Bargained Blessing^{H,U} (div): Prolong a spell on a target while they keep a bargain with you.

Orne's Black^H (evo): One-directional area of darkness allows beshadowed creatures to see outside.

Song of Hastur^{H,U} (enc): Deplete the target's magical energy and deal mental damage.

DIVINE 5TH-LEVEL SPELLS

Ancient Sorcery of Serpentfolk^H (div): Duplicate a lower-level spell you just witnessed.

Transport to Yondo (con): Briefly send the target to a distant desert, where it might shrivel.

DIVINE 6TH-LEVEL SPELLS

Dream Sending of Cthulhu^{H,U} (ill): Send a mind-threatening nightmare that draws Cthulhu's attention.

Gug's Curse (ill): Target can't speak and might be deafened.

Implant Dark Young^{H,U} (nec): Rapidly grow a dark young in touched creature's body.

DIVINE 7TH-LEVEL SPELLS

Ferox^H (tra): Make a target stronger the stronger its enemies are.

Nuclear Chaos^U (con): Azathoth's tentacles deal unpredictable damage in a large area.

DIVINE 8TH-LEVEL SPELLS

Dread Curse of Azathoth^{H,U} (nec): Weaken a creature in all ways.

Form of Nyarlathotep^{H,U} (tra): Become the Dark Demon or another form.

OCCULT SPELLS

OCCULT 1ST-LEVEL SPELLS

Lethargy of Tsathoggua^{H,U} (enc): Target is too listless to act.

Psychic Maneuver^H (enc): Mentally damage and penalize a creature within 30 feet.

Summon Dream-Dweller^H (con): Summon a Dreamlands denizen to fight for you.

OCCULT 2ND-LEVEL SPELLS

Rotting Light^U (div): Green torch reveals future decay to help spot hidden and disguised things.

OCCULT 3RD-LEVEL SPELLS

Flesh Decoy^{H,U} (abj): Divert a spell that targets you to instead target a corpse you fed from.

Impossible Arithmetic^U (div): Deduce information you shouldn't be able to.

Like a Dream^{H,U} (enc): You are hard to remember, like a dream, while you Sustain the Spell.

Sign of Eibon^H (div): Heighten spells cast while you Sustain the Spell.

Storm of Powder (con): Reveal invisible creatures and magic auras.

OCCULT 4TH-LEVEL SPELLS

Bargained Blessing^{H,U} (div): Prolong a spell on a target while they keep a bargain with you.

Melt Flesh^H (nec): Target's face deforms, impairing senses and speech.

Orne's Black^H (evo): One-directional area of darkness allows beshadowed creatures to see outside.

Remortification (nec): Briefly return a dead creature to life.

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Sarnath Sigil^H (abj): Redirect ranged attacks to hit your preferred target.
Shadow of the Nightgaunt^H (con): Summon a nightgaunt to carry a creature off.
Song of Hastur^{H,U} (enc): Deplete the target's magical energy and deal mental damage.

OCCULT 5TH-LEVEL SPELLS

Ancient Sorcery of Serpentfolk^H (div): Duplicate a lower-level spell you just witnessed.
Enlightenment of the Blind Idiot God^{H,U} (enc): Crush a creature's intellect, dealing mental damage.
Gaze of Ghatanotha^U (tra): Stun the target creature as you rapidly mummify it.
Shriek of the Byakhee^U (con): Summon a terrible byakhee to attack a specific target, with risks.
Transport to Yondo (con): Briefly send the target to a distant desert, where it might shrivel.
Wave of Oblivion^{H,U} (div): Temporarily erase most of a creature's memories.

OCCULT 6TH-LEVEL SPELLS

Asinath's Stare^{H,U} (nec): Your gaze is a conduit for you to exchange your mind with another creature's.
Congel Formless Spawn^U (con): Create a formless spawn to fight for 1 minute; it is difficult to command unless you serve Tsathoggua.
Cthugha's Embrace^{H,U} (con): Summon a powerful fire vampire at some risk to your mind.
Dream Sending of Cthulhu^{H,U} (ill): Send a mind-threatening nightmare that draws Cthulhu's attention.
Gug's Curse (ill): Target can't speak and might be deafened.

OCCULT 7TH-LEVEL SPELLS

Ferox^H (tra): Make a target stronger the stronger its enemies are.
Hibernation of Ithaqua^{H,U} (enc): Sleep for 1 round to regain many lower-level spells.
Nuclear Chaos^U (con): Azathoth's tentacles deal unpredictable damage in a large area.

OCCULT 8TH-LEVEL SPELLS

Cursed Slumber^H (enc): Overwhelm a living creature's mind, potentially turning it into a spellcasting asset.
Dread Curse of Azathoth^{H,U} (nec): Weaken a creature in all ways.
Pipes of Madness (enc): Song forces creatures to dance or rage in confusion, then leaves them helplessly humming the same infectious song.

OCCULT 9TH-LEVEL SPELLS

Flying Polyp Minion^H (con): Summon a flying polyp to fight for you.

OCCULT 10TH-LEVEL SPELLS

Temporal Energy Nexus^U (tra): Rewrite time up to 1 round ago.

PRIMAL SPELLS

PRIMAL 1ST-LEVEL SPELLS

Kiss of Dagon^{H,U} (con/enc): Target is mobbed by sea life.

PRIMAL 2ND-LEVEL SPELLS

Command of the Bloody Tongue^H (nec): A creature bleeds when damaged.
Rotting Light^U (div): Green torch reveals future decay to help spot hidden and disguised things.

PRIMAL 3RD-LEVEL SPELLS

Green Decay^H (tra): Nearby undead rot instantly.
Snakeskin^H (tra): Target gains a snake skin with restorative effects.

PRIMAL 5TH-LEVEL SPELLS

Ancient Sorcery of Serpentfolk^H (div): Duplicate a lower-level spell you just witnessed.

PRIMAL 6TH-LEVEL SPELLS

Curse of Yig^{H,U} (tra): Turn a traitor's arm into a murderous snake.
Implant Dark Young^{H,U} (nec): Rapidly grow a dark young as a parasite on a creature.

PRIMAL 7TH-LEVEL SPELLS

Ferox^H (tra): Make a target stronger the stronger its enemies are.
Hibernation of Ithaqua^{H,U} (enc): Sleep for 1 round to regain many lower-level spells.

PRIMAL 8TH-LEVEL SPELLS

Tsunami (evo): A wall of water up to 120 feet wide pushes everything along as it moves 120 feet per round.

SPELL DESCRIPTIONS

ANCIENT SORCERY OF SERPENTFOLK

SPELL 5

DIVINATION

Traditions arcane, divine, occult, primal
Cast ♦ to ♦♦♦ verbal
Range 30 feet

You Cast a Spell that you observed being cast since the end of your last turn or whose effects you can currently observe. The spell must have a casting time no longer than the time you spent to Cast this Spell. If the spell is from your magical tradition, it must be 3rd level or lower; otherwise, it must be 1st level.

If you haven't yet Recognized the Spell or Identified the Magic, you must attempt a check to do so as part of Casting this Spell; if you fail, this spell is disrupted.

Heightened (+1) Increase the maximum level of spell you can duplicate by 1.

ASINATH'S STARE

SPELL 6

UNCOMMON INCAPACITATION MENTAL NECROMANCY

POSSESSION VISUAL

Traditions occult

Cast ♦♦ verbal

Range 30 feet; Targets 1 living creature

Saving Throw Will; **Duration** 1 minute

You stare into a creature's eyes, attempting to exchange your mind with its mind. The creature must attempt a Will save. A willing target can voluntarily use a worse outcome than its result.

Critical Success The creature is unaffected and is temporarily immune for 1 week.

Success The creature and you each get a glimpse of what the other can currently see and hear. The creature is temporarily immune for 1 day.

Failure You send your mind into the creature's body, and the creature's mind is forced into your body. The duration is 1 minute. Each body with a mind not its own gains the controlled condition; each displaced mind controls the body it inhabits and uses the controlled body's senses. Each mind acts on its controlled body's initiative count. If a mind was already not in the right body and this swap returns it to its original body, the previous swap simply ends for that creature. At the start of each of your new body's turns, its original mind attempts a new Will save; if it succeeds, your minds swap back until the start of that body's next turn, and if it critically succeeds, the spell ends. The unconscious condition and mental effects targeting a body apply only to its controlling mind. If either body dies, the spell ends, the surviving mind returns to its original body, and the original mind of the dead body dies. Counteracting *Asinath's stare* on a creature with a displaced mind reverses the swap (or the most recent swap, if the body has had its mind swapped repeatedly) unless either body is dead.

Critical Failure As failure, but the creature gets no further save against the effect.

Heightened (8th) The duration is 10 minutes, and on a critical failure on the secondary Will save, the target can attempt no further Will saves against this casting of the spell.

Heightened (9th) The duration is 1 hour. On a critical failure on the secondary Will save, the target can attempt no further Will saves against

this casting of the spell, and the creature becomes linked to you such that the next time you cast this spell (regardless of how long thereafter), it loses the visual trait and has a range of planetary.

Heightened (10th) As 9th level, but the duration is until your next daily preparations. If a controlled body dies while under the effect of this spell, only the controlling mind dies, and the other mind remains in its controlled body for an unlimited duration. Reviving the dead body thereafter revives the same mind controlling it.

BARGAINED BLESSING

SPELL 4

UNCOMMON DIVINATION LINGUISTIC

Traditions arcane, divine, occult; Access zoog or worshiper of Nodens

Cast ♦ verbal

Range 30 feet; Targets 1 willing creature

You offer a bargain to the target in exchange for a lasting blessing. The target must agree to the deal in order to be willing, though it need not outwardly express its consent for this spell to work. You must state the bargain in 25 words or less. If the next action you take this turn is to Cast a Spell, you prolong that spell's duration while you and the creature keep the bargain. The spell must be of 2nd level or lower, have a duration of 10 minutes or longer, and target only this spell's target.

If the bargain requires actions from you in addition to casting the second spell, you can apply the second spell's effects to yourself as well as the target. The second spell's duration changes to be until your next daily preparations (allowing you to continue prolonging it by leaving its spell slot open during each subsequent daily preparations). However, that duration is contingent upon you and the creature keeping the bargain as each of you understood it when you Cast this Spell.

When either of you violates the stated terms, the spell immediately ends and both of you know that the spell has ended (although not necessarily that it ended because of the bargain being broken). Because the spell depends on your and the target's understanding of your actions, each of you generally realizes whether an action would violate the terms before you take it.

Heightened (+1) Increase the maximum level of spell you can prolong by 1.

COMMAND OF THE BLOODY TONGUE

SPELL 2

NECROMANCY

Traditions divine, primal

Cast ♦ verbal

Range 30 feet; Targets 1 living creature

Saving Throw Fortitude; **Duration** varies

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You command the target's blood to rush from its wounds. As part of Casting this Spell, you must deal 1 piercing damage to yourself by injuring your tongue (typically by biting it). The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success Until the start of your next turn, each time the target takes damage, it also takes 1d6 persistent bleed damage.

Failure As success, but the duration is 3 rounds and the target automatically fails their flat checks to stabilize during this time.

Critical Failure As failure, but the duration is 1 minute and command of the bloody tongue attempts to counteract each spell that would restore Hit Points to the target.

Heightened (+2) Increase the persistent bleed damage by 1d6.

CONGEAL FORMLESS SPAWN **SPELL 6**

UNCOMMON CHAOTIC
CONJURATION EVIL

Traditions arcane, occult;
Access cult of the Sleeper
Cast >>> material,
somatic, verbal; **Cost** 1
vial of blood (such as
the contents of a potion
vial) from a creature
with Intelligence modifier
of -3 or higher

Range 30 feet

Duration sustained up to 1
minute

You create a formless spawn (page 405) to serve you. You dump out the vial of blood, causing it to roil, seethe, and transform into the summoned formless spawn. When the duration ends, the formless spawn does not vanish but immediately leaves to seek its own mysterious goals. When reduced to 0 Hit Points, the spawn dissolves into a thin film of revolting residue.

The formless spawn is hostile to all creatures besides oozes and servants of Tsathoggua, to whom it is indifferent. Unless you appear to be a servant of Tsathoggua or persuade it you are helping his ends with a successful Deception check to Lie as part of Casting the Spell or Sustaining the Spell, the formless spawn ignores your orders. It pursues and attacks the nearest non-ooze creature obviously hostile to Tsathoggua's servants, or other creatures to whom it is hostile while the spell lasts.

CTHUGHA'S EMBRACE

SPELL 6

UNCOMMON CONJURATION MENTAL

Traditions arcane, occult; **Access** cult of Cthugha
Cast >>> material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You summon a fire vampire (page 398) to fight for you. You can communicate telepathically with it, but this link also makes you vulnerable to its influence. It must attempt a Will save when summoned and each time either you or the fire vampire takes 25 or more damage at once. If you fail to Sustain the Spell for the maximum duration and the fire vampire has not yet been banished, it remains until 1 minute after it was summoned, losing the minion and summoned traits and becoming hostile to you.

Critical Success The fire vampire turns your magic back upon you. You are fascinated and controlled by the fire vampire for the duration.

Success You are fascinated by the fire vampire for the duration. You must spend your first action on each of your turns to Sustain this Spell. The fire vampire is stunned 1.

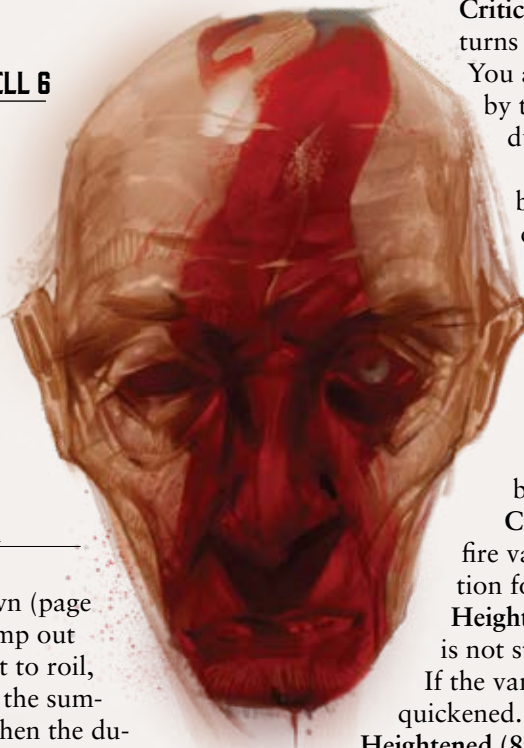
Failure You command the fire vampire as normal for a summoned creature, but it is stunned 1.

Critical Failure You give the fire vampire the controlled condition for the duration.

Heightened (7th) The vampire is not stunned on any save result. If the vampire critically fails, it is quickened.

Heightened (8th) You summon a psychic inferno fire vampire. It is stunned 2 on a success or failure, or stunned 1 on a critical failure.

Heightened (9th) You summon a psychic inferno fire vampire, using the normal save effects.



CURSED SLUMBER

SPELL 8

CURSE ENCHANTMENT INCAPACITATION MENTAL SLEEP

Traditions arcane, occult

Cast >> material, somatic, verbal

Range 30 feet; **Targets** 1 living creature

Saving Throw Will; **Duration** varies

The target must attempt a Will save. The mental damage can't reduce the target below 1 Hit Point. If the target is reduced to 1 Hit Point and has an Intelligence modifier of at least -3, it falls

unconscious for a permanent duration, sleeping with no need of food or water (although it must still breathe). It can't be awoken by any effect short of removing the curse. The target continues to age normally and can die of old age. *Dispel magic* can't counteract this spell.

Critical Success The target is unaffected.

Success The target takes 6d10 mental damage.

Failure The target takes 13d10 mental damage and, if it still has at least 2 Hit Points remaining after taking this damage, is stunned 1 and can't use reactions until the end of its next turn.

Critical Failure The creature takes 19d10 mental damage and, if it still has at least 2 Hit Points remaining after taking this damage, it falls unconscious until the end of its next turn.

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 creature gets a +3 status bonus to counteract checks, spell attack rolls, and skill checks to cast rituals.

Heightened (+1) Increase the mental damage by 1d10 on a success, 2d10 on a failure, and 3d10 on a critical failure.

CURSE OF YIG

SPELL 6

UNCOMMON CURSE DEATH MORPH POISON
TRANSMUTATION

Traditions arcane, primal; **Access cult** of Yig

Cast ◆◆◆ material, somatic, verbal

Range planetary; **Targets** 1 creature you know by name that has betrayed you

Saving Throw Fortitude; **Duration** unlimited

You call down Yig's displeasure upon a creature who has knowingly betrayed you, such as sharing a secret you with which you entrusted them, whether by their own will or due to coercion. The target must attempt a Fortitude save.

Critical Success The target is permanently immune to your casting *curse of Yig*.

Success The target is temporarily immune for 1 week.

Failure One of the target's limbs (usually an arm) transforms into a snake—still attached to the target's body—and bites the target. The snake has 70 Hit Points and uses the target's saves, AC, and reach. It has the minion trait and gains its actions when you Command the Animal, but it ignores your commands and acts as it chooses. The snake has a fangs unarmed Strike with the finesse trait and attack bonus equal to your spell attack modifier. It deals 1d8+3 piercing damage plus messenger's venom.

The first time the snake hits the spell's target, it automatically affects the target with messenger's venom at stage 2 (as if the target had critically

failed its Fortitude save against exposure to the poison), or at stage 3 if the target critically failed against the *curse of Yig*.

As long as it is attached to the target of the spell, the snake has a +3 circumstance bonus to attack rolls to hit the target, while the target takes a -3 status penalty to attack rolls to hit the snake. The snake knows everything the target knows, but its ability to use that information is limited by its ability modifiers (Int -4, Wis +3, Cha +1). Any damage, healing, or effect targeting the snake or victim while they are attached also affects the other. The viper is immune to poison.

If the target of the spell is reduced to 0 Hit Points, it dies instantly, and the *curse of Yig* attempts to counteract any attempt to raise the target from the dead. Its counteract level is 1 higher than its spell level.

If the target dies or the snake takes slashing damage equal to at least half its maximum Hit Points in one hit, the snake detaches and gains Speed 20 feet, climb 20 feet, swim 20 feet and the Attack of Opportunity reaction. It defends itself against any apparent enemies, then moves to attack the nearest creature within 10 miles involved in your betrayal, continuing on a rampage of murder until no targets are left within 10 miles. The snake then becomes a normal viper (*Pathfinder Bestiary*). When the viper's Hit Points are reduced to 0, it dies and detaches from the target.

Dispel magic can't counteract this spell. A *regenerate* spell or similar ability can restore the original limb after the snake has detached or been cut off, but if the curse has not been removed, a *regenerate* spell causes the limb to grow back in the form of a new attached snake, which immediately attacks the target again.

Critical Failure As failure, but the first time the snake hits the target, the target is affected with stage 3 of messenger's venom.

Messenger's Venom (injury, poison); **Level** 11; The venom causes the victim's flesh to bloat purple around the wound, hemorrhaging throughout the body but leaving the snake unharmed; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and drained 1 (1 round); **Stage 2** 1d10 poison damage and drained 2 (1 round); **Stage 3** 1d10 poison damage and drained 3 (1 round); **Stage 4** 1d10 poison damage and drained 4 (1 round); **Stage 5** death

Heightened (+1) The poison damage increases by 1d10 at each stage, and the snake's Hit Points increase by 10.

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DREAD CURSE OF AZATHOTH

SPELL 8

UNCOMMON CURSE INCAPACITATION NECROMANCY

Traditions arcane, divine, occult; **Access** cult of Nuclear Chaos

Cast ♦♦somatic, verbal

Range touch; **Targets** 1 creature

Saving Throw Will; **Duration** unlimited

You weaken the target physically and mentally. It becomes clumsy 3, drained 3, enfeebled 3, and stupefied 3. At the end of each of the target's turns, it attempts a Will save. These conditions can't be reduced by any other means until the curse is removed. *Dispel magic* can't counteract this spell.

Critical Success The curse ends, as do all the conditions it caused.

Success The value of each condition from this curse decreases by 2, ending the curse if they are reduced to 0.

Failure The value of each condition from this curse increases by 1, to a maximum of 4.

Critical Failure The target gets no further saves to remove the curse. Instead of taking penalties from the curse's conditions, it treats all of its ability modifiers as -4. It can't cast spells or understand more than very simple language or concepts.

Heightened (10th) The conditions each begin at value 4.

DREAM SENDING OF CTHULHU

SPELL 6

UNCOMMON CHAOTIC EMOTION EVIL FEAR ILLUSION
INCAPACITATION MENTAL

Traditions arcane, divine, occult; **Access** cult of Father Dagon, Great Cthulhu, or Mother Hydra
Cast 10 minutes (material, somatic, verbal)

Range planetary; **Targets** 1 creature you know by name

Saving Throw Will; **Duration** 1 day

You allow the presence of Cthulhu to enter the target's mind. The next time the target falls asleep, you appear in its dreams in a form reminiscent of Cthulhu or his minions and can deliver a message of no more than 25 words to the target. The environment of the dream, including objects and images, twists in geometrically impossible ways as omens of Cthulhu saturate it. The target automatically remembers the dream upon waking, which deals 6d4 mental damage, and the target must attempt a Will save. If you know the target only by name and have never met them, the target gets a +4 circumstance bonus to the Will save.

Critical Success The target experiences a brief nightmare but awakens and returns to normal sleep. It takes no damage or adverse effects and is temporarily immune for 1 week.

Success The target experiences disturbing nightmares, takes half damage, and requires an

extra 2 hours of rest to avoid awakening fatigued.

Failure The target glimpses reality beyond its comprehension in the nightmare. It takes full damage and awakens fatigued. It is unnerved 1 (see the rules for dread in Chapter 4) for 1 day. If you aren't using dread, the target is instead frightened 1 for 1 day.

Critical Failure As failure, but the target takes double damage and gains an 11th-level, first-degree madness (see page 95), becoming either obsessed with or averse to Great Cthulhu and his followers and attributes (your choice). If your game doesn't use madness, the creature is instead frightened 2 for 1 day.

Heightened (+1) The mental damage increases by 1d4 and the level of the madness increases by 2.

ENLIGHTENMENT OF THE BLIND IDIOT GOD SPELL 5

UNCOMMON ENCHANTMENT INCAPACITATION MENTAL

Traditions arcane, occult; **Access** cult of Nuclear Chaos

Cast ☞ somatic, verbal

Range touch; **Targets** 1 creature

Saving Throw Will; **Duration** 1 minute

You crush the target's mind. It must attempt a Will save.

Critical Success The target is unaffected.

Success The target takes 4d6 mental damage.

Failure The target takes 8d6 mental damage and is stupefied 4.

Critical Failure The target takes 12d6 mental damage, is stupefied 4, and its intellect is reduced to that of an animal. It treats its Intelligence modifier as -5. It loses all class abilities that require training, including all spellcasting. It can't understand even simple language, although an expert in Nature can communicate basic concepts in a similar manner to guiding an animal.

Heightened (+1) The mental damage increases by 1d6 on a success, 2d6 on a failure, or 3d6 on a critical failure.

FEROX

SPELL 7

TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast ☞ somatic, verbal

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

You shape the target's physical might to reflect that of nearby enemies. When you Cast the Spell and each time you Sustain the Spell thereafter, the target gets a benefit according to the highest Strength modifier among all its enemies within 60 feet of the target. The effect lasts until you next Sustain the Spell.

- **None:** If there is no enemy within 60 feet, the target gets no benefit from *ferox*.
- **+5 or lower:** The target gets a +1 status bonus to all weapon and unarmed attack rolls and damage rolls, Acrobatics checks, Athletics checks, Fortitude saves, Reflex saves, and AC. The bonus also applies to DCs derived from those check modifiers. The target also gets 10 temporary Hit Points.
- **+6 to +8:** The target gets a +2 status bonus to melee weapon and unarmed attack rolls and damage rolls, Athletics checks and DC, and Fortitude saves and DC. The target also gets 10 temporary Hit Points.
- **+9 or higher:** The target gets a +3 status bonus to melee weapon and unarmed attack rolls and damage rolls and to Athletics checks and DC.

Heightened (9th) The status bonus increases by 1, and the temporary Hit Points increase by 5.

FLESH DECOY

SPELL 3

UNCOMMON ABJURATION

Traditions divine, occult; **Access** ghoul

Cast ☞ verbal; **Trigger** A creature within range that you are observing Casts a Spell that targets you.

Range planetary; **Targets** the triggering creature and 1 corpse of a beast or humanoid that you fed from in the past 24 hours

Duration 8 hours

You divert the triggering spell to target the corpse you fed from, likely foiling the magic. *Flesh decoy* attempts to counteract the triggering spell. If successful and either the spell can affect a corpse or the creature you fed from has returned to life, the spell changes to target that corpse or creature.

If *flesh decoy* counteracted a spell of 3rd level or lower, you understand its basic effects and have enough information to Learn that Spell if you do so while the duration lasts.

Heightened (+1) Increase the maximum level of spell you can learn by 1.

FLYING POLYP MINION

SPELL 9

CONJURATION

Traditions occult

Cast ☞☞ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You summon a single flying polyp body to fight for you. You can't Cast this Spell if you are immune to mental effects. You become telepathically linked to the flying polyp, but this link makes

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you both stupefied 1 for the duration. When you or the flying polyp is the target of a mental effect that didn't already include the other, the other is also targeted by that mental effect, regardless of range. If the effect allows a saving throw, you each make your own save. When the flying polyp is reduced to 0 Hit Points by non-mental damage, you take mental damage equal to the remaining damage.

If you fail to Sustain the Spell for the maximum duration and the flying polyp has not yet been banished, it remains until 1 minute after it was summoned, losing the minion and summoned traits and becoming hostile to you.

Heightened (10th) You instead summon a flying polyp with two bodies.

FORM OF NYARLATHOTEP

SPELL 8

UNCOMMON POLYMORPH TRANSMUTATION

Traditions divine; Access cult of the Crawling Chaos

Cast ♦♦ somatic, verbal

Duration 1 minute

You take on one of the thousand forms of Nyarlathotep. Normally, you transform yourself into a Large battle form of the Dark Demon, but at the GM's discretion, other forms with similarly potent abilities might be available to you. You must have enough space to expand or the spell is lost. You gain the Dark Demon's beast trait in addition to your other trait. You gain the following statistics and abilities:

- AC = 21 + your level. Ignore your armor's check penalty and Speed reduction.
- 15 temporary Hit Points.
- Speed 40 feet.
- Greater darkvision.
- The following unarmed melee attacks, which are the only attacks you can use. You're trained with them. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack bonus is higher, you can use it instead. **Melee** ♦ jaws +28 (reach 10 feet), **Damage** 4d12+12 piercing; **Melee** ♦ claw +28 (agile, reach 10 feet), **Damage** 4d8+12 slashing.
- Athletics modifier of +28, unless your own modifier is higher.

Heightened (9th) You instead gain 20 temporary Hit Points, AC = 23 + your level, attack modifier +30, and Athletics +31.

You can choose the form of the Shadow Pharaoh, which is a Huge aberration; if you do, you gain the following Speed and attack in place of those from the Dark Demon. If you don't choose the Dark Demon, you can Dismiss the spell.

- Speed 40 feet, *air walk*
- **Melee** ♦ claw +30 (agile, reach 10 feet), **Damage** 4d8+15 slashing.

Heightened (10th) You instead gain 20 temporary Hit Points, AC = 24 + your level, attack modifier +33, and Athletics +35.

You can choose one of the following forms rather than the Dark Demon (replacing the spell's usual size, Speed, senses, attacks, abilities, and the traits you gain from it). If you don't choose the Dark Demon, you can Dismiss the spell.

- **The Bloated Woman** (Large aberration)
You can still wear and use your gear, which changes size (if necessary) to match your new form; fast healing 5; **Speed** 25 feet, climb 25 feet, swim 25 feet; **Melee** ♦ jaws, **Damage** 4d10+6 piercing plus 2d6 mental; **Melee** ♦ tentacle (agile, reach 15 feet), **Damage** 4d8+6 bludgeoning plus Grab; **Sixfold Draw** ♦ You Interact to retrieve or store up to six items.
- **The Haunter of the Dark** (Huge incorporeal aberration) You gain all effects of the incorporeal trait; **Harmless Invisibility** While in any light, you are invisible but can't take hostile actions except those with the mental trait; **Visible in Darkness** unless you keep your sole eye closed (blinding you), it is magically visible in non-magical darkness (rendering you merely concealed and unable to Hide); **Weaknesses** light 10; **Resistances** all damage 5 (except fire, force, *ghost touch*, mental, or positive; double resistance vs. non-magical); **Sunlight Vulnerability** When you start your turn in bright sunlight, you take 10 fire damage; **Speed** 30 feet, climb 30 feet, fly 50 feet; **Melee** ♦ spectral claw +38 (electricity, finesse, negative, reach 15 feet), **Damage** 4d6+3 negative plus 2d6 electricity.
- **The Howler in Darkness** (Huge aberration) **Resistances** acid 10, cold 10, electricity 10, negative 10, poison 10, sonic 10; **Speed** 50 feet, *air walk*; **Melee** ♦ jaws (reach 10 feet), **Damage** 4d10+6 piercing plus 2d6 negative and Vampirism; **Melee** ♦ tentacle (reach 30 feet), **Damage** 4d8+6 bludgeoning plus 2d6 negative, Grab, and Vampirism; **Melee** ♦ claw (agile, reach 15 feet), **Damage** 4d8+3 slashing plus 2d4 negative and Vampirism; **Howl** ♦♦ (divine, mental, negative, sonic) Each creature within 60 feet takes 8d6 negative damage, 4d10 mental damage, and 4d8 sonic damage (basic Fortitude save); **Vampirism** You gain temporary Hit Points equal to the negative damage your Strikes deal; **Unbreathing** You don't have to breathe.

GAZE OF GHATANOTHOA

SPELL 5

UNCOMMON CURSE INCAPACITATION NECROMANCY VISUAL

Traditions arcane, occult; **Access** cult of Ghatanothoa

Cast ♦♦ material, somatic

Range 60 feet; **Targets** 1 creature made of flesh
Saving Throw Fortitude; **Duration** sustained up to 1 minute

You take on a fleeting aspect of the unspeakable form of Ghatanothoa visible only to the target. When you Cast this Spell and the first time you Sustain this Spell on subsequent turns, the target must attempt a Fortitude save if it can see you and is within range. If it was already clumsy from this spell and fails its save, its clumsy value instead increases by the value it would gain.

When the creature becomes clumsy 4, it transforms into a perfectly preserved and completely immobile mummy, yet the victim does not die. It can observe the world around it (and can even use purely mental actions, including the use of magic without any components), but it has the paralyzed condition. The mummification lasts until removed (such as by a high-level *remove paralysis*), and the target need not eat, drink, or breathe and does not age during that time. *Dispel magic* can't counteract this effect.

Critical Success The target is unaffected.

Success The target is stunned 1.

Failure The target is stunned 1 and clumsy 1 as its body rapidly stiffens and mummifies.

Critical Failure As failure, but the clumsy value is 2.

GRACE OF THE KING IN YELLOW

SPELL 6

UNCOMMON DEATH FIRE TRANSMUTATION

Traditions arcane; **Access** cult of the Yellow Sign
Cast ♦♦ material, somatic

Range 120 feet; **Targets** 1 creature with a skeleton

Saving Throw Fortitude

You infuse the target's skeleton with molten gold. The creature takes 9d6 fire damage (basic Fortitude save). On a failure, the target is also drained 2. If the target has at least 1 Hit Point afterward, it weeps molten gold tears. If the damage from the spell reduces the creature to 0 Hit Points, it instantly dies and its bones are gilded by the molten gold.

A gilded skeleton prevents the body from counting as reasonably intact for purposes such as the *raise dead* or *revival* spells, and other spells that restore a badly damaged body eject the gilded skeleton. The gold produced by this spell is too impure to sell or reuse.

Heightened (+1) The fire damage increases by 3d6.

GREEN DECAY

SPELL 3

TRANSMUTATION

Traditions divine, primal

Cast ♦♦ material, somatic

Area 20-foot emanation

Saving Throw Fortitude

You accelerate the forces of decay on all undead creatures in the area, causing green moss to grow upon them. Each undead must attempt a Fortitude save, gaining a +2 circumstance bonus if they're in darkness. Each undead in bright light gains a -2 circumstance penalty takes this save. An undead with a level of 6th or higher uses the outcome one degree of success better than its save result.

Critical Success The undead is unaffected.

Success The undead is drained 2 and can't use reactions until the start of your next turn.

Failure The undead is drained 4 and can't use reactions until the start of your next turn.

Critical Failure The undead is destroyed, instantly decaying into a pile of green moss.

Heightened (+1) The minimum level at which an undead uses a better save outcome increases by 2.

GUG'S CURSE

SPELL 6

CURSE ILLUSION

Traditions divine, occult

Cast ♦♦ material, somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You curse a creature to be unable to use its voice in any way. While cursed, it can't speak, whisper, or provide command or verbal components. It might also be prevented from using other auditory or language-based actions or effects that involve its voice. It must attempt a Will save. *Dispel magic* can't counteract this effect.

Critical Success The target is unaffected.

Success The duration is 1 round.

Failure The duration is unlimited.

Critical Failure The duration is unlimited, and the target is also deafened.

HIBERNATION OF ITHAQUA

SPELL 7

UNCOMMON ENCHANTMENT SLEEP

Traditions occult, primal; **Access** cult of the Windwalker

Cast ♦♦ material, somatic; **Cost** emerald worth 500 gp

Duration until the end of your next turn

Requirements You aren't immune to sleep effects or the unconscious condition.

You fall into a sleeplike trance to rapidly replenish your magical powers. You are unconscious for the duration and can't be awakened. At the

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end of the duration, you regain all your spell slots of 4th level and lower. If you prepare spells, you recover the spells you previously cast today of the appropriate levels and can cast them again. If you have a focus pool, you also regain Focus Points as if you had Refocused.

Heightened (+1) The maximum level of spells you regain increases by 1.

HOLE IN REALITY

SPELL 4

EVOCATION

Traditions arcane

Cast ♦♦ somatic, verbal

Range 30 feet; **Area** 5-foot square

Saving Throw Reflex; **Duration** sustained up to 1 minute

You create a sphere of utterly black nothingness in a square within range. The sphere levitates in mid-air. The sphere attempts to disintegrate each creature and unattended object in the square where it first appears. Each unattended object or surface of a Large or larger object in its space takes 5d8 damage. Each creature must succeed at a Reflex save or it takes 5d8 damage (basic Fortitude save). If a creature critically failed at its Reflex save, it uses the Fortitude save outcome one degree of success worse than its result. Each creature reduced to 0 Hit Points has its dying value increased by 1 beyond what it would otherwise be. If the damage kills a creature, its body (but not any items it carries) is disintegrated.

The first time you Sustain the Spell on each subsequent round, you can either leave the sphere in its square or cause it to fly to another square within 30 feet in range. It attempts to disintegrate each unattended object and creature in the new space (but not the intervening spaces) as described above. If the sphere is in the space of an object it previously destroyed, the remnants of the object in its space are disintegrated.

Heightened (+1) The damage increases by 1d8.

IMPLANT DARK YOUNG

SPELL 6

UNCOMMON CHAOTIC NECROMANCY DISEASE EVIL

Traditions divine, primal; **Access** cult of the Black Goat

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 living creature

Saving Throw Fortitude; **Duration** sustained up to 1 minute

You expose the target to the dark young parasite disease, which quickly grows to release a summoned adolescent dark young of Shub-Niggurath (page 374). The disease has the virulent trait for the duration. The disease can continue after

the duration ends, but any resulting dark young is then no longer summoned or a minion and avoids combat.

The dark young is hostile to all creatures besides animals, beasts, fungi, outer mutants, plants, and servants of Shug-Niggurath, to whom it is indifferent. Unless you appear to be a servant of Shug-Niggurath or persuade it you are helping her ends with a successful Deception check to Lie as part of Casting the Spell or Sustaining the Spell, the dark young follows your orders only if that seems the easiest way to a meal. Otherwise, it pursues and attacks the nearest creature obviously hostile to Shub-Niggurath's servants, or other creatures to whom it is hostile while the spell lasts. When reduced to 0 Hit Points, the dark young collapses like an empty skin. When the duration ends, the dark young does not vanish but immediately leaves to seek its own mysterious goals, losing the minion and summoned traits if it had them.

Dark Young Parasite (disease); **Level** 11; **Stage 1** drained 2 and grows a hideous boil (1 round); **Stage 2** encumbered, and drained value increases by 1 as the boil swells to incredible size (1 round); **Stage 3** 2d6 persistent bleed damage as the boil explodes in pus and blood, releasing the dark young and ending the disease

Heightened (8th) The disease's level is 15th and stage 3 instead deals 3d6 persistent bleed damage and releases an adult dark young.

Heightened (10th) The disease's level is 19th and stage 3 instead deals 4d6 persistent bleed damage and releases a mature dark young.

IMPOSSIBLE ARITHMETIC

SPELL 3

UNCOMMON DIVINATION

Traditions arcane, divine, occult

Cast 10 minutes (material, somatic, verbal); **Cost** offering of variable price

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 3rd-level ritual or to learn one fact about a minor Mythos monster. A scroll of an uncommon spell of 2nd level might be suitable to learn about the goals, methods, or origins of a creature of 5th to 8th level. A rare wand or one or more alchemical curiosities worth at least 500 gp might be suitable to learn about a level 11th to 14th creature or understand how to perform a ritual without

detailed instructions. An uncommon permanent item of at least 14th level or consumable of at least 19th level would be a suitable offering to learn the weaknesses of a 17th- or higher-level 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

SPELL 1

UNCOMMON CONJURATION ENCHANTMENT

Traditions arcane, primal; **Access** cult of Father Dagon, Great Cthulhu, or Mother Hydra

Cast ♦♦ material, verbal

Range 90 feet; **Targets** 1 creature

Duration sustained up to 1 minute

You mark the target as prey for the predators of the sea. When you Cast this Spell, and the first time you Sustain this Spell each round thereafter, the creature is swarmed if it is underwater or within 20 feet of water. Swarms of crabs, fish, or other sea life bite the creature, dealing 1d6 piercing damage (basic Reflex save). If it critically fails, it also takes a -5-foot status penalty to all its Speeds until the start of your next turn.

In addition, many sea creatures gain an overwhelming desire to eat the target. Each animal of level 0 or lower with the aquatic trait or a swim Speed within 90 feet of the target that the target is observed by or hidden from must attempt a Will save. This saving throw has the mental and incapacitation traits. The animal then becomes temporarily immune for 1 day. On a failure, it becomes confused and focused entirely on attacking the target for the duration.

Heightened (+1) The piercing damage increases by 1d6, and the maximum level of animal confused increases by 2.

LETHARGY OF TSATHOGGUA

SPELL 1

UNCOMMON ENCHANTMENT INCAPACITATION MENTAL

Traditions arcane, occult; **Access** cult of the Sleeper

Cast ♦♦ material, somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You overwhelm the target's mind with apathy, briefly erasing all its desires. It must attempt a Will save. If the target is stunned for 1 round or longer and is targeted by a hostile action, the condition is immediately reduced to stunned 1.

Critical Success The target is unaffected.

Success The target is stunned 1.

Failure The target is stunned for 1 round, standing or sitting idly.

Critical Failure The target is stunned for the duration. At the end of each of its turns, it can attempt a new Will save, ending the duration on a success.

Heightened (5th) You can target up to 10 creatures.

LIKE A DREAM

SPELL 3

UNCOMMON DIVINATION MENTAL

Traditions occult

Cast ♦♦ material, somatic

Saving Throw Will; **Duration** sustained up to 1 minute

Shrouding yourself in the essence of the Dreamlands, your actions, including Casting the Spell, take on a dream-like quality that makes you hard to remember. When you Cast the Spell, you can choose any number of creatures to be temporarily immune to it for the duration. You can Dismiss the spell. When the spell ends, each creature that sensed you during the duration must attempt a Will save. A creature that is observing you when the spell ends uses the outcome one degree of success better than its result. Unless a creature critically succeeds, the spell fogs its memory for an unlimited duration, with the exact effects based on the result of its saving throw. *Modify memory* used to enhance memory attempts to counteract this spell.

Critical Success The creature is unaffected.

Success The creature knows generally what happened but struggles to remember details about you and anything you did during the duration. It must succeed at another Will save each time it tries to recall a detail; on a failure, it simply doesn't remember and can't try again to recall that detail. If this is the only time the creature met you, it doesn't recognize you on a subsequent meeting unless you have a very distinctive appearance from its perspective or it succeeds at a Will save (it gets only one Will save to recognize you). If you are hidden from the creature when the spell ends, you become undetected to that creature.

Failure The creature forgets your presence (as well as everything you did) during the duration, but it is aware it has forgotten something. If you are hidden or undetected from the creature when the spell ends, you become unnoticed by it. Each time it is confronted with evidence of something it forgot (such as encountering you again) or with evidence that conflicts with it not having noticed you, it must attempt another Will save. On a success, it recalls a single fact or a vague outline of 1 round it forgot (whichever the GM judges is more directly relevant). On a critical success, it remembers all the general facts

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of what it forgot but still struggles to remember details as described in the Success outcome.

Critical Failure As failure, but the creature gets no Will save to recall information.

Heightened (5th) The duration is 1 minute. You can Dismiss the spell.

Heightened (6th) As 5th level but the duration is 10 minutes.

Heightened (8th) As 5th level but duration is 1 hour, and you can choose up to 5 creatures in addition to yourself whose presence and actions are forgettable.

MELT FLESH

SPELL 4

NECROMANCY

Traditions arcane, occult

Cast ♦♦ material, somatic

Range 120 feet; **Targets** 1 creature with flesh

Saving Throw Fortitude

You cause the target's flesh to run like hot wax. It must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is drained 1.

Failure The target is drained 2 and its ears, lips, eyelids, and nostrils run away or partially seal up. It applies the status penalty from the drained condition to Perception checks and to skill checks with the auditory trait. One of these orifices is sealed completely; roll on the table to determine which. The sealed orifice has the listed effect and prevents using any senses or abilities dependent on it (such as a breath weapon or jaws Strike). The orifice can't be opened without cutting the creature as an Interact action, which deals 1d4 piercing or slashing damage and 1d4 persistent bleed damage. The drained condition and effects can be ended by *restore senses*, *regenerate*, or *wish*.

Critical Failure As failure, but the drained condition doesn't decrease on its own, and you choose the result rather than rolling on the table.

d4	Orifice	Effect
1	eyes	blinded
2	ears	deafened
3	nose	can't smell
4	mouth	can't drink, eat, or speak

Heightened (7th) You can target up to 10 creatures.

NUCLEAR CHAOS

SPELL 7

UNCOMMON CONJURATION

Traditions arcane, divine, occult; **Access** cult of Nuclear Chaos

Cast ♦♦ somatic, verbal

Range 120 feet; **Area** 30-foot burst

Saving Throw Reflex

You open a rift to Azathoth's court at the center of all things. Several of Azathoth's minor appendages reach through and thrash in the area, dealing 1d100 bludgeoning damage (basic Reflex save) to each creature and unattended object in the area. A creature that fails also falls prone.

ORNE'S BLACK

SPELL 4

DARKNESS EVOCATION

Traditions arcane, divine, occult

Cast ♦♦ material, somatic

Range 60 feet; **Area** 30-foot burst

Duration sustained up to 10 minutes

A one-directional gloom covers the area, making darkness in the area. The darkness doesn't move. Creatures in the area can see outside of the affected area normally, but creatures and objects in the area can't be located by sight. As this spell has the darkness trait, it suppresses all light sources in the area, including light spells of this spell's level and lower. Creatures who can't see in darkness are effectively blinded regarding the area.

When *orne's black* appears, it attempts to counteract each light spell originating in its area.

PIPES OF MADNESS

SPELL 8

AUDITORY ENCHANTMENT INCAPACITATION MENTAL

Traditions occult

Cast ♦♦♦ focus, somatic, verbal

Range 120 feet; **Area** 20-foot burst

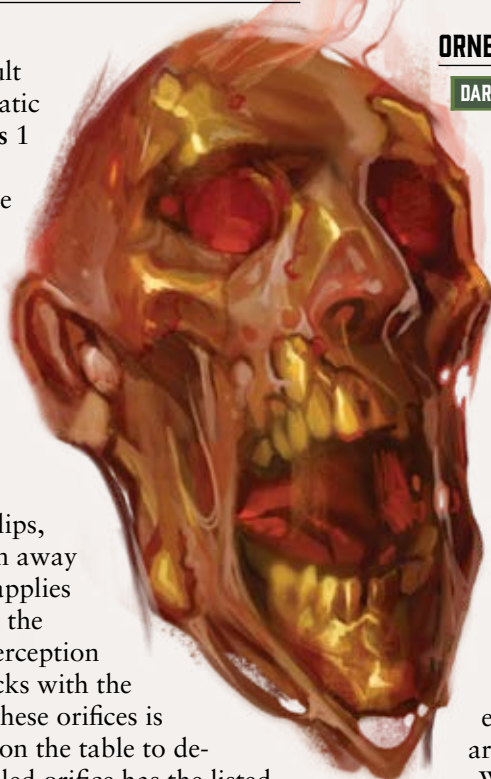
Saving Throw Will; **Duration** 8 hours

You play unearthly music. Each creature in the area must attempt a Will save, and then becomes temporarily immune for 1 day.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is entranced by the piping and compelled to dance madly for 1 minute, then is stunned for the rest of the duration. While compelled to dance, the creature must spend 1d4 actions each turn dancing, and it is



otherwise confused. While dancing, the creature can't use actions with the move trait except to dance, moving up to half its Speed via Fly, Stride, or Swim. If the creature takes damage but fails its flat check to end the confused condition, on its next turn it focuses its attacks on its attacker, and it can use any hostile actions (not just Strikes or cantrips). At the end of each of its turns, if the affected creature can see or hear an ally that isn't affected, it can attempt a DC 11 flat check to end the effect on itself.

After the first minute, the creature becomes stunned, whistling the melody of *pipes of madness* for the remaining duration. Any creature within 60 feet not yet affected by this casting of *pipes of madness* who hears the whistling must attempt a Will save with a +3 circumstance bonus to avoid being affected by *pipes of madness*. If the affected creature is attacked while stunned, it can attempt a DC 11 flat check. On a failure, the stunned condition is suppressed for 1 round but the creature is confused instead, as described above. On a success, the effect ends on that creature.

When *pipes of madness* ceases to affect a creature, that creature must succeed at a Will save or become unnerved 3 (if your game uses the dread rules starting on page 92) for 1 day.

PSYCHIC MANEUVER

SPELL 1+

EMOTION ENCHANTMENT FEAR MENTAL

Traditions arcane, divine, occult

Cast ♦♦ verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You speak a word of power that assaults the target's mind and attempts to interfere with its emotions or coordination. The interference deals 2d6 mental damage, and the target must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and becomes either stunned 1 or frightened 1 (unnerved 1 if your game uses the dread rules in Chapter 4), your choice.

Critical Failure The creature takes double damage, and you can impose one of the following conditions: frightened 2 (or unnerved 2), sickened 2, or slowed 1 for 2 rounds.

Heightened (+1) The mental damage increases by 2d6.

REMORTIFICATION

SPELL 4

HEALING NECROMANCY

Traditions arcane, occult

Cast ♦♦ material, verbal

Range touch; **Targets** 1 dead creature

Duration 1 minute

You return the touched corpse (not an undead creature) briefly to life. The corpse must be relatively intact but can have been dead any amount of time so long as it is whole. Ashes from a cremated corpse also work as long as most of the ashes have been kept together. You can't revive a creature killed by a death effect or *disintegrate*.

If the spell succeeds, the creature returns to life with temporary Hit Points equal to 4d8 + your spellcasting ability modifier and no real Hit Points, no spells prepared or spell slots available, no points in any other daily resources, and any long-term debilitations of the old body (such as missing limbs or diseases). The time spent dead leaves the target temporarily disoriented, making it clumsy 2, drained 2, and stupefied 2 for the duration. The creature can't regain Hit Points or gain temporary Hit Points in other ways, and once *remortification*'s duration ends, it loses all temporary Hit Points and dies.

ROTTING LIGHT

SPELL 2

UNCOMMON DIVINATION LIGHT PREDICTION

REVELATION VISUAL

Traditions arcane, divine, occult, primal; Access cult of the Green Flame

Cast ♦♦ material, somatic

Range touch; **Targets** 1 unattended, non-magical object of organic material weighing 1 Bulk or less

Duration 1 hour

The touched object burns with a chill green flame, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. Over the spell's duration, the object rots as if exposed to the elements for 1 year. When not confounded by brighter light, this light reveals the transience of material objects and creatures, causing them to seem to rapidly rot or crumble over and over.

The light makes it much easier to see the truth. Disguised and hidden creatures and objects are more obvious when seen in the green light, as the elements of the disguise and cover seemingly partially rot away and the effects of age are based on the true underlying features rather than any disguise (whether magical or not). Viewers that Seek in an area including the green light get a +3 status bonus to Perception checks to see through disguises and to spot hidden creatures and objects (including traps). A viewer who discovers a creature or object this way can see its true appearance.

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SARNATH SIGIL

SPELL 4

ABJURATION

Traditions arcane, occult

Cast ◆ somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You draw a magic symbol in the air to redirect ranged weapon attacks aimed at other creatures toward the target. Your target must attempt a Will save. For the duration, you can spend your reaction to redirect certain ranged weapon attacks toward the spell's target instead of their intended targets. To qualify, an attack must originate within 60 feet of the target, the spell's target is within the attack's maximum range and doesn't have cover against the attack, and the original attack roll wasn't a critical hit. The target's ranged attacks can't be redirected this way. The attacker rolls a new attack roll to hit the target of *Sarnath sigil*; this isn't a separate attack roll for the purposes of multiple attack penalty.

Critical Success The target is unaffected.

Success The duration is 1 round.

Failure The duration is 1 minute.

Critical Failure The duration is 10 minutes, and all ranged weapon attack rolls to hit the target of this spell get a +1 status bonus.

Heightened (6th) You can also attempt to redirect ranged spell attacks originating within 60 feet of *Sarnath sigil*'s target. Attempt a counteract check as part of your reaction to redirect the effect; if you counteract the spell, it is redirected instead of being counteracted. The duration ends immediately after you attempt to redirect a spell of a level equal to or higher than *Sarnath sigil*'s (whether or not you succeed).

Heightened (9th) As the 6th-level version, but you can attempt to redirect any spell that can target *Sarnath sigil*'s target and was cast within 60 feet of your target. Spells without targets can't be redirected. A spell with multiple targets must be able to change one target to your target.

SHADOW OF THE NIGHTGAUNT

SPELL 4

CONJURATION

Traditions arcane, occult

Cast ◆◆ material, somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You summon a nightgaunt out of a nightmare region of the Dreamlands. The nightgaunt ignores your commands. It pursues the nearest non-nightgaunt creature and attempts to pick it up and carry it away to the nearest dangerous area you are aware of. When you Sustain the Spell, it is quickened that turn.

Heightening the spell increases the number of nightgaunts who appear and gives each one the listed status bonus to all checks (including attacks and saves) and DCs (including AC). Sustaining the Spell affects all of them.

Heightened (5th) You summon two nightgaunts with a +1 status bonus.

Heightened (6th) You summon four nightgaunts with a +3 status bonus.

SHRIEK OF THE BYAKHEE

SPELL 5

UNCOMMON CONJURATION

Traditions occult; **Access** cult of the Yellow Sign

Cast ◆◆ material, somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You utter an alien shriek that pierces space and time to summon a byakhee (page 366). The byakhee is linked to the target. The target can interfere with your control by attempting a Will save.

Critical Success The target takes control. It can Sustain the Spell up to 4 rounds, and the byakhee is confused but prioritizes attacking that creature's apparent enemies.

Success The byakhee is confused for the duration.

Failure The byakhee is confused but prioritizes attacking the target for the duration or until that target is killed.

Critical Failure The byakhee is willingly focused on attacking the target for the duration or until that target is killed; it then becomes confused.

SIGN OF EIBON

SPELL 3

DIVINATION

Traditions arcane, occult

Cast ◆ somatic

Duration sustained up to 1 minute

You draw a magical symbol in the air to augment your power. Whenever you Cast a Spell while the sign is active, you gain a +1 status bonus to its spell level, to a maximum of *sign of Eibon*'s level, and you get a +1 status bonus to your AC against attack rolls made as reactions to Casting that Spell.

SONG OF HASTUR

SPELL 4

UNCOMMON AUDITORY ENCHANTMENT MENTAL

Traditions divine, occult; **Access** cult of the Yellow Sign

Cast ◆ to ◆◆ verbal

Range 120 feet; **Targets** 1 creature

Saving Throw Will

You hum a melody that creeps into a creature's mind and drains its magical power. If the target lacks any spell slots, prepared spells, innate spells, or Focus Points, it takes 4d6 mental damage (basic Will save). If the target has spell slots, prepared spells, or Focus Points, the melody deals 1d6 mental damage and the target must attempt a Will save with the following effects. For each additional action you use when Casting the Spell, the mental damage increases by 3d6 (regardless of whether or not the target is a spellcaster).

Critical Success The target is unaffected.

Success The target takes half damage and expends its highest-level spell or spell slot of 2nd level or lower as if cast. If it has multiple of the highest level, it chooses one.

Failure As success, but full damage and the maximum spell level is 4th. The target also loses 1 Focus Point, if it had any.

Critical Failure As success, but double damage and the maximum spell level is 6th. The target also loses 1 Focus Point, if it had any.

Heightened (+1) The mental damage increases by 1d6 per action spent Casting the Spell, and the maximum spell level lost increases by 1.

SNAKESKIN

SPELL 3

HEALING MORPH TRANSMUTATION

Traditions arcane, primal

Cast ♦♦ material, somatic

Range touch; **Targets** 1 willing or unconscious living creature

Duration 1 hour

The target's skin becomes cool, dry, and scaled like that of a snake. The new skin stitches over the creature's wounds and refreshes it, giving it 6 temporary Hit Points. The creature gets a +3 status bonus to saves against exposure to injury and contact poison (but not against poisons already afflicting it).

You or the creature can attempt to mitigate a harmful effect on it at the cost of ending the spell early. As a 2-action activity, you or the creature tears off the snakeskin. This is a particularly appropriate type of help to end persistent acid and poison damage (allowing a new check and lowering the DC to 10). If the creature took this activity, it can attempt to Escape from effects like *web* that stick to its skin, and it gets a +3 status bonus to the check. In addition, the creature can choose one of the following benefits:

- **Shed Poison:** The stage of one poison afflicting the creature is reduced by 1, ending it if it was at stage 1. This benefit doesn't function against a poison that has previously been reduced by *snakeskin* or another healing effect (like *restoration*).

- **Shed Weakness:** The creature's clumsy and enfeebled values are each reduced by 1. This benefit doesn't function if the creature has had a condition reduced by *snakeskin* or another healing effect (like *restoration*) today.
- **Shed Magic:** *Snakeskin* attempts to counteract one spell on the creature of the creature's choice. This benefit doesn't function against a spell that has ever been subject to a previous counteract attempt by *snakeskin*.

Heightened (+1) The temporary Hit Points increase by 3. If the spell level is 5th or higher, shed poison reduces the affliction's stage by 2 (ending it if it was stage 2 or 1).

STORM OF POWDER

SPELL 3

CONJURATION

Traditions arcane, occult

Cast ♦♦ material, somatic

Area 20-foot emanation

Save Reflex; **Duration** 1 minute

You fill the area with *powder of Ibn Ghazi* (page 166), using your spell DC for the splash DC.

SUMMON DREAM-DWELLER

SPELL 1

CONJURATION

Traditions arcane, divine, occult

Cast ♦♦♦ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You summon a Dreamlands denizen to fight for you. This functions like *summon animal*, except you summon a common creature from the Dreamlands whose level is -1 (such as a Dreamlands cat sneak or zoog trapper).

Heightening the spell increases the maximum level of creature you can summon (with examples from Chapter 9 of this book in parentheses).

Heightened (2nd) Level 1 (ghoul scavenger, wamp, gnorri hunter, Leng thief).

Heightened (3rd) Level 2 (moon-beast overseer, voonith).

Heightened (4th) Level 3 (Mythos ghast, night-gaunt).

Heightened (5th) Level 5 (crypt lurker ghoul, Ulthar hero cat).

Heightened (6th) Level 7 (ghoul ravager, shantak).

Heightened (7th) Level 9 (gug, Leng spider).

Heightened (8th) Level 11 (moon-vassal).

Heightened (9th) Level 13 (gug carver, old Leng spider).

Heightened (10th) Level 15 (bhole hatchling).

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TEMPORAL ENERGY NEXUS

SPELL 10

UNCOMMON TRANSMUTATION

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 120 feet

You disrupt the flow of time in the recent past, allowing you to choose up to three attack rolls, saving throws, skill checks, or damage rolls (in whatever combination you desire) that you rolled or observed since the start of your last turn by creatures now or then within range 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.

TRANSPORT TO YONDO

SPELL 5

CONJURATION TELEPORTATION

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

Range touch; Targets 1 creature

Saving Throw Will; Duration sustained up to 1 minute

You send the target to the alien desert of Yondo. The target must attempt a Will save, avoiding the effect on a success. On a failure, it is transported to Yondo. At the start of each of the creature's turns in Yondo, it must succeed at a Fortitude save or shrivel. If the creature shrivels, it shrinks by one size. Shrinking reduces its reach by 5 feet if it was originally any size other than Medium. The creature's equipment doesn't change size with it, and if it was wearing clothing or wielding items, the sudden ill fit makes the creature encumbered. The target's skin feels dry and it can attempt a new save to end the shriveling if it ends its turn immersed in water. The shriveling lasts 1 minute, or indefinitely on a critical failure.

At the end of each of the target's turns in Yondo, it must attempt another Will save. On a success, it returns to the space it left, or the nearest unoccupied space if that space is occupied. If the duration ends while it is in Yondo, it instantly returns.

Tsunami

Spell 8

Evocation Water

Traditions arcane, primal

Cast **◆◆◆** material, somatic, verbal

Range 500 feet

Duration sustained up to 1 minute

You create a temporary wave of water that appears at a point you choose within range. The wave is up to 120 feet wide and 15 feet high, and it rushes 120 feet away from you. It follows the terrain, the entire wave reaching 15 feet to flow over any solid or liquid surface as it moves until it hits a barrier across its entire width taller than or above it. If it can flow left or right, it does so (your choice if you are observing it, or chosen by the GM otherwise), but if there is no passable terrain, the wave stops there. The wave leaves an area of water behind it as it moves. The water remains at the same depth, flowing in the same direction, until the duration ends.

Once per turn when you Sustain the Spell, the wave rushes forward another 120 feet. When the spell ends, the water subsides slowly enough for swimming creatures to land safely.

Unattended, unfixed objects lighter than 50 Bulk are carried along with the wave. Shoddy structures collapse and the wreckage is likewise carried along; a collapse deals 7d6 bludgeoning damage (basic Reflex save). A creature directly hit by the wave or that ends its turn in the water takes 7d6 bludgeoning damage and must attempt either a Fortitude save or an Athletics check to Swim. If a creature is pushed into a solid object, it stops moving and takes damage equal to half the distance it would have been pushed.

Critical Success The creature takes no damage, chooses a distance to be pushed between 5 and 60 feet, and can either rise to the surface or remain at the same elevation.

Success The creature takes half damage, chooses a distance to be pushed between 15 and 60 feet, and can either rise to the surface or remain at the same elevation.

Failure The creature takes full damage, is pushed 60 feet, and sinks 5 feet.

Critical Failure The creature takes double damage, is pushed 120 feet, and sinks 10 feet.

Voorish Sign

Spell 3

Divination

Traditions arcane

Cast **◆◆** focus, somatic

You draw a magical sign that invokes your deep memories of magic. You must have a spellbook or a familiar that knows your spells and use it as a focus for this spell. You instantly empty one of your prepared spell slots of a lower level than *voorish sign* and prepare a different spell from your spellbook or familiar in its place.

Wave of Oblivion

Spell 5

Uncommon Divination Mental

Traditions occult

Cast **◆◆** verbal

Range 30 feet; Targets 1 creature

Saving Throw Will; Duration varies

You utter an incantation that blasts the target's memory. It must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 1. For a duration of 1 hour, the creature forgets all episodic memories it had when the spell was cast. The target retains its statistics and abilities but not its own relationship with or attitude toward any creature or thing. 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). The creature can use the Recall Knowledge action to recall personal information it has forgotten, with a DC equal to your spell DC. It can use its Will save modifier if that is higher than the appropriate skill for Recalling Knowledge.

Critical Failure As failure, but the duration is 1 week and the target can't Recall Knowledge about topics from before the spell was cast. The creature attempts another Will save every day, ending the effect on it on a success.

Heightened (9th) You can target up to 10 creatures.

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FOCUS SPELLS

The following focus spells are accessible through class options in Chapter 3.

BARD

Bards can gain the following composition spells.

CHAOS AT THE HEART OF EVERYTHING CANTRIP 6

UNCOMMON ABJURATION AUDITORY BARD COMPOSITION
INCAPACITATION

Cast ◆ focus, somatic, verbal
Range 120 feet; **Area** 20-foot burst
Saving Throw Will; **Duration** 1 round

You play the timeless music that soothes omnipotent Azathoth at the center of all things, allowing you to calm even creatures immune to mental effects. Each creature in the area other than you must attempt a Will save.

Critical Success The creature is unaffected.

Success Stilling forces impose a –2 status penalty to the creature's attack rolls.

Failure As success, but the creature can't use hostile actions. It becomes indifferent toward all creatures that it was unfriendly or hostile toward before. The target is also fascinated by you. If the target is subject to a hostile action from any other creature, it ceases to be affected by *chaos at the heart of everything*.

Critical Failure As failure, but hostile actions don't end the effect.

- **Heightened (8th)** The status penalty increases to –3.

CONTRARY MELODY CANTRIP 5

UNCOMMON ABJURATION AUDITORY BARD COMPOSITION

Cast ◆ verbal
Area 30-foot emanation
Duration 1 round

You produce an unearthly music that interferes with magical vibrations. *Contrary melody* attempts to counteract each auditory, conjuration, and sonic effect that enters or passes through the area, including those ongoing when you cast the spell. *Contrary melody's* counteract level is 1 lower than its spell level. Successfully counteracting an effect prevents only the part that would overlap or pass through the area. If *contrary melody* fails to counteract an effect, that effect becomes temporarily immune for 24 hours. You also gain the Drown Out reaction.

Drown Out ♫ (auditory, concentrate) **Trigger** A creature in the area attempts to Cast a Spell with a verbal component or Activate an Item with a command component; **Effect** You attempt to counteract the triggering spell or activation.

Contrary melody's counteract level is 1 lower than its spell level. If you counteract the effect, the action is disrupted. If you fail to counteract the effect, the effect (but not the creature) is temporarily immune for 24 hours.

PHILOSOPHER'S MANTRA

FOCUS 1

UNCOMMON BARD ABJURATION COMPOSITION

Cast ◆ verbal; **Trigger** Your turn is about to begin.

Requirements You are conscious and under an effect with a duration as a result of failing but not critically failing a saving throw that applied the penalty from the Yog-Sothothery skill (see page 59).

Make a new saving throw against the required effect with a +1 status bonus. On a success, the effect ends and you are stunned 1. You can cast this spell even if you are under a condition or effect that prevents you from taking or controlling your actions.

PORTRAIT OF PERFECT LIKENESS

FOCUS 2

UNCOMMON BARD COMPOSITION POLYMORPH
TRANSMUTATION

Cast ◆◆ material, somatic
Duration 1 minute

Your study of human-related entities draws occult energy to transform you into a Medium battle form. When you cast this spell, choose one of the following: deep one, Mythos ghoul, outer mutant, or Mythos satyr. While in this form, you gain the creature's listed traits. You can still cast spells and wear and use your gear, which changes size and shape (if necessary) to match your new form. If any items leave your person, they return to their usual form. You can Dismiss the spell. You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 16 + your level. Ignore your armor's check penalty and Speed reduction.
- 5 temporary Hit Points.
- Darkvision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can use. You're trained with them. Your attack modifier is +9 and your damage bonus is +1. These attacks are Strength-based (for the purpose of the enfeebled condition, for example). If your unarmed attack bonus is higher, you can use it instead.
- Athletics modifier of +9, unless your own modifier is higher.

You also gain specific abilities based on the type of monster you choose:

- **Deep One** (humanoid) Speed 20 feet, swim Speed 30 feet; **Melee** ♦ claw (agile), **Damage** 1d10 slashing; breathe air and water; Leap up to 20 feet horizontally or 8 feet vertically.
- **Mythos Ghoul** (beast) Speed 25 feet, burrow Speed 10 feet; **Melee** ♦ jaws, **Damage** 2d6 piercing; **Melee** ♦ claw (agile), **Damage** 1d8 slashing.
- **Mythos Satyr** (aberration) Speed 30 feet, climb Speed 20 feet; **Melee** ♦ horn, **Damage** 2d6 piercing; **Melee** ♦ claw (agile), **Damage** 1d8 slashing.
- **Outer Mutant** (aberration) Speed 25 feet; **Melee** ♦ proboscis, **Damage** 2d4 piercing plus the target must succeed at a Fortitude save or become drained 1 and stupefied 1; **Melee** ♦ fist (agile), **Damage** 1d8 bludgeoning.

Heightened (3rd) You instead gain 10 temporary HP, AC = 17 + your level, attack modifier +14, damage bonus +5, and Athletics +14.

Heightened (4th) You instead gain 15 temporary HP, AC = 18 + your level, attack modifier +16, damage bonus +6, and Athletics +16. You can choose one of the following forms, in which case your battle form is Large and your attacks have 10-foot reach. You must have enough space to expand into or the spell is lost.

- **Deep One Elder** (aberration) Speed 30 feet, swim Speed 30 feet; **Melee** ♦ claw (agile), **Damage** 2d6 slashing; breathe air and water; Leap up to 30 feet horizontally or 10 feet vertically.
- **Gnorri** (beast) Speed 20 feet, swim Speed 30 feet; **Melee** ♦ tail, **Damage** 2d6 bludgeoning plus Knockdown; **Melee** ♦ fist (agile), **Damage** 2d4 bludgeoning; **Squeeze Entrails** ☞ **Frequency** once per spell, **Trigger** An attack targeting you is a critical hit, **Effect** The hit becomes a normal hit.
- **Gug** (aberration) Speed 25 feet, climb Speed 25 feet; **Melee** ♦ jaws, **Damage** 2d8 piercing; **Melee** ♦ claw (agile), **Damage** 1d10 slashing; while Squeezing, you can move at your full Speed.
- **Ravenous Wendigo** (beast) Speed 5 feet, fly Speed 40 feet; imprecise scent 60 feet; resistance 5 to cold and weakness to fire 3; **Melee** ♦ claw (agile), **Damage** 1d8 slashing.
- **Outer Abomination** (aberration) Speed 30 feet; **Melee** ♦ proboscis, **Damage** 2d4 piercing plus the target must succeed at a Fortitude save or become drained 1 and stupefied 1; **Melee** ♦ fist (agile), **Damage** 1d10 bludgeoning.

Heightened (5th) You instead gain 20 temporary HP, AC = 18 + your level, attack modifier +18, damage bonus +7 and double the number of

damage dice, and Athletics +20. You can choose one of the 4th-level forms, in which case your battle form is Large and your attacks have 10-foot reach, or you can choose one of the following forms, in which case your battle form is Huge and your attacks have 15-foot reach. You must have enough space to expand into or the spell is lost.

- **Deep One Master** (aberration) Speed 30 feet, swim Speed 40 feet; **Melee** ♦ jaws, **Damage** 2d8 piercing; **Melee** ♦ claw (agile), **Damage** 2d6 slashing; breathe air and water; Leap up to 30 feet horizontally or 10 feet vertically.
- **Outer Spawn** (aberration) Speed 40 feet, climb Speed 40 feet; **Melee** ♦ proboscis, **Damage** 2d4 piercing plus the target must succeed at a Fortitude save or become drained 2 and stupefied 2; **Melee** ♦ claw (agile), **Damage** 2d6 slashing; **Melee** ♦ fist (agile), **Damage** 1d10 bludgeoning.
- **Windwalker Wendigo** (aberration) Speed 0 feet, fly Speed 50 feet; greater darkvision, imprecise scent 60 feet; resistance to cold 10 and weakness to fire 5; **Melee** ♦ jaws, **Damage** 2d8 piercing; **Melee** ♦ claw (agile), **Damage** 2d6 slashing; while Squeezing, you can move at your full Speed.

Heightened (6th) You instead gain AC = 20 + your level, 20 temporary HP, an attack modifier of +23, a damage bonus of +10 and double the number of damage dice, and Athletics +23. You can choose one of the 4th-level forms, in which case your battle form is Large and your attacks have 10-foot reach, or you can choose one of the 5th-level forms, in which case your battle form is Huge and your attacks have 15-foot reach. You must have enough space to expand into or the spell is lost.

Heightened (7th) You instead gain AC = 22 + your level, 25 temporary HP, an attack modifier of +25, a damage bonus of +9 and triple the number of damage dice, and Athletics +25. You can choose one of the 4th-level forms, in which case your battle form is Large and your attacks have 10-foot reach, or you can choose one of the 5th-level forms, in which case your battle form is Huge and your attacks have 15-foot reach. You must have enough space to expand into or the spell is lost.

THIRD EYE MASTERPIECE

CANTRIP 5

UNCOMMON BARD COMPOSITION DETECTION DIVINATION
REVELATION

Cast ♦ somatic

Area 40-foot emanation

Duration 1 round

You use complex art or acting to evoke the

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terrible interconnections within and beyond the universe hinted at by Hastur the Unspeakable and the King in Yellow. You can clearly see invisible creatures and objects in the area, and you can see into the Ethereal Plane, the fey world, 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 or otherwise remotely viewing any location within the area, 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 Perception check against the viewer's spell DC; you automatically succeed if *third eye masterpiece* is higher level than the scrying effect. You can identify a glimpsed viewer's plane of existence with a successful check with an appropriate skill (such as Arcana, Nature, Occultism, Religion, or Yog-Sothothery) against the scrying effect's DC.

VISIONARY FUGUE

FOCUS 7

UNCOMMON BARD COMPOSITION DIVINATION

Cast ◆ verbal

Your art unlocks a momentary but intense vision that gives you disjointed memories or communicates to you lost tales about a topic of your choice, as if you had succeeded at a DC 42 Arcana or Yog-Sothothery (page 59) check to Recall Knowledge about any creature, object, or phenomenon, except you can learn information you had no direct way to know.

The more complete the information you have, the more complete the information you get. As a general rule, you learn information that you were one step away from deducing. However, information gained from this feature doesn't increase the detail gained from additional uses of this spell; you must gather additional information from another source before information from your *visionary fugue* becomes more detailed.

Contacting the deeper layers of reality has a cost. When you cast this spell, your shaken value (see Chapter 4) increases by 2 and decreases after 4 hours. If your game doesn't use dread, you instead become stupefied 2 for 8 hours, or increase your existing stupefied condition by 1 and prolong its duration by 8 hours.

Heightened (+1) The DC at which you succeeded increases by 3.

CHAMPION

Champions can gain the following devotion spells.

DREAMED DESTINY

FOCUS 3

UNCOMMON CHAMPION DIVINATION FORTUNE

Cast ◆ somatic; **Trigger** You fail (but don't critically fail) an attack roll.

Reroll the triggering roll and use the better result. You then become temporarily immune for 10 minutes.

Heightened (6th) You can cast this spell when you fail a saving throw to reroll the saving throw.

Heightened (9th) You can cast this spell when you critically fail an attack roll.

DREAMED IDEAL

FOCUS 10

UNCOMMON CHAMPION TRANSMUTATION

Cast ◆ somatic

Duration 10 minutes

You gain a +2 status bonus to attack rolls, saving throws, and skill checks, and you become quickened. You can use the extra action only to Step, Stride, Strike, or Cast a Spell.

For the duration, you have a limited ability to reshape the world around you like a lucid dream: you can cast *shadow siphon* and *shadow blast* as devotion spells. As normal for a devotion spell, each costs 1 Focus Point to cast, is heightened to 10th level, and is a divine spell.

LITANY AGAINST IGNORANCE

FOCUS 5

UNCOMMON CHAMPION ENCHANTMENT INCAPACITATION

LITANY MENTAL

Cast ◆ verbal

Range 30 feet; **Target** 1 creature

Saving Throw Will; **Duration** 1 round

Your litany rails against the folly of complacency and willful ignorance. To punctuate your point, you unleash the psychic resonance between your dream self and material self upon the mind of the target, dealing 5d8 mental damage and potentially overwhelming the target's mental senses. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target takes half damage and is dazzled.

Failure The target takes full damage and is blinded.

Critical Failure The target takes double damage and is blinded. On its next action, it is confused.

Heightened (+1) The damage increases by 1d8.

DOMAINS

The following domains are granted by deities in the Mythos and are available to champions and clerics. The emptiness, mutation, and oblivion domains are typically granted by Great Old Ones and Outer Gods. Such entities are rarely suitable for player characters, but some of these dark powers occasionally grant spells to neutral or good clerics. The Elder Sign domain might be granted by secretive sects of common religions.

ELDER SIGN (UNCOMMON)

You protect others from the Great Old Ones and their servants. This domain is primarily associated with those few worshippers of the Elder Gods such as Nodens. Most champions and clerics who use the Elder Sign domain belong to obscure sects or tenuously connected orders of larger modern religions, mistrusted or outright persecuted by the main body of the faithful. As an Elder Sign priest, you are liable to discover terrible lore and must ask yourself whether it is worth the risk of preserving, given the dangers inherent in keeping it around.

DETECT THE OTHERWORLDLY

FOCUS 1

UNCOMMON CLERIC DETECTION DIVINATION

Cast ✨ somatic, verbal

Area 30-foot emanation

Your eyes glow and you sense the auras of otherworldly influence. You detect all creatures with divine or occult abilities or spells, as well as all aberrations, celestials, elementals, fey, fiends, monitors, and undead. You also detect divine or occult spells, spells cast by creatures of those types, and Elder Influences. You receive no information beyond the presence or absence of such creatures. You can choose not to detect creatures or effects you're aware are otherworldly.

Heightened (3rd) You learn each aura's location and strength. You can also detect Mythos texts and other objects closely associated with Elder Influences or otherworldly creatures.

SEAL THE IMMORTAL

FOCUS 4

UNCOMMON CLERIC ABJURATION

Domain Elder Sign

Cast ✨ somatic; **Trigger** An Elder

Influence, a creature with a spell or ability with the divine or occult trait, or an aberration, celestial, elemental, fey, fiend, monitor, or undead would regain Hit Points, would be reduced to 9 or fewer HP, or would take

less damage (or no damage) due to immunity or resistance.

Range 10 feet; **Targets** 1 triggering creature or Elder Influence

Duration 1 round



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You draw the *Elder Sign* in the air to temporarily bind the target's otherworldly power. Attempt a counteract check against the triggering creature or Elder Influence. The target's counteract level is equal to half its level, rounded up. If you successfully counteract the target, its resistances are each reduced by 5 and its immunities are replaced by resistances equal to the target's level. Its spells and abilities that would restore its Hit Points have the amount reduced by 40.

If the counteracted target's Hit Points are reduced to 9 or fewer during the duration, it is imprisoned with the effects of an *imprisonment* ritual at *seal the immortal's* level.

Heightened (+1) The resistances, including the resistances gained in lieu of immunities, are reduced by a further 2. Any Hit Points regained are further reduced by 10. The Hit Point threshold at which a creature is imprisoned increases by 10.

EMPTINESS [UNCOMMON]

You draw blindly upon unfathomable cosmic power from unknowable distances.

FOLD SPACE

FOCUS 1

UNCOMMON CLERIC CONJURATION

Cast ◆ somatic

You fold space to skip the distance between yourself and the target of your next Strike or spell. If your next action is a Strike, you increase your reach or range increment for that attack by 30 feet. If your next action is to Cast a Spell, increase the spell's range by 30 feet.

Heightened (3rd) The modified spell or attack bypasses lesser cover, cover, and greater cover. You can even affect creatures on the other side of solid obstacles, such as walls. You gain no additional ability to sense through obstacles, however, so creatures completely covered by obstacles are usually undetected to you (or, at best, hidden).

EXTRADIMENSIONAL CONDUIT

FOCUS 4

UNCOMMON CLERIC CONJURATION EXTRADIMENSIONAL TELEPORTATION

Domain emptiness

Cast ◆◆ somatic, verbal

Range 30 feet; **Area** up to two 10-foot cubes, whose points of origin must be at least 20 feet and no more than 40 feet apart

Saving Throw Will; **Duration** 10 minutes

You visibly twist space in the area. The distortions in the faces of the cubes provide cover and allow creature to Hide or Sneak. When a creature passes through a wall of a cube as it enters

a square during a move action, that square is difficult terrain for that creature. You can Dismiss the Spell. You also gain the following reaction, which allows you to teleport a creature from one cube to the other.

Extradimensional Shift ◆ (concentrate) **Trigger** A Large or smaller creature passes through a wall of a cube during a move action; **Requirements** You have produced another cube with this spell and can observe a destination within or adjacent to that other cube. The destination must be unoccupied and must be large enough for the triggering creature, although it could be in midair.

Effect You teleport the triggering creature to the required destination. If the triggering creature is unwilling, it can attempt a Will save. If the destination is harmful to the target, it gains a +4 circumstance bonus to its save. If the creature teleports while it still has movement left from its current move action, it can continue moving after it arrives.

Critical Success The target teleports only if it wishes to, and it arrives at a destination of its choice that meets the requirements (limited by its ability to observe the destination rather than yours).

Success The target isn't teleported.

Failure You teleport the target and choose its destination.

Heightened (6th) The range is 60 feet, the cubes' centers can be no more than 80 feet apart, and when you Dismiss this Spell, you can cause one cube to collapse a moment before the spell ends. Each creature inside the collapsing cube must succeed at a Will save or be teleported to an unoccupied destination within or adjacent to the other cube that you can observe (as described above). If there isn't room for all to be teleported, you choose which ones are teleported before any attempt their saving throws.

Heightened (8th) As the 6th-level version, but the range is 90 feet and the cubes' centers can be no more than 100 feet apart.

Heightened (10th) As the 6th-level version, but the range is 120 feet, you can create up to 8 cubes, and each cube's origin can be no more than 120 feet from the farthest cube. When you teleport a creature, it can arrive at any other cube. When you Dismiss the Spell, you can still choose only one cube to collapse.

MUTATION [UNCOMMON]

You change your body to suit your goals.

MUTATE ATTACK

FOCUS 1

UNCOMMON CLERIC MORPH TRANSMUTATION

Cast **◆◆** material, somatic

Duration 1 minute

You mutate your body to gain an unarmed attack from the following list. Use your proficiency rank in spell attacks or unarmed attacks for these, whichever is better. You gain a +1 item bonus to attacks with this unarmed attack. You also gain the Attack of Opportunity reaction, but only with your mutated attack.

- **Claw** (agile, finesse) 1d6 slashing
- **Jaws** (finesse) 1d8 piercing
- **Horn** 1d12 piercing
- **Proboscis** (finesse) 1d4 piercing plus 1d4 bleed and Grab

Heightened (3rd) Increase the attack damage to two dice.

Heightened (5th) Increase the item bonus to +2 and the attack damage to two dice.

Heightened (6th) Increase the item bonus to +2 and the attack damage to three dice.

Heightened (8th) Increase the item bonus to +3 and the attack damage to three dice.

Heightened (10th) Increase the item bonus to +3 and the attack damage to four dice.

MUTATE BODY

FOCUS 4

UNCOMMON CLERIC MORPH TRANSMUTATION

Cast **◆** material

Duration 10 minutes

You mutate your body to become more mobile and adaptable. You gain two of the following benefits of your choice.

- You can breathe air and water.
- You get a +10-foot status bonus to your Speed
- You gain a climb Speed equal to your Speed.
- You gain a swim Speed equal to your Speed.
- When you Leap, you can jump up to 20 feet vertically or up to your Speed horizontally, clearing a height of 10 feet.

Heightened (6th) You can choose three options.

Heightened (8th) You can choose four options.

Heightened (10th) You gain all five options.

OBLIVION [UNCOMMON]

You wipe away knowledge and vestiges of the past.

FORGETFULNESS

FOCUS 1

UNCOMMON CLERIC ENCHANTMENT MENTAL

Cast **◆** verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 10 minutes

You erode the target's memories as if they were a brief dream. If it forgets events due to this spell,

it recalls them when the duration ends. It must attempt a Will save.

Success The creature is unaffected.

Failure The creature forgets. If it is not in combat, it forgets the past 1 minute. If it is in combat, it forgets events since the start of its last turn. It becomes unaware of creatures that are currently hidden from or undetected by it if it wasn't previously aware of those creatures before *forgetfulness* took effect.

Critical Failure As failure, but the creature forgets the past 1 minute even in combat. If combat began during that time, until its next turn, creatures can use abilities like surprise attack against the target as if it were the first round of combat and the target has not acted yet.

Heightened (3rd) The duration is 1 hour.

Heightened (4th) You can target up to 3 creatures, and the duration is 8 hours.

Heightened (5th) You can target up to 10 creatures, and the duration is 8 hours.

Heightened (6th) You can target up to 10 creatures, and the duration is 1 day. At the end of the duration, each creature must succeed at another Will save or the duration becomes unlimited for that creature.

RUIN

FOCUS 4

UNCOMMON CLERIC NECROMANCY

Cast **◆** verbal; **Trigger** A creature takes damage that reduces it to 0 Hit Points or an object takes damage that reduces it to or below its Broken Threshold

Range 30 feet; **Targets** a triggering creature or object of 7th level or lower

Saving Throw Fortitude

You destroy the target, preventing it from recovering or being repaired. If you target a creature, this spell gains the death trait and the target must attempt a Fortitude save. If you target an attended object, the attending creature can attempt a Fortitude save to protect it with its own life force. An unattended object is automatically turned to dust.

Success The target is unaffected.

Failure The target is ruined. A creature dies. An object is destroyed. The remains are scoured as if by many years' exposure to the elements and unrecognizable unless a creature succeeds at a skill check to Recall Knowledge about the target against your spell DC.

Critical Failure The target is reduced to dust.

Heightened (+1) Increase the maximum level of the target by 2.

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DRUID

Druids can gain the following order spell.

REVITALIZE DEEP HERD

FOCUS 1

UNCOMMON DRUID HEALING NECROMANCY POSITIVE

Cast ♦ to ♦♦♦

Range 30 feet; **Targets** 1 or more willing living creatures with a swim Speed

You call forth the healing power of water, restoring 1d8 Hit Points to the target. The number of actions spent Casting this Spell determines its effect.

- ♦ (verbal) The spell targets 1 creature.
- ♦♦ (somatic, verbal) The spell targets up to 2 creatures. Each creature can immediately Step as a free action.
- ♦♦♦ (material, somatic, verbal) The spell heals all living creatures with a swim Speed in a 30-foot emanation. Each creature can immediately Step as a free action.

Heightened (+1) The amount of healing increases by 1d8.

PSYCHOPHAGE

Psychophages (see page 65) can gain the following focus spells.

DEVOUR SKILL

FOCUS 1

UNCOMMON ARCHETYPE DIVINATION MENTAL

Cast ♦ somatic

Range touch; **Targets** 1 creature you hit or critically hit with a jaws Strike on your previous action, which must be of a kind you could target with your psychic feast ghoulish ability

Saving Throw Will

You taste the creature's mind, potentially learning some of what it knows. You deal 1d6 mental damage and the target must attempt a Will save.

Critical Success The target takes no damage.

Success The target takes half damage, and you learn the name of one skill the target is trained in of the GM's choice.

Failure The target takes full damage, you learn one of the target's skill modifiers of the GM's choice, and you can then gain a skill insight as if you had feasted on the target's corpse.

Critical Failure As failure, but the target takes double damage and you know which skills it is at least trained in before you pick which skill insight to gain.

Heightened (+1) The mental damage increases by 1d6.

DEVOUR MAGIC

FOCUS 4

UNCOMMON ARCHETYPE DIVINATION

Cast ♦ somatic

Range touch; **Targets** 1 creature you hit or critically hit with a jaws Strike on your previous action, which must be of a kind you could target with your psychic feast ghoulish ability

Saving Throw Will

You chew on the creature's magical knowledge, potentially learning one of its spells. This deals 4d4 mental damage, and the target must attempt a Will save.

Critical Success The target takes no damage.

Success The target takes half damage, and you learn the name of one of the highest-level spells the target can cast, chosen by the GM.

Failure The target takes full damage, and you learn the name of one spell the target can currently cast of each spell level, chosen by the GM. These might be prepared, spontaneous, or innate spells. You can choose one of these spells to learn, but the chosen spell must not be higher than level 1. Learning one counts against the limit on insights you can have from your psychic feast ability. You can cast the learned spell as a focus spell. It is automatically heightened as normal for a focus spell, costs 1 Focus Point for you to cast (rather than a spell slot).

Critical Failure As failure, but the target takes double damage and you learn the names of two spells the target can cast of each level you could learn.

Heightened (+1) The mental damage increases by 1d4, and the maximum spell level you can gain increases by 1.

DEVOUR THOUGHTS

FOCUS 3

UNCOMMON ARCHETYPE DETECTION DIVINATION MENTAL

Cast ♦ somatic

Range touch; **Targets** 1 creature you hit or critically hit with a jaws Strike on your previous action, which must be of a kind you could target with your psychic feast ghoulish ability

Saving Throw Will

You gnaw at the creature's thoughts, dealing 3d8 mental damage. The target must attempt a Will save, and then becomes temporarily immune to your *devour thoughts* for 1 hour.

Critical Success The target takes no damage.

Success The target takes half damage, and you learn whether the target's Intelligence modifier is higher than, equal to, or less than yours.

Failure The target takes full damage, you learn vague surface thoughts from the target, and you learn whether the target's Intelligence modifier is higher than, equal to, or less than yours.

Critical Failure As failure, but you learn the target's surface thoughts from the past 1 minute.
Heightened (+1) The mental damage increases by 1d8.

SAVOR SECRETS

FOCUS 4

UNCOMMON ARCHETYPE DETECTION DIVINATION MENTAL

Cast ♦♦ somatic

Range touch; **Targets** 1 creature or corpse, which must be of a kind you could target with your psychic feast ghoul ability

Saving Throw Will

If the target is a creature, you make two jaws Strikes against the target. Apply multiple attack penalties to these attacks normally. If one or both hit a creature, you deal an extra 4d6 mental damage and the target must attempt a Will save; this save and damage happen only once even if you hit with both Strikes. If the target is a corpse, you bite it automatically but it can attempt a Will save using the statistics of the original creature at its time of death.

Critical Success The target takes no damage.

Success The target takes half damage.

Failure The target takes full damage, and you can attempt to learn the answer to one question. The target attempts a Deception check against your spell DC; if the target succeeds, you don't learn the answer, and on a critical success, the target gives you a false answer that you believe is truthful. Once you've asked the target a given question, asking it again with a separate casting of *savor secrets* produces the same result.

Critical Failure As failure, but the target takes double damage and takes a -4 penalty to any Deception check to mislead you.

Heightened (+1) The mental damage increases by 1d6.

RUIN WARDEN

Ruin wardens (see page 67) can gain the following focus spells.

DREAM WALK

FOCUS 4

UNCOMMON ARCHETYPE CONJURATION TELEPORTATION

Cast ♦♦ somatic, verbal; **Requirements** You are within 20 miles of the focal point of your bonded ruin, or you are in the area of your *ruin link*.

Range 120 feet

You step quickly between planes of existence, teleporting yourself and all objects you carry to a clear space within range. You must be able to see the destination unless it is within 20 miles of your bonded ruin's focal point or in the area of your *ruin link*.

Heightened (5th) The range is 1 mile, but if you

travel farther than 120 feet you become temporarily immune for 1 hour.

Heightened (6th) You can increase the time to Cast the Spell to 1 hour. If you do, you can touch up to 4 willing creatures to bring along with you, and if the destination is your bonded ruin or *ruin link* the range increases to 100 miles.

Heightened (7th) As the 6th-level version, but the 1-hour casting allows you to bring along up to 8 willing creatures, and if the destination is your bonded ruin or *ruin link*, the range becomes 1,000 miles. If you are in either the Dreamlands or the Material Plane when you Cast the Spell for 1 hour, you can travel to your bonded ruin or *ruin link* on the other plane of existence.

Heightened (8th) As the 7th-level version, but if the destination is your bonded ruin or *ruin link*, the range becomes planetary.

Heightened (9th) As the 7th-level version, but if the destination is your bonded ruin or *ruin link*, the range becomes within the same solar system.

Heightened (10th) As the 7th-level version, but if the destination is your bonded ruin or *ruin link*, the range becomes within the same galaxy.

RUIN'S WARNING

FOCUS 1

UNCOMMON ARCHETYPE DIVINATION

Cast ♦ somatic; **Requirements** You are within 20 miles of the focal point of your bonded ruin, or you are in the area of your *ruin link*.

Duration 10 minutes or until you cease to meet the requirements

You gain a +1 status bonus to AC and saves.

Heightened (+3) The status bonus increases by 1.

RUIN LINK

FOCUS 2

UNCOMMON ARCHETYPE EVOCATION

Cast ♦♦ or 10 minutes (material, verbal)

Range touch; **Area** 60-foot emanation or 500-foot emanation

Duration varies

You form a connection between the area and your bonded ruin. If you use 2 actions to Cast the Spell, it affects a 60-foot area with a sustained duration; if you spend 10 minutes to Cast the Spell, it affects a 500-foot emanation until you Cast the Spell again.

Whenever you Cast a Spell of a lower spell level than *ruin link* in the area, you can spend a reaction to add a +1 status bonus to the new spell's level. While within the area, you meet the requirements to use all your ruin warden feats and focus spells as if you were no more than 19 miles from your bonded ruin.

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SORCERER

Sorcerers can gain the following bloodline spells.

BESTIAL TOUGHNESS

FOCUS 3

UNCOMMON SORCERER TRANSMUTATION

Cast ♦♦ somatic, verbal

Duration 1 minute

Your body swells with muscle and fur. You gain 4 temporary Hit Points.

You gain a climb Speed equal to your Speed.

When you Leap, you can jump up to 20 feet vertically or up to your Speed horizontally, clearing a height of 10 feet.

Heightened (+1) The temporary Hit Points increase by 4.

DREAMS OF THE SEA

FOCUS 5

UNCOMMON ILLUSION MENTAL SORCERER

Cast ♦♦ verbal

Range 500 feet or planetary; Targets 1 creature

Duration 10 minutes or longer

You send the target a vision of the sea. The range is normally 500 feet, but it increases to planetary if you are within 1,000 feet of a body of water and you target a creature you have met before, know by name, or have contacted via an illusion spell in the past day (such as via *dream message*, *nightmare*, or *dream council*). The vision can incorporate up to 1 round of speech (approximately 25 words). The target must attempt a Will save. It is then temporarily immune for 1 day.

Critical Success The target is unaffected and knows you tried to control it.

Success The target is unaffected but dismisses the vision as a daydream or harmless magical message (whichever you prefer).

Failure The target immediately attempts to travel to you by the most direct means available that would not be self-destructive or obviously against the target's self-interest. You choose whether the target seeks out the location where you Cast this Spell regardless of whether you move, or if the target attempts to track you down wherever you go. If the target understood your words and you offered a reasonable-sounding plan for the target to get to the destination, it goes by that route.

Critical Failure As failure, but the duration is until your next daily preparations.

Heightened (9th) You can target up to 12 creatures.

FLICKERING GATE

FOCUS 3

UNCOMMON CONJURATION SORCERER TELEPORTATION

Cast ♦♦ somatic, verbal

Range 60 feet

Duration 1 round

You create two barely visible, 5-foot-radius circular gates at least 10 feet apart. They can be horizontal or vertical. If either overlaps with any object or creature when it appears, the spell fails. Each has a front and a back. A creature can use a gate only by moving into its front. Creatures and objects can pass through the back of the gate as if it weren't there. Any creature can move into the front of either gate to teleport, emerging from the front of the other as if the two spaces were adjacent. Attacks, effects, and unattended objects can't pass through.

Heightened (5th) The duration is 1 minute, and you can Dismiss the Spell.

Heightened (6th) As the 5th-level version, but the range is 90 feet.

Heightened (7th) As the 5th-level version, but the range is 90 feet and you can make one of the gates appear without line of sight. You must have a clear sense of what the destination looks like and its distance and direction from you. Any metal between you and the destination causes the spell to fail.

Heightened (8th) As the 7th-level version, but the range is 120 feet.

Heightened (10th) As the 7th-level version, but the range is 500 feet.

HEDONIC FRENZY

FOCUS 5

UNCOMMON EMOTION ENCHANTMENT MENTAL SORCERER

Cast ♦♦ somatic, verbal

Range 30 feet; Targets up to 10 creatures

Saving Throw Will; Duration varies

The target enters an ecstatic state. Each target must attempt a Will save, although if it expects you to Cast a Spell, it can voluntarily critically fail instead of rolling. Unless it critically succeeds or knows you can cast this spell, a target mistakes the spell for something harmless.

Critical Success The target is unaffected and knows you tried to manipulate it.

Success The target gains a +1 status bonus to attack rolls, Performance checks, and unarmed and weapon damage rolls for 1 round. For the duration it is also stupefied 1 and takes a -1 status penalty to AC.

Failure As success, but the duration is 1 minute.

Critical Failure As success, but the duration is 10 minutes, the status bonus is +2, the stupefied value is 2, and the status penalty is -2.

Heightened (8th) Increase the value of the bonus, penalty, and stupefied condition on a failure to 2. Increase the value of the bonus, penalty, and stupefied condition on a critical failure to 3.

LIVING GATE

FOCUS 5

UNCOMMON CONJURATION MORPH SORCERER
TELEPORTATION

Cast ♦ somatic

Duration 1 minute

Transdimensional energies infuse your being and twist your body. You become visibly alien in some way, such as by altering your legs into a saurian shape tipped with spheres instead of feet. Your type changes to aberration. Your statistics don't otherwise change, but you are protected against magic; you get a +2 status bonus to all saving throws against magic.

Whenever you cast a conjuration spell of 3rd level or lower, its casting time is reduced by 1 action, to a minimum of 1 action, and *living gate*'s duration is reduced by 1 round.

Heightened (+2) The status bonus increases by 1, and the maximum spell level of conjuration spell you can cast faster increases by 2.

MUTANT PROBOSCIS FOCUS 1

UNCOMMON MORPH SORCERER
TRANSMUTATION

Cast ♦ somatic

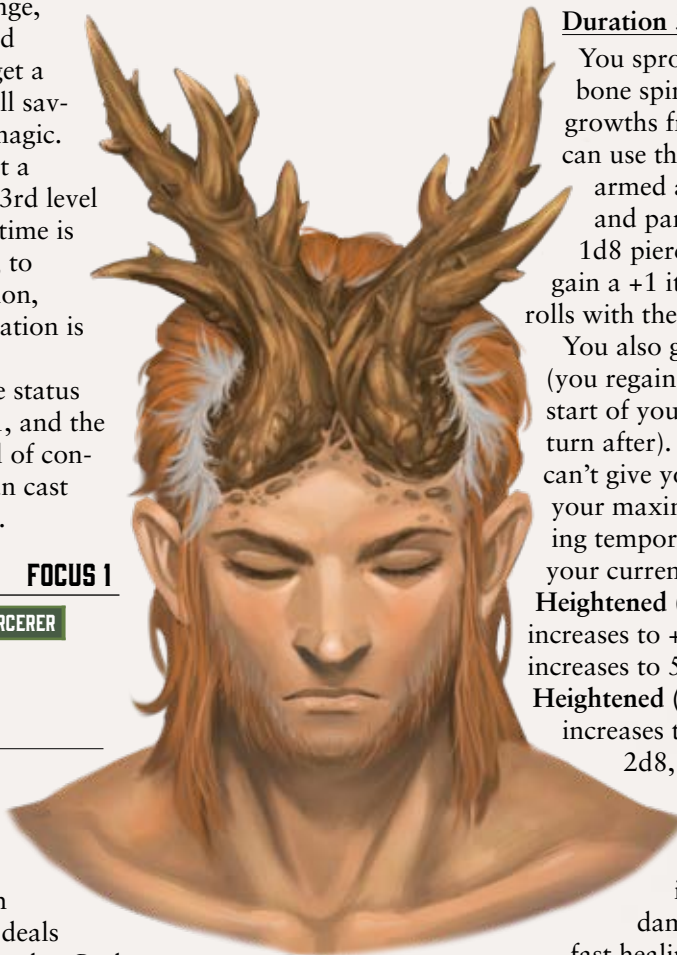
Duration 1 minute

You grow a mouth on a stalk from your torso. This proboscis is an unarmed attack with the finesse trait that deals 1d8 piercing damage plus Grab creature ability (*Pathfinder Bestiary*). You gain a +1 item bonus to attack rolls with it. You also gain the following action.

Drain Blood ♦ Requirements Your last action was to hit a living creature with your proboscis, and the target isn't drained; **Effect** Your proboscis drains blood from the target. The target becomes drained 1 and stupefied 1 as long as it is drained. You gain temporary Hit Points equal to half the target's level. You can also Grab the target.

Heightened (3rd) The damage increases to 2d8.

Heightened (5th) The item bonus increases to +2, the damage to 2d8, the drained value to 2, and the temporary Hit Points to equal the target's level.



Heightened (7th) As the 5th-level version, but the damage is 3d8.

Heightened (9th) The item bonus increases to +3, the damage to 3d8, the drained value to 3, and the temporary Hit Points to equal one half the Hit Points the target loses from the drained condition.

SATYR'S HORNS

FOCUS 1

UNCOMMON MORPH SORCERER TRANSMUTATION

Cast ♦ somatic

Duration 3 rounds

You sprout unearthly horns, bone spines, or other hard growths from your head. You can use them to make an unarmed attack with the finesse and parry traits that deals 1d8 piercing damage. You gain a +1 item bonus to attack rolls with them.

You also gain fast healing 2 (you regain 2 Hit Points at the start of your next turn and the turn after). This fast healing can't give you HP beyond half your maximum HP (not counting temporary Hit Points for your current or maximum).

Heightened (3rd) The item bonus increases to +2 and the fast healing increases to 5.

Heightened (5th) The item bonus increases to +2, the damage to 2d8, and the fast healing to 10.

Heightened (7th) The item bonus increases to +3, the damage to 2d8, and the fast healing to 15.

Heightened (9th) The item bonus increases to +3, the damage to 3d8, and the fast healing to 20.

SEA DWELLER

FOCUS 1

UNCOMMON MORPH SORCERER TRANSMUTATION

Cast ♦ somatic

Duration 1 minute

Your limbs become long and webbed, giving you a swim Speed equal to your Speed or 20 feet, whichever is greater. You are unharmed by water pressure and gain resistance to cold 5.

Heightened (3rd) You also gain darkvision, a +1 status bonus to Stealth checks underwater, and you can breathe air and water equally well.

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Heightened (5th) As the 3rd-level version, but the status bonus is +2, the swim Speed increases to 40 feet, and the resistance increases to 10.

Heightened (9th) As the 3rd-level version, but the status bonus is +3, the swim Speed increases to 60 feet, and the resistance increases to 15.

UNLEASH ITEM

FOCUS 3

UNCOMMON DIVINATION SORCERER

Cast ◆ verbal

Range touch; Targets 1 item

Duration 1 minute

If the item is magical and its level is no higher than twice *unlock magic*'s level, you learn how to activate the target item. If it requires a particular tradition, you meet that requirement for the duration. If you already met the requirement for the magic item, you can use your sorcerer spellcasting attack modifier and spell DC instead of the item's spell attack modifier and spell DC if they are higher than those of the item.

RITUALS

As described in the *Pathfinder Core Rulebook*, a ritual spell draws upon universal principles that allow them to function even for non-spellcasters. Ritual magic uses science and mathematics beyond most mortal understanding to produce highly specialized magical effects.

Like Mythos spells, Mythos rituals are mostly hidden in particular Mythos tomes (described in Chapter 6) but can also be found in other texts. A few are associated with particular Outer Gods, Great Old Ones, or Mythos ancestries, and they are always carefully guarded secrets. As usual, GMs are encouraged to decide for their own games whether particular rituals are available and where they can be found, though they are often hidden away in places rife with psychological and physical dangers.

COSMIC RITUALS

Most Mythos rituals have the cosmic trait. These rituals deviate from the typical rules for rituals in several ways. Most cosmic rituals 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.

Cosmic rituals vary from typical rituals in their casting time, components, secondary casters, and skill checks, as described in detail below.

CASTING COSMIC RITUALS

Some cosmic rituals have a casting time shorter than 1 hour. They can require any amount of time, although most take at least 10 minutes. They lack the downtime trait if they have a casting time suitable for other modes of play, and many have the exploration trait. Some rituals can even be cast during an encounter.

PAUSING COSMIC RITUALS

You can pause the casting of a cosmic ritual to engage in combat or take other actions, though not without consequences. If you are the primary caster, you can pause the ritual casting with the *Pause a Cosmic Ritual* action.



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PAUSE A COSMIC RITUAL ◆

CONCENTRATE

You temporarily halt Casting a Spell with the cosmic and ritual traits for which you are the primary caster. Time you spend with the ritual paused doesn't count toward the time required to Cast the Spell. At the start of each of your turns, the DCs of all the ritual's subsequent skill checks increase by 1. You can resume Casting the Spell by spending 1 action and continuing to spend actions Casting the Spell thereafter until you complete the ritual or Pause the Cosmic Ritual again. Even while paused, the ritual is disrupted if you die or are incapacitated.

SPELL COMPONENTS

Unlike other rituals, some cosmic rituals don't require all three of a material component, a somatic component, and a verbal component. Many cosmic rituals require Mythos texts as focus components. Some require material sacrifices of blood or other vital substances. If a material component calls for blood, the blood can be drawn from willing or helpless creatures as part of Casting the Spell.

Some cosmic rituals call for optional components. Optional components are listed after mandatory components and generally modify the spell's effect in some way.

Some spells use more unusual components than verbal, somatic, material, and focus. Below are additional potential spell components: diagram (concentrate, manipulate), location, and time.

DIAGRAM

A diagram is a magical inscription or image, most often an intricately detailed circle, that you draw as part of Casting the Spell. If a ritual calls for a diagram, it is described parenthetically. The ritual gains the concentrate and manipulate traits and requires you to have a free hand (or hand holding a suitable tool) to draw or carve the diagram. Usually, a secondary skill check is required to draw the diagram properly, and this skill check is labeled (diagram).

The diagram is normally drawn at the beginning of casting a cosmic ritual, so if the ritual is later interrupted, the GM might have you roll the diagram skill check before moving to encounter mode to deal with the interruption. Diagrams generally must encircle you or the target, as indicated in the ritual, and cannot be moved once inscribed, even if the ritual's casting is not yet complete.

LOCATION

A location component is an area in which you can gather necessary magical energies. The ritual must be cast somewhere in the indicated location. The ritual describes the area required by its location component, which might be very specific (such as one particular hill) or general (such as "open to the sky" or "an underground chamber").

TIME

A time component is a window of opportunity in which you can gather and apply necessary magical energies. The ritual describes the acceptable time period in which it can be cast. Time components are often astrological and require one or more stars or planets to be visible. The period in which the ritual is cast must encompass the indicated time component, though the whole casting time needn't be during the described time.

SECONDARY CASTERS

Cosmic rituals often allow for a variable number of secondary casters to participate. Like optional components, additional secondary casters can provide benefits such as a bonus to the ritual's skill checks. A cosmic ritual automatically fails when enough of the casters are incapacitated, killed, or moved more than 100 feet from all other casters to reduce the number below the minimum number of casters.

SKILL CHECKS

The skill checks attempted for casting a cosmic ritual are easier for characters who have a close connection to cosmic forces.

COSMIC CONNECTIONS

If you have been touched by cosmic forces, you gain a bonus to any skill check to cast a ritual other than the secondary check to provide a diagram component. The bonus is proportional to the strength of the connection. The GM makes the final ruling on the strength, but as a general guideline, having a distant aberration ancestor or any unnerved value, magical frightened value, or first-degree madness caused by Mythos phenomena gives a +1 status bonus. Belonging to an ancestry linked to one of the Great Old Ones or other cosmic forces, or having a second-degree madness condition caused by Mythos phenomena, gives a +2 status bonus. Being a chosen vessel of a Great Old One or other cosmic force, or having multiple madness conditions caused by such a force, gives a +3 status bonus.

SECONDARY CHECKS

The primary caster of a cosmic ritual can choose any caster to perform any secondary check, including the primary caster or a secondary caster who has already performed another secondary check.

LIST OF RITUALS

These lists include the rituals for each tradition. A ritual marked “H” has extra effects when heightened, or its spell level is pertinent to its effect (such as spells that call for counteract checks). A ritual with the cosmic trait is marked “C”, while “R” marks a rare ritual. An abbreviation in parentheses indicates a ritual’s school.

ARCANE RITUALS

ARCANE 2ND-LEVEL RITUALS

Zyngaya^H (nec): Create a Mythos undead.

ARCANE 3RD-LEVEL RITUALS

Contact Formless Spawn (div): Attract the interest of formless spawn, even across a great distance.

ARCANE 4TH-LEVEL RITUALS

Command Star Vampire^{C,H} (con): Compel a star vampire to serve you.

Lure Star Vampire^C (div): Call a star vampire instantly to you.

Mao Ceremony^{C,H} (nec): Sacrifice a humanoid to gain temporary spells based on their level.

Protective Aura^{C,H} (abj): Gain toughness and protection from cosmic horrors while you cast your next spell.

ARCANE 8TH-LEVEL RITUALS

Semblance of the Key and the Gate^C (con): Open a portal to another place or dimension.

ARCANE 10TH-LEVEL RITUALS

Call Father Yog-Sothoth^{C,R} (con): Conjure Yog-Sothoth’s influence.

DIVINE RITUALS

DIVINE 1ST-LEVEL RITUALS

Contact Deep Ones (div): Attract the interest of deep ones within 50 miles.

DIVINE 2ND-LEVEL RITUALS

Call Servitor^C (con): Conjure a servitor of the Outer Gods.

Zyngaya^H (nec): Create a Mythos undead.

DIVINE 3RD-LEVEL RITUALS

Elder Sign^{C,H} (abj): Ward an object against Elder Influences and their servitors.

DIVINE

4TH-LEVEL RITUALS

Mao Ceremony^{C,H} (nec): Sacrifice a humanoid to gain temporary spells based on their level.

Protective Aura^{C,H} (abj): Gain toughness and protection from cosmic horrors while you cast your next spell.

DIVINE

5TH-LEVEL RITUALS

Call of Cthulhu^C (div): Invite Cthulhu to contact you with dangerous but potentially informative dreams.

Red Sign^{C,H,R} (div): Enhance a non-humanoid creature’s mental abilities, potentially granting it magical powers.

DIVINE

6TH-LEVEL RITUALS

Bride of Sathla^C (abj): Ward a large area against extraplanar forces.

DIVINE

8TH-LEVEL RITUALS

Semblance of the Key and the Gate^C (con): Open a portal to another place or dimension.

OCCULT RITUALS

OCCULT 1ST-LEVEL RITUALS

Contact Deep Ones (div): Attract the interest of deep ones within 50 miles.

OCCULT

2ND-LEVEL RITUALS

Call Servitor^C (con): Conjure a servitor of the Outer Gods.

Dream Guide^H (div): Allow dreamers to retain knowledge of the waking world in the Dreamlands.

Zyngaya^H (nec): Create a Mythos undead.

OCCULT

3RD-LEVEL RITUALS

Command Byakhee^{C,H} (con): Compel a byakhee to serve you.

Contact Formless Spawn (div): Attract the interest of formless spawn, even across a great distance.

Elder Sign^{C,H} (abj): Ward an object against Elder Influences and their servitors.

Lure Byakhee^C (div): Call a byakhee instantly to you.

OCCULT

4TH-LEVEL RITUALS

Command Star Vampire^{C,H} (con): Compel a star vampire to serve you.

Contact Yithians (div): Attract the interest of yithians within 100 miles.

Lure Star Vampire^C (div): Call a star vampire instantly to you.

Mao Ceremony^{C,H} (nec): Sacrifice a humanoid to gain temporary spells based on their level.

Protective Aura^{C,H} (abj): Gain toughness and protection from cosmic horrors while you cast your next spell.

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Yellow Sign^{C, H} (enc): Symbol confuses or obsesses creatures already susceptible.

OCCULT 5TH-LEVEL RITUALS

Call of Cthulhu^C (div): Invite Cthulhu to contact you with dangerous but potentially informative dreams.

Essential Salts^{C, H} (nec): Turn a creature or corpse to salt that you can revive, potentially repeatedly.

OCCULT 6TH-LEVEL RITUALS

Bride of Sathla^C (abj): Ward a large area against extraplanar forces.

OCCULT 7TH-LEVEL RITUALS

Bind Dimensional Shambler^C (con): Conjure and bind a dimensional shambler to serve you.

OCCULT 8TH-LEVEL RITUALS

Semblance of the Key and the Gate^C (con): Open a portal to another place or dimension.

OCCULT 9TH-LEVEL RITUALS

Lure Hunting Horror^C (div): Call a hunting horror instantly to you.

OCCULT 10TH-LEVEL RITUALS

Call Azathoth^{C, R} (con): Recklessly conjure Azathoth's influence.

He Who Must Not Be Named^{C, R} (div): Attract Hastur's influence.

PRIMAL RITUALS

PRIMAL 4TH-LEVEL RITUALS

Protective Aura^{C, H} (abj): Gain toughness and protection from cosmic horrors while you cast your next spell.

PRIMAL 5TH-LEVEL RITUALS

Red Sign^{C, H, R} (div): Enhance a non-humanoid creature's mental abilities, potentially granting it magical powers.

PRIMAL 7TH-LEVEL RITUALS

Contact Ithaqua^{C, H, R} (div): Attract the interest of Ithaqua.

PRIMAL 8TH-LEVEL RITUALS

Obscene Fertility Rites of Shub-Niggurath^{C, H} (tra): Gain bounty by appeasing Shub-Niggurath.

PRIMAL 10TH-LEVEL RITUALS

Avatar of the Black Goat with a Thousand Young^{C, R} (tra): Bring a daughter of Shub-Niggurath or her influence's avatar forth from within a creature.

Call Azathoth^{C, R} (con): Recklessly conjure Azathoth's influence.

RITUAL DESCRIPTIONS

The following rituals use the downtime or exploration trait to indicate which mode of play they are best-suited for. If a ritual has neither trait, it is an encounter activity.

These rituals have a Traditions entry. If a primary check isn't tied to a specific tradition (Arcana is arcane, Nature is primal, Occultism is occult, and Religion is divine), you can choose any of the listed traditions for the spell.

AVATAR OF THE BLACK GOAT WITH A THOUSAND YOUNG

RITUAL 10

RARE CHAOTIC COSMIC DOWNTIME EVIL TRANSMUTATION

Traditions primal

Cast 1 day (diagram, focus, location, material, somatic, verbal); **Secondary Casters** 3 to 9, at least 3 of which must be monsters spawned by Shub-Niggurath, while the rest must be at least expert in one check skill and must have a text as a focus

Primary Check Nature or Yog-Sothothery (legendary); **Secondary Checks** Crafting (master; diagram); Religion or Yog-Sothothery (master); Farming Lore, Survival, or Yog-Sothothery (master)

Range 30 feet; **Targets** 1 Medium or larger creature with Intelligence modifier –3 or higher
Saving Throw Fortitude

You bless the target to become Shub-Niggurath's avatar. Throughout the casting, the target must remain in the center of a 5-foot radius circle drawn from blood. The circle, in turn, must be drawn within the area of *obscene fertility rites of Shub-Niggurath* (page 152). This taxing ritual takes a full 24 hours to complete, and it leaves you and the secondary casters fatigued.

A successful save negates the spell. If the target is willing, it can voluntarily fail its save. Any time after the spell is completed, a servant of Shub-Niggurath can call forth her avatar from the target as long as it is in the area of the *obscene fertility rites of Shub-Niggurath*. Calling forth the avatar requires a verbal component (a single action with the auditory and concentrate traits) that can be provided by any dark young of Shub-Niggurath or any creature of at least master proficiency in Religion or Yog-Sothothery with a successful DC 34 check with that skill. The servant must be within 30 feet of the target to use this action.

Once the avatar is called forth, the target dies instantly as a daughter of Shub-Niggurath (page 463) explodes from within it. If the creature

was inside the area of Shub-Niggurath's stage 2 influence and you succeed at a DC 19 flat check, the influence escalates instead and Shub-Niggurath's stage 3 avatar appears from the target. If the creature was inside the area of Shub-Niggurath's stage 3 influence and the influence was deactivated, instead the influence reactivates and Shub-Niggurath's stage 3 avatar appears from the target.

Critical Success The ritual functions as intended, and the avatar is indifferent to you.

Success The ritual functions as intended, and the avatar is unfriendly to you.

Failure The ritual fails, but your call still puts you in contact with Shub-Niggurath's stage 3 unnamable doom (Will DC 46).

Critical Failure As failure, and you attract the attention of hungry, dangerous servitors of Shub-Niggurath, typically 12 mature dark young, who attempt to devour all the casters.

BIND DIMENSIONAL SHAMBLER

RITUAL 7

UNCOMMON ABJURATION COSMIC DIVINATION EXPLORATION
INCAPACITATION

Traditions occult

Cast 10 minutes (diagram, material, somatic, verbal); **Secondary Casters** 0 to 2

Primary Check Occultism or Yog-Sothothery (master); **Secondary Checks** Crafting or Yog-Sothothery (master; diagram); Occultism or Yog-Sothothery (expert)

Range interplanar; **Targets** 1 dimensional shambler

Duration varies

You call a dimensional shambler (see page 388) to appear just outside the circular diagram. The Crafting check creates a warding diagram around you to prevent the shambler from attacking you until you can bind it to serve your purpose; if that check fails or critically fails, then instead of the usual effects of a failure or critical failure of the secondary skill check, the shambler can attack. In order to fit all the proper sigils in the correct arrangement and allow you to stand inside the protective area 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 to abduct or attack you. If the Crafting check result fails against the shambler's Acrobatics DC, the dimensional shambler can fit inside the diagram. No dimensional shambler can pass through the diagram created as part of Casting this Spell while on the same plane of existence as long as the Crafting skill check is successful.

A dimensional shambler that doesn't wish to negotiate at all can attempt a Will save to stay

on its current plane. 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 who aren't in precisely sized protective circles. It can't, however, depart the immediate vicinity without a meal to take along to other planes.

After all the ritual's skill checks are attempted, the communication required to finish the spell automatically exposes the primary caster to the dimensional shambler's impossible language.

Once the spellcasting is complete, you compel the dimensional shambler to carry out one simple task of your choice. The dimensional shambler isn't your minion and has its own turns. If you order the dimensional shambler to engage in reckless risks, such as combat with an equal or greater foe, it can break your control with a successful Will save. It generally seeks out a meal before returning to other planes.

Critical Success The ritual functions as intended, with a duration of up to 1 week or until the task you set is complete. The dimensional shambler immediately departs when the effect ends.

Success The ritual functions as intended, with a duration of up to 1 day or until the task you set is complete. The dimensional shambler becomes hostile when the effect ends, and departs as soon as it can seize a meal.

Failure You fail to call the dimensional shambler.

Critical Failure You call the dimensional shambler, but it becomes fixated on you instead of serving you. It waits for a vulnerable moment to seize you and whisk you away to another plane of existence.

Heightened (8th) You can call and bind two dimensional shamblers.

BRIDE OF SATHLA

RITUAL 6

UNCOMMON ABJURATION CONSECRATION COSMIC
DOWNTIME

Traditions divine, occult

Cast 1 day (diagram, material, somatic, verbal); **Cost** herbs, oils, and incense worth a total value of 200 gp x the spell's level, and body of a ritually drowned humanoid (traditionally a woman); **Secondary Casters** 1 or 2

Primary Check Occultism, Religion, or Yog-Sothothery (master); **Secondary Checks** Crafting or Survival (expert; diagram); Survival or Yog-Sothothery (expert)

Range touch; **Area** 500-foot or smaller burst

Duration 1 year

Tcho-Tcho use this ritual—which prevents the entry of extraplanar creatures—to protect their

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villages. The drowned body'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 500 feet. The primary check outcome can't be better than a failure if this radius overlaps with another *consecrate* spell. Likewise, a *consecrate* ritual can't get a result better than a failure if it overlaps with this spell's area.

While the dried liver is within the area and the body parts remain buried, extraplanar creatures can't enter the area, even by teleportation. Creatures in the area gain a +1 status bonus to AC against attacks by extraplanar creatures and to saves against effects from such creatures. If a possession effect ends while the creature is inside the area, an extraplanar possessing entity is driven out of the area instantly.

Upon first interacting with this spell, an extraplanar creature makes a Will saving throw. On a success, it treats movement in any direction except directly out of the area as difficult terrain. On a critical success, it is temporarily immune for 1 day. On a failure, it can't try to enter again for 1 week.

Critical Success The ritual functions as intended, with a duration of 10 years.

Success The ritual functions as intended.

Failure The ritual fails.

Critical Failure The ritual fails, and you attract the attention of a hostile extraplanar creature.

CALL AZATHOTH

RITUAL 10

RARE CHAOTIC CONJURATION COSMIC DOWNTIME

Traditions occult, primal

Cast 1 day (diagram, focus, material, somatic, time, verbal); **Cost** 3 *Elder Signs* and meteorite dust worth a total of 10,000 gp; **Secondary Casters** 3 to 100, who must be at least trained in one check skill and must have a text as a focus

Primary Check Nature, Performance, or Yog-Sothothery (legendary); **Secondary Checks** Crafting (legendary; diagram); Nature, Occultism, or Yog-Sothothery (master); Performance (master); Survival or Yog-Sothothery (master)

Range 60 feet

Duration sustained

You call the Daemon Sultan of the Outer Gods from its throne at the center of existence to manifest an avatar in your vicinity. At night under a clear sky, you must stand in the center of a 5-foot-radius circle drawn from meteorite dust representing complex permutations of various astronomical bodies across numerous planes.

When you cast the spell, Azathoth's influence makes a saving throw (+36 bonus). Azathoth

takes a cumulative -1 status penalty to this save for every 20 secondary casters. On a successful save, it ignores this spell, nothing happens, and this doesn't count as failing to cast the spell. On a failed save, Azathoth's influence (see page 241) manifests at a randomly chosen location within range accompanied by 1d6 servitors of the Outer Gods (see page 454) and 1d6 other unspeakable creatures of great power (such as a form of Nyarlathotep) from its court. Until the duration ends, you can overhear profound cosmic truths Azathoth mindlessly touches upon and you 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 on a round in which you Sustained the Spell. You spend a single action, which has the concentrate trait, and Azathoth must attempt another saving throw. On a failed save, the influence ends, its retinue departs, and the duration of the ritual ends. On a successful save, the duration continues. On a critical success, the spell ends and Azathoth becomes enraged, while Azathoth's retinue departs.

No tome is known to contain this ritual, but rare 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* and aids the Outer Gods' 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.

Critical Success The ritual functions as intended, and Azathoth mutters information related to a topic of your choice during the first round of its presence, with no risk of it becoming enraged that round.

Success The ritual functions as intended.

Failure The ritual fails, but your call still puts you in contact with Azathoth's unnamable doom (Will DC 49).

Critical Failure As failure, and you attract the personal attention of Nyarlathotep, who wishes to either use you for your power or punish you for attempting to annoy his sultan.

CALL FATHER YOG-SOTHOTH

RITUAL 10

RARE CONJURATION COSMIC DOWNTIME

Traditions arcane

Cast 1 day (diagram, focus, location, material, somatic, time, verbal); **Cost** a gate connected to the nameless gulf between planes of existence, which has no effect other than to be a material component for this spell; **Secondary Casters** 0 to 8, who must be offspring of the outer gods **Primary Check** Arcana or Yog-Sothothery (leg-



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endary); **Secondary Checks** Crafting (legendary; diagram); Arcana or Yog-Sothothery (legendary); Survival or Yog-Sothothery (legendary)

Range 60 feet

You call Yog-Sothoth to extend a portion of his vast form through the gate into your plane of existence. You must be an outer spawn of Yog-Sothoth to be the primary caster. The spell's focus is a complete copy of the Necronomicon. The spell must be cast beginning at sundown in a fallen or desecrated temple of any deity at an elevated location, such as on a high hill or mountaintop. Each secondary caster who is not attempting a secondary check grants a +1 circumstance bonus to one ritual skill check if that check is attempted by a different caster than any other ritual skill check.

Four hours into the spellcasting, the diagram check must be attempted. If it succeeds, a 20-foot burst of eldritch fire appears centered on the gate. This fire lasts until the spellcasting is complete and deals 10d6 fire damage to any creature that enters or starts its turn in the burst. At the completion of the spell, Yog-Sothoth appears unharmed amid the flames.

Yog-Sothoth's influence (see page 352) manifests centered on the gate. Yog-Sothoth can then allow through whatever other creatures or other Elder Influence from beyond it desires.

Critical Success The ritual functions as intended, and Yog-Sothoth appears with an indifferent attitude.

Success The ritual functions as intended, and Yog-Sothoth appears with an unfriendly attitude.

Failure The ritual fails, but your call still puts you in contact with Yog-Sothoth's unnamable doom (Will DC 49).

Critical Failure As failure, and you attract the personal attention of Nyarlathotep, who wishes to either use you for your power or punish you for failing to open the way for Yog-Sothoth.

CALL OF CTHULHU

5 **RITUAL**

UNCOMMON COSMIC DIVINATION DOWNTIME EMOTION
MENTAL PREDICTION SLEEP

Traditions divine, occult; **Access** Cult of Great Cthulhu

Cast 1 day (diagram, somatic, verbal); **Secondary Casters** 0 to 1

Primary Check Occultism, Religion, or Yog-Sothothery (expert); **Secondary check** Crafting (master; diagram)

Duration 7 weeks

You open yourself to the awareness of Great Cthulhu, alerting him to your location and inviting him to contact you. You must inscribe a diagram circle of non-Euclidean engravings

centered on you, which gives you the fatigued condition once you finish Casting the Spell. You can't be the primary caster if you can't sleep or dream (such as if you are a construct).

During the duration, Cthulhu contacts you through seven dreams or nightmares featuring sunken R'lyeh. If you do not worship Cthulhu, you automatically gain the obsession madness (described in Chapter 4) and draw the attention of a cultist of Cthulhu such as a deep one bishop or larval starspawn. During each dream sent by this spell, Cthulhu provides a cryptic vision in response to a question you ask. Each time you receive a dream from Cthulhu, you are exposed to the unnamable doom of his stage 1 Elder Influence (Will DC 40; see page 279) upon awakening.

Any creature who sleeps on the diagram during the duration receives 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 cultist of Cthulhu are both alerted to your location. If the creature doesn't worship Cthulhu, however, a larval starspawn (or other worshiper of Cthulhu of the GM's choice) becomes able to target it with mental effects regardless of distance for as long as it remains asleep in the circle. When the sleeping creature takes damage or attempts a saving throw against a mental effect while sleeping in the circle, it can attempt a Will saving throw against this spell, awakening on a success.

Critical Success The ritual functions as intended, and Cthulhu answers your questions with relative clarity. The madness condition you gain if you do not worship Cthulhu is first-degree.

Success The ritual functions as intended. The madness condition you gain if you do not worship Cthulhu is second-degree.

Failure The ritual fails, but you still glimpse Cthulhu's mind without learning anything the next time you sleep and are exposed to his stage 1 unnamable doom upon awakening.

Critical Failure As failure, but you are exposed on seven occasions when you sleep in the next 7 weeks, and you can't cast this ritual again during that time.

CALL SERVITOR

RITUAL 2

UNCOMMON CONJURATION COSMIC DOWNTIME

Traditions divine, occult

Cast 1 day (diagram, focus, material, somatic, verbal); **Cost** fresh blood from eight Medium or two Large creatures; **Secondary Casters** 2 to 12, each chanting from text

Primary Check Occultism, Religion, or Yog-So-

thothery (expert); **Secondary Checks** Crafting (diagram; expert); Performance (expert); Deception, Diplomacy, Intimidation, or Yog-Sothothery

Range interplanar; **Targets** 1 servitor of the Outer Gods

Duration 1 minute

You call forth a servitor of the Outer Gods (see page 454) into the center of a large ritual circle. The circle's radius is 15 feet. The diagram can be drawn with any material, but the glyphs must be drawn in blood and refreshed repeatedly throughout the casting. Any other creature entering this circle (except to refresh the glyphs) disrupts the spell. The primary caster gets a +1 circumstance bonus to the primary check for every 4 secondary casters not attempting either secondary check.

Sometimes, it may be the summoned 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. A target that doesn't wish to negotiate at all can attempt a Will save to stay on its home plane. Servitors never agree to engage in dangerous tasks except to defend the chosen servants of the Outer Gods.

Tomes containing this ritual 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.

By sacrificing spell slots or prepared spells, the time to Cast the Spell can be shortened to a minimum of 1 hour. Any caster involved can sacrifice one prepared spell or spell slot each round this way at any point during the casting as part of the activity to continue Casting the Spell. A sacrificed prepared spell must be a conjuration spell. To sacrifice a slot, the caster must have in their repertoire a conjuration spell of at least the slot's level. Each spell or slot sacrificed reduces the time remaining to Cast this Spell by 30 minutes per level.

Critical Success The ritual functions as intended, and the servitor is friendly to you for the duration.

Success The ritual functions as intended. The servitor that arrives is indifferent.

Failure The ritual fails.

Critical Failure 1d4 hostile servitors appear.

COMMAND BYAKHEE

RITUAL 3

UNCOMMON AUDITORY CONJURATION COSMIC

EXPLORATION INCAPACITATION

Traditions occult; **Access** Cult of the Yellow Sign
Cast 1 minute (focus, somatic, time, verbal)
Primary Check Performance (expert)
Range 60 feet; **Targets** 1 byakhee
Duration varies

You compel the target to carry out a task you choose. Traditionally, this spell utilizes a whistle as its focus, but any wind instrument will do. The focus must be a magic item or have a spell on it. Carcosa's star system must be above the horizon; depending on the caster's planet and hemisphere, this may be any time from mid-Fall to mid-Spring or some other period of months or seasons.

Any byakhee within range that was called by the *lure byakhee* ritual calmly listens to the tune you play as part of casting this ritual until you make an error (such as when your activity to Cast the Spell is disrupted or when you Pause the Cosmic Ritual), at which point all byakhees present are free to attack you or do as they wish, even if you resume. Even if you free them by pausing the ritual, they can still be affected if you successfully complete the casting.

When the ritual is complete, the byakhee becomes controlled by you. If you order the byakhee to engage in reckless risks, such as combat with an equal or greater foe, it can break your control with a successful Will save.

Critical Success The ritual functions as intended, with a duration of up to 1 week or until the target completes your task. The byakhee departs when the effect ends.

Success The ritual functions as intended, with a duration of up to 1 day or until the target completes your task. The byakhee becomes hostile when the effect ends.

Failure The ritual fails.

Critical Failure The byakhee becomes hostile toward you and you become briefly lost in the music. You are confused for 1 round.

Heightened (4th) You can target up to 2 byakhees.

Heightened (5th) You can target up to 4 byakhees.

Heightened (6th) You can target up to 8 byakhees.

Heightened (7th) You can target up to 16 byakhees.

COMMAND STAR VAMPIRE

RITUAL 4

UNCOMMON CONJURATION COSMIC EXPLORATION

INCAPACITATION

Traditions arcane, occult; **Access** Cult of the Yellow Sign

Cast 1 hour (location, somatic, time, verbal);
Secondary Casters 0 to 4

Primary Check Arcana, Occultism, or Yog-Sothothery (master)

Range 120 feet; **Targets** 1 star vampire called by lure star vampire

Duration varies

You compel the target to carry out a task you choose. The spell must be cast at night under an open sky. For every 2 secondary casters, you get a cumulative +1 circumstance bonus to the skill check.

Any star vampire within range that was called by the *lure star vampire* ritual can't use any hostile action against you or leave this spell's range until you finish Casting the Spell (although it can move freely if you Pause the Cosmic Ritual). The restriction resumes if you resume casting the Spell and they are still in range.

When the ritual is complete, the star vampire becomes controlled by you. If you order the star vampire to engage in reckless risks, such as combat with an equal or greater foe, it can break your control with a successful Will save.

Critical Success The ritual functions as intended, with a duration of up to 1 week or until the target completes your task. The star vampire departs when the effect ends.

Success The ritual functions as intended, with a duration of up to 1 day or until the target completes your task. The star vampire becomes hostile when the effect ends.

Failure The ritual fails.

Critical Failure The ritual fails, you become fatigued, and the star vampire becomes hostile.

Heightened (5th) You can target up to 2 star vampires.

Heightened (6th) You can target up to 4 star vampires.

Heightened (7th) You can target up to 8 star vampires.

Heightened (8th) You can target up to 16 star vampires.

CONTACT DEEP ONES

RITUAL 1

UNCOMMON DIVINATION EXPLORATION

Traditions divine, occult

Cast 1 hour

Primary Check Occultism, Religion, or Yog-Sothothery (expert)

Range 50 miles; **Targets** up to 3 deep ones

By casting a stone into a body of water, you alert the nearest three deep ones (see page 376) or deep one scions (but not deep one hybrids) to your location and that you are interested in communicating with them. You can't convey any more specific message than this. The deep ones get a brief glimpse of your appearance and enough familiarity with you to contact you with

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sending or target you with scrying. They also gain a clear enough sense of your location to teleport there. The spell does not summon the deep ones, however, nor do they gain any further special ability or compulsion to travel to you or communicate with you.

Typically, deep ones will cautiously learn what they can about you before approaching or otherwise making themselves known, which may take some time. If you appear weak and vulnerable, you might simply be abducted for questioning by their leaders.

Critical Success The ritual functions as intended, and the deep ones' attitude toward you improves by one step if it was indifferent or worse.

Success The ritual functions as intended.

Failure The ritual fails.

Critical Failure The ritual fails, and the nearest three deep ones feel an unexplained urge to avoid your area for 4 days, during which time you can't cast this ritual again.

CONTACT FORMLESS SPAWN

RITUAL 3

UNCOMMON DIVINATION EXPLORATION

Traditions arcane, occult; **Access** Cult of the Sleeper

Cast 1 hour

Primary Check Arcana, Occultism, or Yog-Sothothery (expert)

Range 1 mile or 100 miles; **Targets** up to 3 formless spawn

You alert the nearest three formless spawn of Tsathoggua to your location and that

you are interested in communicating with them. You can't convey any more specific message than this. The formless spawn gain no special ability or compulsion 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 worshippers who might bring in new meals, or simply toying with fragile humanoids.

If you cast this ritual inside or within 90 feet of a temple of Tsathoggua, you get a +2 circumstance bonus to the skill check and the range is 100 miles. Otherwise, the range is 1 mile.

Critical Success The ritual functions as intended, and the formless spawn's attitude toward you improves by one step.

Success The ritual functions as intended.

Failure The ritual fails.

Critical Failure The spell alerts the nearest formless spawn, but it is hostile to you and bides its time for a devastating moment to destroy you.

CONTACT ITHAQUA

RITUAL 7

RARE COSMIC DIVINATION DOWNTIME

Traditions primal

Cast 1 day (diagram, location, somatic, time, verbal); **Secondary Casters** 4 to 10, who must have a cosmic connection or be trained in Yog-Sothothery and chant from text

Primary Check Nature or Yog-Sothothery (master); **Secondary Checks** Crafting (master; diagram), Survival or Yog-Sothothery (master)

Range interstellar; **Targets** Ithaqua's stage 1 influence

Duration 8 hours

You call out to Ithaqua. You can only Cast the Spell at night and in an elevated area in a permanently wintry region, such as a high peak or polar ice cap. You must be standing in a circle carved of ice with a radius of at least 5 feet.

Ithaqua can hear you as long as you are on in the same galaxy.

His stage 1 Elder Influence (see page 288) can arrive at any location within 10 miles. If the Influence chooses to appear far off, only the dread icy winds in Ithaqua's wake indicate his presence. For the duration, Ithaqua remains close



enough to communicate at least fleetingly with you. In addition, up to five creatures of your choice gain cold resistance 10 for the duration.

If Ithaqua was already present on your world, you can coax him to approach within 500 feet of you unless he succeeds at a saving throw against the spell. In any case, Ithaqua generally brings at least one gnoph-keh (see page 413) and transforms all of those creatures that are willing into ravenous wendigos. Unwilling participants are targeted by Ithaqua's Howl on his first turn, even if that exceeds Ithaqua's usual number of targets.

Critical Success The ritual functions as intended, and Ithaqua answers up to seven questions you ask him.

Success The ritual functions as intended.

Failure The ritual fails, but you are still exposed to Ithaqua's unnamable doom.

Critical Failure The spell alerts Ithaqua but offends him. He seeks to kill and consume you rather than transform you into his servant.

Heightened (+1) Increase the stage of influence you can target by 1.

CONTACT YITHIANS

RITUAL 4

UNCOMMON DIVINATION DOWNTIME

Traditions occult

Cast 1 day

Primary Check Occultism or Yog-Sothothery (expert)

Range 100 miles; **Targets** up to 3 yithians

You alert the nearest three yithians (see page 489) to your location and that you are interested in communicating with them. 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. The yithians gain no further special ability or compulsion to travel to you or communicate with you, however. You can't contact such beings in the future or past (their principle residences), but only yithians who have mind-swapped with individuals in the present.

The yithians might approach and interact with you if such interaction seems safe, productive, and interesting. They terminate persistent or irritating casters they don't trust by whatever means they have 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.

Critical Success The ritual functions as intended, and the yithian's attitude toward you improves by one step.

Success The ritual functions as intended.

Failure The ritual fails.

Critical Failure The spell attempts to put you in touch with a yithian outside your current time, exposing your mind to extreme strain from attempting to reach through the fourth dimension. You take 8d6 mental damage and become unnerved 2, which decreases after 1 day. If your game doesn't use the dread rules in Chapter 4, you become stupefied 1 instead of unnerved.

DREAM GUIDE

RITUAL 2

UNCOMMON DIVINATION EXPLORATION LINGUISTIC

MENTAL SLEEP

Traditions occult; **Access** alien symbolism muse, dream domain, nightmares domain, Dreamlands cat, or cult of Atlach-Nacha

Cast 1 hour

Primary Check Performance (expert)

Range 30 feet; **Targets** you and up to 10 willing creatures

Duration 1 hour

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). The targets must understand your story, and the casting has the auditory and visual traits as befits your mode of storytelling. 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 ritual's duration and any targets must fall asleep to gain the spell's benefits. Each creature that chooses to fall asleep this way travels to the Dreamlands and becomes temporarily aware of both its parallel dream life and waking life. In either case, this comprehension fades when the duration ends, which can leave creatures confused as to the motive for any actions performed while under this spell. Creatures such as constructs that don't sleep or don't dream can sleep with this spell's assistance, and they create dream forms for themselves even if 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 ritual again before its duration 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.

Critical Success The ritual functions as intended, and you can Dismiss the Spell.

Success The ritual functions as intended.

Failure The ritual has no effect.

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Critical Failure You accidentally lead your group into a land of confounding nightmares. You all accomplish nothing for the duration and awaken fatigued.

Heightened (4th) The duration is 8 hours.

Heightened (5th) The duration is 24 hours, and you can Dismiss the spell on success or a critical success.

ELDER SIGN

RITUAL 3

UNCOMMON ABJURATION COSMIC DOWNTIME

Traditions divine, occult

Cast 1 day (diagram, material, somatic, verbal); **Cost** special ink or tools worth a total value of 20 gp x the spell's level

Primary Check Occultism, Religion, or Yog-Sothothery (expert); **Secondary Checks** Crafting (expert; diagram)

Range touch; **Targets** a Medium or smaller object

You create an *Elder Sign* on an object you touch. The *Elder Sign* is protected from damage, spells, and effects from any Elder Influence (see Chapter 8), or creatures bound to their service (including deep ones, Tcho-Tcho, and most aberrations). If an effect would apply to the target, the *Elder Sign* attempts to counteract that effect. The counteract check uses an outcome one degree of success better than the result if the effect would remove or destroy the *Elder Sign* itself. These creatures can't willingly touch or pass through an object with the *Elder Sign*, thus engraving the sign upon a door or on an archway prevents such creatures from passing through the portal. 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 is high-invulnerable to various alien horrors, its protection can be unreliable. For example, a shield with the *Elder Sign* drawn on it would not be damaged or 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).

Critical Success The ritual functions as intended, with an unlimited duration.

Success The ritual functions as intended, with a duration of 10 years.

Failure The ritual fails.

Critical Failure The ritual fails, and you attract the attention of a hostile extraplanar creature.

Heightened (4th) You can target a Large object.

Heightened (6th) You can target a Huge object.

Heightened (8th) You can target a Gargantuan object up to 60 feet across.

ESSENTIAL SALTS

RITUAL 5

UNCOMMON COSMIC EXPLORATION HEALING NECROMANCY

Traditions occult

Cast 2 hours (diagram, material, somatic, verbal); **Cost** metal shavings worth a total value of 100 gp x the target's level; **Secondary Casters** 0 to 9, chanting from text

Primary Check Occultism or Yog-Sothothery (expert); **Secondary Checks** Crafting (diagram); Nature or Yog-Sothothery (expert)

Range 30 feet; **Targets** 1 creature of up to 11th level or its remains

Duration unlimited

You magically alter the target so that it can be reduced to essential salts or restored to life from those salts. You must draw an outline of the target with the metal shavings as the spell's diagram. The target must be willing, unconscious, or dead, and it must remain within the diagram for the entire casting of the spell. For every 3 secondary casters, you get a cumulative +1 circumstance bonus to the primary check.

Upon completion of the ritual, the target can be reduced to a small amount of finely powdered essential salts. Doing so simply requires reciting an incantation called "dragon descending" as a single action, which has the concentrate trait, while within 60 feet. The creature can negate the effect of the incantation action by succeeding at a Will save against the ritual's DC; they are temporarily immune to the incantation for 1 minute, or for 1 hour on a critical success.

While in salt form, the target can be restored to life by reciting another incantation, "dragon ascending," with the same range and action, or by spilling a few drops of blood on the salts from a creature of the same species as the target. The creature is revived with Hit Points equal to half its maximum. It returns doomed 1 and drained 1. If it already had either condition, that condition's value instead increases by 1. 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 duration ends) unless the creature succeeds at a Fortitude saving throw. The save DC is equal to a normal DC for its level (see the Game Mastering chapter of the Pathfinder Core Rulebook). Even ashes and disintegrated dust can be the target of this spell, but the Fortitude saving throw takes a -2 circumstance penalty if the body had no intact parts. If essential salts is counteracted, the creature or dust returns to the form of a living creature or remains, as it was when essential salts took effect.

If the creature later attains a level too high to be revived by this spell, it doesn't die, but it can no longer be returned to salt or revived this way.

Critical Success The ritual functions as intended. The first time you return the creature to life, it is restored to full HP and it doesn't gain the drained condition or increase its drained value.

Success The ritual functions as intended.

Failure The ritual fails.

Critical Failure The ritual fails, and you deal 5d10 negative damage to the target and yourself. If the target is a corpse, it can't be the target of this ritual again, although it might be revived in other ways.

Heightened (6th) The maximum level of the target increases to 13. The cost increases to the target's level (minimum 1) x 200 gp.

Heightened (7th) The maximum level of the target increases to 15. The cost increases to the target's level (minimum 1) x 400 gp.

Heightened (8th) The maximum level of the target increases to 17. The cost increases to the target's level (minimum 1) x 800 gp.

Heightened (9th) The maximum level of the target increases to 19. The cost increases to the target's level (minimum 1) x 1,600 gp.

Heightened (10th) The maximum level of the target increases to 21. The cost increases to the target's level (minimum 1) x 3,200 gp.

HE WHO MUST NOT BE NAMED

RITUAL 10

RARE COSMIC DIVINATION

Traditions occult

Cast >>> (time, verbal)

Primary Check Survival or Yog-Sothothery (legendary)

Range interstellar; **Targets** Hastur's stage 1 influence

Duration 24 hours

This insidious ritual to draw Hastur's attention is a simple and often rapid repetition of Hastur's name. Despite its simplicity, 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 level, the magic sends a message instantaneously across interstellar space to draw Hastur's attention. The message arrives only if Hastur can draw a line of sight to you, no matter how unthinkable distant. If the message arrives, Hastur's attention is drawn to you and Hastur's Elder Influence (see page 283) arrives at stage 1 centered on you. You must then draw others' attention to Hastur in order to make them observers and subject to his presence and abilities.

Regardless of success or failure, you expose yourself to Hastur's stage 1 unnamable doom (Will DC 42).

Critical Success The ritual functions as intended. Hastur doesn't attack you unless you attack him.

Success The ritual functions as intended, although you receive psychic feedback from brushing Hastur's mind and take 9d6 mental damage. Hastur might attack you if you don't serve his interests well enough.

Failure The ritual fails.

Critical Failure The ritual fails and you receive psychic feedback from Carcosa's direction, which deals 9d12 mental damage to you.

LURE BYAKHEE

RITUAL 3

UNCOMMON COSMIC DIVINATION EXPLORATION

Traditions occult; **Access** Cult of the Yellow Sign
Cast 1 minute (focus, somatic, time, verbal)

Primary Check Performance (expert)

Range interstellar; **Targets** 1 byakhee

You call through the void of space to lure a byakhee to you. Traditionally this spell utilizes a whistle as its focus, but any wind instrument will do. The focus must be a magic item or have a spell on it. Carcosa's star system must be above the horizon; depending on the caster's planet and hemisphere, this may be from mid-Fall to mid-Spring or some other period of months or seasons.

This ritual is a short tune played on a magic wind instrument that calls 1 byakhee (page 366). If the byakhee is unwilling to serve you (for example, if you have drawn the ire of the King in Yellow or Hastur), it can attempt a Will save to negate the spell. The byakhee hears your song with its time-distorting hune organ long before you begin casting. Thus, although it has been flying under its own power for potentially a long time, it arrives immediately upon the conclusion of the casting at a location of the GM's choice, within 30 feet. It is not under your control and does not have the minion trait. The byakhee is hungry and liable to attack you, but it is 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 ritual bind byakhee.

Critical Success The ritual functions as intended. The byakhee is indifferent but becomes hostile if not entertained or fed immediately.

Success As critical success, but the byakhee's starting attitude is unfriendly.

Failure The ritual fails.

Critical Failure 2 hostile byakhees appear and attack you immediately.

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LURE HUNTING HORROR

RITUAL 9

UNCOMMON COSMIC DIVINATION EVIL EXPLORATION

Traditions occult

Cast 1 hour (focus, location, material, somatic, time, verbal); **Cost** a living creature of at least 5th level plus any other offering; **Secondary Casters** 0 to 16, who must be at least expert in a ritual check skill, each chanting from text **Primary Check** Occultism or Yog-Sothothery (legendary); **Secondary Checks** Diplomacy or Intimidation (expert)

Range interstellar

You call forth an aspect or appendage of some nameless outer entity in the form of a hunting horror (see page 421). You must cast the ritual outdoors on a cloudy night, with no light sources visible. You get a +1 circumstance bonus to the primary skill check for every 4 secondary casters. A hunting horror that doesn't wish to negotiate at all can attempt a Will save to stay on its home plane.

If the ritual succeeds, the hunting horror 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 60 feet. The hunting horror remains until its task is fulfilled, until 1 minute after negotiations fail, or until it is killed. It doesn't gain the summoned or minion traits.

The hunting horror expects to have a substantial offering prepared for it, or else it seizes the primary caster as its payment and then departs. If the spell is successful, the hunting horror first consumes the sacrificed creature, then claims any other offered items. 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 conjurer rather than simply destroying you immediately.

The secondary check gains a circumstance bonus if the sacrificed creature is 18th or 19th level (+1), or at least 20th level (+2). It also gains a circumstance bonus if the offering includes an item that is 17th level (+1), 18th level (+2), 19th level (+3), or at least 20th level (+4). If the action requested takes no more than 10 minutes, the item can be consumable and the creature can be any rarity, but if the action takes longer (maximum 10 days), the item must be permanent or the creature must be rare to interest the horror.

Critical Success The ritual functions as intended, and you are unharmed by casting the ritual.

Success The ritual functions as intended, but each caster connects to the hunting horror's vast shared mind and is exposed to the hunting horror's Telepathic Barrage.

Failure You connect to the hunting horror's vast shared mind, but the ritual fails and the

only effect is to expose you to horrifying psychic images. Each caster takes 12d6 mental damage and become unnerved 2, which is reduced after 1 day. If your game doesn't use the dread rules in Chapter 4, each caster becomes stupefied 1 instead of unnerved.

Critical Failure As failure, but the hunting horror attacks you for up to 1 minute either immediately or at a later time when you seem vulnerable.

LURE STAR VAMPIRE

RITUAL 4

UNCOMMON COSMIC DIVINATION EXPLORATION

Traditions arcane, occult

Cast 1 hour (focus, location, somatic, time, verbal)

Primary Check Arcana, Occultism, or Yog-Sothothery (expert); **Secondary Checks** Diplomacy or Yog-Sothothery (expert)

Range interstellar; **Targets** 1 star vampire

You send a magical call across time to a star vampire (see page 468) in a nearby region of space. You must have a copy of the ritual's text to cast it. The spell must be cast at night under an open sky.

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. The star vampire isn't a minion and has its own turns. The star vampire is generally hungry and interested in eating live humanoids or warm-blooded creatures.

If the secondary check is successful, the 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. Of course, individual star vampires might have other interests. A star vampire lured by this ritual can't attack any creature casting command star vampire until 24 hours after its arrival.

Critical Success The ritual functions as intended. The star vampire that arrives is indifferent but seeks the target of your choice if you succeeded on the secondary check and gave it an offering of a live Medium or larger warm-blooded creature.

Success As critical success, but the star vampire is hostile, or unfriendly even if the secondary check was successful.

Failure The ritual fails and you become fatigued.

Critical Failure The ritual fails and you become fatigued, but two star vampires descend on a later night to feed upon you.

MAO CEREMONY

RITUAL 4

UNCOMMON COSMIC EVIL EXPLORATION NECROMANCY

Traditions arcane, divine, occult

Cast 1 hour (diagram, material, somatic, verbal);

Secondary Casters 3 to 9, chanting from text

Primary Check Arcana, Occultism, Religion, or Yog-Sothothery (expert); **Secondary Checks** Crafting (expert; diagram)

Range touch; **Targets** 1 willing or helpless Medium or larger humanoid of 3rd level or higher

Duration 24 hours

You sacrifice the target to replenish your magical power. If you have 6 secondary casters, you get a +1 circumstance bonus to the primary check; if you have 9, you get a +2 circumstance bonus. You can cast spells that deal damage to the sacrificial victim and make weapon attacks on them with your actions to continue Casting the Spell. The victim must die within 1 minute of the casting's completion or the spell is disrupted. Casting this Spell takes a toll on each caster's mind, however. Regardless of the check's outcome, completing the casting gives each caster the unnerved 1 condition that decreases after 1 day. If your campaign doesn't use the dread rules in Chapter 4, instead each caster becomes stupefied 1 until they make their daily preparations.

The primary caster's magic is refreshed. If they prepare spells, they instantly prepare two temporary spells, each of a different spell level no higher than half the sacrificed target's level, rounded up (maximum 5th). These spells can exceed the primary caster's maximum spell level and maximum number of spells prepared for each level. The spells can be any spells they prepared when they last made their daily preparations, even spells that have been cast since then or ones prepared at a different level. (Thus, if you had prepared 1st-level magic missile during daily preparations, you could use mao ceremony on a 7th-level target to prepare 3rd-level magic missile and 4th-level magic missile.) If the primary caster spontaneously casts spells, they gain two temporary spell slots, each of a different level no higher than half the sacrificed target's level (maximum 5th). These spell slots can be gained in excess of the primary caster's maximum number or maximum spell level. Temporary spell slots and prepared spells are lost when the duration ends.

Critical Success The ritual functions as intended, and the primary caster also gains 10 temporary Hit Points.

Success The ritual functions as intended.

Failure The ritual fails.

Critical Failure The ritual fails, and magical backlash deals the primary caster 4d8 negative damage.

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Heightened (+1) The maximum level of spell you can prepare or slot you can gain increases by 1. The damage on a critical failure increases by 1d8.

OBSCENE FERTILITY RITES OF SHUB-NIGGURATH

RITUAL 8

UNCOMMON CHAOTIC COSMIC DOWNTIME TRANSMUTATION

Traditions primal

Cast 1 week (diagram, location, material, somatic, time, verbal); **Secondary Casters** 40 to 400, at least 10% of them non-humanoid

Primary Check Nature or Yog-Sothothery (master); **Secondary Checks** Crafting (expert; diagram); Religion or Yog-Sothothery (expert); Survival (master)

Range touch; **Area** 50-mile burst

Duration 1 year

You channel the fecundity of Shub-Niggurath into a wilderness region. The casting is an arduous process with many components. The diagram is seven Huge stone pillars evenly spaced in a 'V' shape at least 30 feet apart, each coated daily in 1 gallon of blood no more than 24 hours old. Collecting blood from penned animals to coat the diagram pillars does not interrupt the spellcasting. Each pillar is Huge, and destroying one disrupts the spell (AC 30 or the spell DC [if higher], Hardness 14, HP 56, object immunities). The first time any pillar is attacked or damaged while the ritual is being cast, a mature dark young of Shub-Niggurath (see page 373) emerges from the wilderness within 120 feet to defend it and kill any interlopers. The dark young departs when the casting is completed or disrupted. This only occurs once per casting of the spell.

The spell must be cast in wilderness, concluding on the vernal equinox. The material component is meat of every kind available in the local wilderness, which is eaten by the casters. The somatic component is a festival of passionate orgies and ecstatic violence. The bacchanalia is so intense and prolonged that every caster becomes fatigued and must attempt a DC 20 Fortitude save, becoming drained 2 on a success, drained 4 on a failure, or dying of exhaustion on a critical failure. For every 80 secondary casters, you get a cumulative +1 circumstance bonus to the primary check.

Shub-Niggurath's Elder Influence (see page 332) manifests at stage 1 over the area for the duration. Crops are lusher with at least double the yield, beasts and humanoids breed more easily and quickly (doubling the stock gained by animal breeders), and fertility increases significantly in general. Additionally, 50% of all creatures born are mutated in some way. This may

be as simple as strange appearance and a cosmic connection that grants a bonus on cosmic ritual checks, or as extreme as being born a Mythos satyr (see page 449) or possessing the outer mutant template (see page 439).

If Shub-Niggurath's Elder Influence was already present but deactivated and you rebuilt its shrine, the ritual reactivates it at stage 1, rather than its normal effects.

Critical Success The ritual functions as intended, and creatures in the area also get a +2 status bonus to saves against disease and poison.

Success The ritual functions as intended.

Failure The ritual fails.

Critical Failure The ritual fails, and you attract the attention of hostile servitors of Shub-Niggurath, who typically sends two mature dark young to attack you.

Heightened (9th) You can reactivate Shub-Niggurath's stage 2 influence.

PROTECTIVE AURA

RITUAL 4

UNCOMMON ABJURATION COSMIC EXPLORATION

Traditions arcane, divine, occult, primal

Cast 1 minute (diagram, somatic, verbal)

Primary Check Arcana, Nature, Occultism, Religion, or Yog-Sothothery (expert); **Secondary Check** Crafting (expert; diagram)

Area 5-foot burst diagram

Duration sustained

You siphon magical energy from another spell to shield the area from danger. The diagram is a 5-foot circle that can overlap with the diagrams for other spells. To Sustain this Spell, you must be within the diagram and begin Casting another Spell before the end of your next turn after you finish Casting this Spell. Sustaining this Spell allows you to also spend an action Casting another Spell, and indeed you must do so or Sustaining the Spell is disrupted and protective aura ends. You can Sustain this Spell in this way up to 8 hours before it makes you fatigued, but it doesn't prevent you from becoming fatigued by Casting a Spell repeatedly.

While in the area, creatures have resistance 5 to physical damage and get a +1 status bonus to saves against aberrations and extraplanar creatures.

Critical Success The ritual functions as intended, and can be continued across the casting of multiple spells cast in immediate succession.

Success The ritual functions as intended, but it ends when you finish casting your next spell or the casting of that spell is disrupted.

Failure The ritual fails.

Critical Failure The ritual fails and you interfere with the energies of the next spell. The next

spell you cast takes a -1 status penalty to its spell level. If this would reduce its level below its minimum, the spell is disrupted.

Heightened (6th) The resistance increases to 10 and the status bonus increases to +2.

Heightened (8th) The resistance increases to 15 and the status bonus increases to +3.

Heightened (10th) The resistance increases to 20 and the status bonus increases to +4.

RED SIGN

RITUAL 5

RARE CHAOTIC COSMIC DOWNTIME EVIL

DIVINATION MENTAL

Traditions divine, primal; **Access** dark young of Shub-Niggurath

Cast 1 day (diagram, material, somatic, verbal); **Cost** a

slashing permanent magic weapon of up to 10th level, which is used to carve the *Red Sign*, and blood

no more than 24 hours old from killing at least four sapient creatures of size equal to the target; **Secondary Casters** 4 to 12, who must have a cosmic connection or at least trained proficiency Religion or Yog-Sothothery

Primary Check Nature, Religion, or Yog-Sothothery (master; diagram); **Secondary Checks** Medicine (expert; diagram); Yog-Sothothery or whichever of Nature or Religion isn't used in the primary check (expert)

Range touch; **Targets** 1 non-humanoid creature

You infuse the target with a mysterious *Red Sign* of Shub-Niggurath. The blood cost is combined with blood from the target to fill a smooth basin, in which the target must be almost entirely submerged. Taking the blood from the target reduces it to 1 HP and requires it to be willing, restrained, or unconscious. If there are 12 secondary casters, the primary check gets a +1 circumstance bonus.

The Red Sign is forever after glowingly visible somewhere on the target's body as you fill its mind with horrible revelations and teachings. If it was an animal, it becomes a beast, and if it was a minion, it can no longer serve as one. The creature's Perception, Will save, skill, Intelligence, Wisdom, and Charisma modifiers each increase by 1, and it also gains 1d6-1 innate

spells of the GM's choice. If the creature lacks hands or speech, it can nonetheless provide somatic components via body movements, verbal components via its normal range of sounds, and material and focus components by simply being within 5 feet of the components. These spells are from the same tradition as this ritual and of a spell level no higher than half the sacrificed weapon's level, rounded up. The creature can cast the spells twice per day if they are 3rd level or lower, or once per day if they are 4th level or higher. Unless the creature already has innate spells, use its highest mental ability modifier as its key spellcasting ability. If the spells are of particular use to the creature in combat, its

level might increase by 1, in which case its attacks, saves, skills, and DCs each increase by 1 (cumulative with the increase it already gained) and its HP increases by 20. Typically, the target should not gain any spell of a higher spell level than half its final level, rounded up.

Critical Success The ritual functions as intended. Roll 1d4+1 for the number of spells the target gains, and you can choose a spell of the appropriate level that you have access to as one of the spells.

Success The ritual functions as intended.

Failure The ritual fails.

Critical Failure The ritual fails, the target must succeed at a Fortitude save or die, and the target can never be targeted by this ritual again.

Heightened (+1) The sacrificed weapon can be up to 2 levels higher. The maximum level of spell usable twice per day increases by 1.



SEMBLANCE OF THE KEY AND THE GATE RITUAL 8

UNCOMMON CONJURATION COSMIC DOWNTIME

TELEPORTATION

Traditions arcane, divine, occult; **Access** Cult of the Opener of the Way

Cast 1 day; **Secondary Casters** 0 to 1

Primary Check Arcana, Religion, Occultism, or Yog-Sothothery (master); **Secondary Checks** Crafting or Performance (legendary)

Range 10 feet

Duration 1 minute

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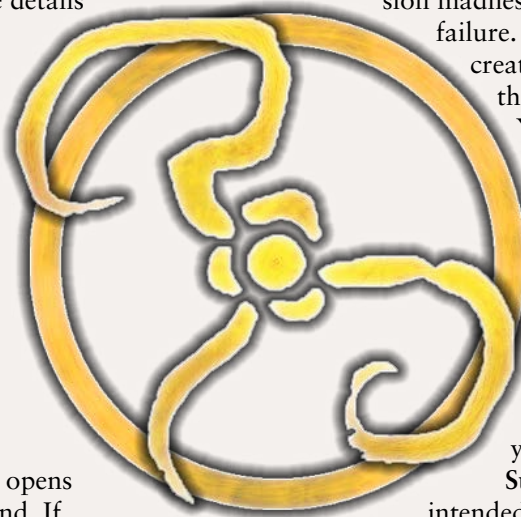
You use incredible artistry in imitation of Yog-Sothoth's unfathomable form to build a rift to another place. The destination can be another plane of existence or another planet on the same plane as you. You create a portal that creatures can travel through in either direction. This portal is vertical and circular, with a radius of 10 to 40 feet (chosen when you begin Casting the Spell). If you attempt to create a gate into or out of the area of an Elder Influence, the realm of a deity, or the domain of another powerful being, that being can prevent the gate from forming.

Critical Success The gate appears exactly where you intend, or the closest approximation if you are wrong about the details of the destination.

Success The gate appears near the area you intend provided you have a clear idea of both the destination's location on the plane or planet (and the relative location of the planet from yours), and what the destination looks like. If you don't, treat the result as a failure.

Failure The gate doesn't open.

Critical Failure The gate opens somewhere you didn't intend. If you had a clear idea of the destination's location and what it looks like, the gate opens somewhere similar but far away. If you didn't have those details right, the gate opens in a random dangerous place and 1d4 unfriendly or hostile monsters of approximately twice the ritual's level emerge.



that it can only be seen as graffiti on multiple buildings from a certain angle. The area is this effective viewing area.

The *Yellow Sign* can be noticed or identified only by creatures viewing it from a certain location who also have a madness condition or 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 gains the unnerved 2 condition, which decreases after 1 minute, and must attempt a Will saving throw. The creature is confused for 1 round on a failure, or gains the obses-

sion madness permanently on a critical failure. If it gains the madness, the creature's obsession fixates on the *Yellow Sign*, the King in Yellow, and Hastur. They are likely to eventually become a true cultist of the King in Yellow.

Creating the *Yellow Sign* strains your mind. You take 1d10 mental damage.

Critical Success The ritual functions as intended and you take no damage.

Success The ritual functions as intended and you take half damage.

Failure The ritual fails, and you take full damage.

Critical Failure The ritual fails, and you take double damage and become unnerved 2 (or frightened 2 if your game doesn't use dread) that decreases after 1 day.

Heightened (+1) The viewing area's radius increases by 10 feet.

YELLOW SIGN

RITUAL 4

UNCOMMON CHAOTIC COSMIC EMOTION ENCHANTMENT
EVIL EXPLORATION INCAPACITATION MENTAL

Traditions occult; **Access** Cult of the Yellow Sign
Cast 10 minutes or longer (diagram, material, somatic, verbal); **Cost** special ink or tools worth a total value of 20 gp x the spell's level
Primary Check Crafting (expert; diagram);
Secondary Checks Occultism (expert)
Range 120 feet; **Area** 20-foot burst

You create a *Yellow Sign*. If you don't worship the King in Yellow or Hastur, you can't get an outcome better than failure. The *Yellow Sign* may be drawn at any size, and its difficulty is not affected by size; sometimes the inscriber gets carried away in frenzied artistry and makes it into an elaborate baroque sculpture or hides it such

ZYNGAYA

RITUAL 2

UNCOMMON CHAOTIC EVIL EXPLORATION NECROMANCY

Traditions arcane, divine, occult; **Access** Cult of the Yellow Sign

Cast 1 hour; **Cost** a pot of grave dirt and onyx worth the minimum listed for creature creation rituals in the *Pathfinder Core Rulebook*

Primary Check Arcana, Crafting, Occultism, Religion, or Yog-Sothothery (expert)

Range 30 feet; **Targets** 1 dead creature

You turn the corpse into a Mythos undead (page 476) if the resulting undead would be of a level you can create with a ritual. The created undead is loyal to the King in Yellow. Although it recognizes you as its creator, it works with you only if you seem useful to the King's purposes.

Critical Success The target becomes a Mythos undead. If it's at least 4 levels lower than you, you can make it your minion if you appear useful to the King in Yellow. This gives it the minion trait, meaning it can use 2 actions when you command it, and commanding it is a single action that has the auditory and concentrate traits. You can have a maximum of four minions under your control. If it doesn't become a minion, the undead is friendly to you for awakening it, though it's still a chaotic evil creature.

Success As critical success, except an undead that doesn't become your minion is merely indifferent toward you.

Failure You fail to create the undead.

Critical Failure You create the undead, but it hates and attempts to destroy you, either out of paranoia or because it knows your true desires and opposes them.

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MYTHOS TREASURE AND TEXTS

Of the Shining Trapezohedron he speaks often, calling it a window on all time and space, and tracing its history from the days it was fashioned on dark Yuggoth, before ever the Old Ones brought it to earth. It was treasured and placed in its curious box by the crinoid things of Antarctica, salvaged from their ruins by the serpent-men of Valusia, and peered at aeons later in Lemuria by the first human beings. It crossed strange lands and stranger seas, and sank with Atlantis before a Minoan fisher meshed it in his net and sold it to swarthy merchants from nighted Khem. The Pharaoh Nephren-Ka built around it a temple with a windowless crypt, and did that which caused his name to be stricken from all monuments and records. Then it slept in the ruins of that evil fane which the priests and the new Pharaoh destroyed, till the delver's spade once more brought it forth to curse mankind.

—H. P. Lovecraft,
The Haunter in the Dark

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 sinister 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 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.

TREASURE TABLE

The following table lists all treasure in this book, organized by level, separating consumables and permanent items, and then by name. Items in italics are magical, while more mundane items are listed in plain text. Most items are common, but uncommon (U) and rare (R) items are marked

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TREASURE BY LEVEL

1st-Level Consumables	Category	Price	Page
Bristling limbs mutagen, lesser ^U	Alchemical elixir	4 gp	161
Elixir of flexibility, lesser ^U	Alchemical elixir	3 gp	162
1st-Level Permanent Items	Category	Price	Page
Sensory machine, speech ^U	Magical	10 gp	176
2nd-Level Consumables	Category	Price	Page
Anklewrencher ^U	Snare	6 gp	185
Spring spear ^U	Snare	5 gp	186
2nd-Level Permanent Items	Category	Price	Page
Expressive skin, type I ^U	Graft	25 gp	182
Thought recorder, basic ^U	Magical		178
3rd-Level Consumables	Category	Price	Page
Bristling limbs mutagen, moderate ^U	Alchemical elixir	12 gp	161
Elixir of flexibility, moderate ^U	Alchemical elixir	8 gp	182
Mist of R'lyeh	Alchemical elixir	12 gp	165
Pivot platform ^U	Snare	10 gp	185
Tcho-Tcho oculus, fish eye	Alchemical elixir	8 gp	168
3rd-Level Permanent Items	Category	Price	Page
Sensory machine, basic sense ^U	Magical	50 gp	176
4th-Level Consumables	Category	Price	Page
Powder of Ibn Ghazi, moderate	Alchemical bomb	15 gp	166
Scavenged likeness, lesser ^U	Alchemical elixir	15 gp	167
Swarm snare, spider ^U	Snare	15 gp	186
Wine of Pnoth	Alchemical poison	13 gp	168
4th-Level Permanent Items	Category	Price	Page
Assassin's teapot	Alchemical	80 gp	160
Brazen head, competent ^U	Magical	75 gp	170
Seal of hydra	Magical worn	75 gp	175
Sensory machine, low-light vision ^U	Magical	80 gp	176
5th-Level Consumables	Category	Price	Page
Redundant organ elixir, lesser ^U	Alchemical elixir	27 gp	166
Swarm snare, rat ^U	Snare	24 gp	186
Swarm snare, vampire bat ^U	Snare	24 gp	186
Tripline	Snare ^U	24 gp	186
5th-Level Permanent Items	Category	Price	Page
Chamelium weapon, low-grade ^U	Alchemical material	varies	184
Expressive skin, type II ^U	Graft	125 gp	182
Mist projector, basic	Alchemical	150 gp	165
Starstone of Mnar, lesser	Magical held	140 gp	177
6th-Level Consumables	Category	Price	Page
Metamorphic venom, ignition	Alchemical poison	35 gp	163
Space mead, fresh-brewed	Alchemical elixir	30 gp	167

6th-Level Permanent Items	Category	Price	Page
Sensory machine, vibration sense ^U	Magical	220 gp	176
Thought recorder, advanced ^U	Magical held	200 gp	178
Tiara of Mnar, lesser	Magical worn	200 gp	178
7th-Level Consumables	Category	Price	Page
Elixir of flexibility, greater ^U	Alchemical elixir	55 gp	162
Formless spawn residue, moderate	Alchemical bomb	60 gp	162
Pigments from Yuggoth	Magical oil	50 gp	175
7th-Level Permanent Items	Category	Price	Page
Brazen head, clever ^U	Magical	300 gp	170
Die of strange geometries ^U	Magical held	270 gp	171
Extra arm, single ^U	Graft	360 gp	183
Grafted gills ^U	Graft	300 gp	183
Mi-go spore jet, basic ^U	Alchemical	320 gp	164
Silver key, lesser ^U	Magical held	300 gp	177
8th-Level Consumables	Category	Price	Page
Gorgondy ^U	Alchemical poison	90 gp	163
Redundant organ elixir, moderate ^U	Alchemical elixir	75 gp	166
Scavenged likeness, greater ^U	Alchemical elixir	90 gp	167
Shriveling bomb, minor	Alchemical bomb	75 gp	167
Space mead, preserved canister ^U	Alchemical elixir	75 gp	167
8th-Level Permanent Items	Category	Price	Page
Lightning gun, basic ^U	Magical weapon	500 gp	174
Sensory machine, darkvision ^U	Magical	430 gp	176
9th-Level Consumables	Category	Price	Page
Milk of Shub-Niggurath ^U	Alchemical elixir	110 gp	164
Swarm snare, centipede ^U	Snare	110 gp	186
Tcho-Tcho oculus, bird eye	Alchemical elixir	100 gp	168
9th-Level Permanent Items	Category	Price	Page
Coin of piping	Magical held	700 gp	171
Disk of the Hyades	Magical held	700 gp	172
Expressive skin, type II ^U	Graft	575 gp	182
Mist projector, improved	Alchemical	600 gp	165
10th-Level Consumables	Category	Price	Page
Powder of Ibn Ghazi, greater	Alchemical bomb	175 gp	166
Sapling snare ^U	Snare	160 gp	186
Swarm snare, scorpion ^U	Snare	160 gp	186
Swarm snare, wasp ^U	Snare	160 gp	186
10th-Level Permanent Items	Category	Price	Page
Brazen head, brilliant ^U	Magical	1,200 gp	170
Chain of the deep ^U	Magical worn	900 gp	171
Chamelium weapon, standard-grade ^U	Alchemical material	varies	184
Icon of calling ^U	Magical held	900 gp	172
Sensory machine, scent ^U	Magical	880 gp	176

11th-Level Consumables	Category	Price	Page
Atlach-Nacha venom ^R	Alchemical poison	240 gp	161
Bristling limbs mutagen, greater ^U	Alchemical elixir	300 gp	161
Metamorphic venom, strike and escape	Alchemical poison	210 gp	163
Mind projector, basic ^U	Magical held	300 gp	174
Redundant organ elixir, greater ^U	Alchemical elixir	240 gp	166
11th-Level Permanent Items	Category	Price	Page
Flute of the servitors	Magical held	1,300 gp	172
Lightning gun, advanced ^U	Magical weapon	1,200 gp	174
Mi-go spore jet, improved ^U	Alchemical	1,300 gp	164
Starstone of Mnar, greater	Magical held	1,250 gp	177
12th-Level Consumables	Category	Price	Page
Clithnir ^R	Magical potion	380 gp	171
Elixir of flexibility, major ^U	Alchemical elixir	320 gp	162
Sap of the Howler	Magical oil	350 gp	175
12th-Level Permanent Items	Category	Price	Page
Alembic of anguish ^U	Magical held	1,800 gp	169
Leng glass ^U	Magical held	1,700 gp	173
Mist projector, optimized	Alchemical	1,800 gp	165
Sensory machine, echolocation ^U	Magical	1,750 gp	176
Tiara of Mnar, greater	Magical worn	1,700 gp	178
13th-Level Consumables	Category	Price	Page
Concussion snare I ^U	Snare	450 gp	185
Plutonian drug ^R	Magical potion	450 gp	175
Redundant organ elixir, major ^U	Alchemical elixir	550 gp	166
13th-Level Permanent Items	Category	Price	Page
Extra arms, pair ^U	Graft	3,000 gp	183
Medallion of Y'ha-Nthlei	Magical worn	2,500 gp	174
Stone of Nodens	Magical held	2,700 gp	177
Twsha, proto-shoggoth	Alchemical	600 gp	168
14th-Level Consumables	Category	Price	Page
Abtho slime ^R	Alchemical	850 gp	160
Formless spawn residue, greater	Alchemical bomb	750 gp	162
Selenine	Alchemical elixir	620 gp	167
14th-Level Permanent Items	Category	Price	Page
Mi-go spore jet, optimized ^U	Alchemical	4,000 gp	164
Panchromatic armor, standard-grade ^U	Alchemical material	varies	184
Stun field projector ^U	Magical held	4,000 gp	177
15th-Level Consumables	Category	Price	Page
Concussion snare II ^U	Snare	1,000 gp	185
Mind projector, advanced ^U	Magical held	1,300 gp	174
Shriveling bomb, major	Alchemical bomb	1,200 gp	167

15th-Level Permanent Items	Category	Price	Page
Brazen head, genius ^U	Magical	5,500 gp	170
Idol of dreaming ^U	Magical held	5,000 gp	173
Portal ^U	Magical structure	5,500 gp	175
16th-Level Consumables	Category	Price	Page
Powder of Ibn Ghazi, greater	Alchemical bomb	175 gp	166
16th-Level Permanent Items	Category	Price	Page
Bokrug egg ^R	Magical held	9,000 gp	170
Chamelium weapon, high-grade ^U	Alchemical material	varies	184
Sensory machine, extradimensional sense ^U	Magical	8,500 gp	176
Silver key, greater ^U	Magical held	8,000 gp	177
Starstone of Mnar, major	Magical held	8,600 gp	177
17th-Level Consumables	Category	Price	Page
Bristling limbs mutagen, major ^U	Alchemical elixir	3,000 gp	161
Concussion snare III ^U	Snare	2,500 gp	185
17th-Level Permanent Items	Category	Price	Page
Lightning gun, optimized ^U	Magical weapon	12,500 gp	174
Twsha, elder shoggoth	Alchemical	3,000 gp	168
18th-Level Consumables	Category	Price	Page
Tcho-Tcho oculus, human eye	Alchemical elixir	2,500 gp	168
18th-Level Permanent Items	Category	Price	Page
Ring of Eibon	Magical worn	20,000 gp	xxx
19th-Level Consumables	Category	Price	Page
Concussion snare IV ^U	Snare	6,000 gp	185
Mind projector, optimized ^R	Magical held	8,000 gp	174
19th-Level Permanent Items	Category	Price	Page
Brazen head, masterpiece ^U	Magical	31,000 gp	170
Panchromatic armor, high-grade ^U	Alchemical material	varies	184
Tiara of Mnar, major	Magical worn	30,000 gp	178
20th-Level Consumables	Category	Price	Page
Formless spawn residue, major	Alchemical bomb	12,000 gp	162
20th-Level Permanent Items	Category	Price	Page
Lamp of Alhazred ^R	Magical held	50,000 gp	173
Silver key, major ^R	Magical held	55,000 gp	177
Ultra-violet resonator ^U	Magical held	60,000 gp	178

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ALCHEMICAL ITEMS

The following alchemical items are created by Mythos researchers, cultists, and highly knowledgeable species to gain advantages over foes or serve the interests of the Great Old Ones and Outer Gods.

Unlike most alchemical items, a few of the alchemical items described here are not consumable. Although it's possible to create them with the Quick Alchemy action, they become inert just as quickly as other alchemical items created with that action. They can also be created with advanced alchemy, but only one item is created from each batch of alchemical reagents rather than a pair of items, and it remains functional for the same length of time as other items created by advanced alchemy.

ABHOTH SLIME

ITEM 14

RARE ALCHEMICAL CONSUMABLE

Price 850 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

This strange slime can be harvested straight from Abhoth's pool. It must be kept tightly corked at all times to retain its powers. You can Activate it by pouring the flask out onto the ground or throwing it to shatter on a surface in an unoccupied square you can see within 50 feet. When you do, it turns into one of Abhoth's filth (see page 235) with one randomly chosen mutation. It has the minion trait, the weak adjustment (*Pathfinder Bestiary*), and 80 HP. Anyone holding a religious symbol of Abhoth can command

it with a successful DC 30 Nature check to Command an Animal. Otherwise, it attacks the creature that most recently damaged it, or else the nearest creature. It does not attack creatures displaying a religious symbol of Abhoth unless there are no other creatures within 30 feet. It dissolves into a puddle of lifeless slime after 1 minute.

ASSASSIN'S TEAPOT

ITEM 4

ALCHEMICAL

Price 80 gp

Usage held in 1 hand; Bulk L

This Tcho-Tcho item resembles an ordinary teapot in an elaborate style borrowed from other nearby cultures (often jade or porcelain with elegant designs). It can be used to covertly add poisons or other substances to a drink it dispenses while not tainting other servings. 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.

Inside the teapot lives a Tcho-Tcho creation, a sessile organism composed of a simple system of sphincters and bladders. Its dark, smooth innards make it hard to spot through the teapot's top (even if it is opened), requiring a DC 25 Perception check to Seek.

The creature's main bladder holds the primary beverage to be served. Three of the creature's secondary bladders are used in dispensing poisons (or other liquids), while a fourth holds its food supply. One feeding typically lasts the

organism for decades. When the food runs out, it doesn't die, but simply goes inert (leaving the item much like a normal teapot) until it is fed again. The teapot's four secret doors can be opened through secret levers and latches to insert food or poison, as appropriate to each bladder. Tcho-Tcho usually give the creature several scoops of human brain matter for sustenance, but any high-energy fatty protein will do. The Perception DC to find each secret opening by Seeking is 25.

Activate ♦ Interact; **Effect** You fill the creature's main bladder by pouring water, tea, milk, or any desired liquid into the top of the teapot.

Activate ♦ Interact; **Effect** You fill one of the creature's secondary bladders by pouring a liquid you're holding into a secret compartment. 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 organism inside does not consume or expose itself to any magical or alchemical concoction stored in its bladders, which are protected by a thick layer of inert alchemical mucus. Each tiny bladder can hold only one dose of an elixir, poison, potion, or other ingested consumable item.

Activate ♦ Interact; **Effect** You pour whatever is in the main bladder. While pouring, you (or possibly another creature) can use the following reaction to add something from a secondary bladder to the serving you pour.

Activate ☞ command or Interact; **Trigger** A creature Interacts with the assassin's teapot to pour from the main bladder. You need not be holding the teapot if you know a command sound for it; **Effect** You signal the creature to release a liquid from one of its secondary bladders to taint the drink. The creature can be trained to listen to commands, recognize keywords, or respond to slight taps on the outside of the teapot. It is not intelligent or sentient, but it can nevertheless 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 in a manner it was previously trained to recognize. When you signal the creature, the GM might ask you to make a Deception check against the Perception DC of observers to avoid them noticing you are acting oddly, but if your action is innocuous, you gain a circumstance bonus on this check, while distracted observers might take a penalty to their DCs.

ATLACH-NACHA VENOM

ITEM 11

RARE ALCHEMICAL CONSUMABLE INCAPACITATION INJURY
POISON VIRULENT

Price 240 gp

Usage held in 2 hands; Bulk L

Activate ♦♦ Interact

This venom is milked straight from the god. It is generally smeared on weapons. It has no effect if imbibed.

Saving Throw Fortitude DC 31; **Maximum Duration** 7 days; **Stage 1** enfeebled 3, clumsy 3, and slowed 1 (1 round); **Stage 2** paralyzed (1 round); **Stage 3** paralyzed (1 day)

Craft Requirements venom from Atlach-Nacha's avatar

BRISTLING LIMBS MUTAGEN

ITEM 1+

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN
POLYMORPH

Access Gnorri Science ancestry feat

Usage held in 1 hand; Bulk L

Activate ♦ Interact

When you drink this, you sprout additional limbs. Your armor and other worn items stretch to create gaps for them to emerge. These extra limbs don't allow you to take more actions in a turn, but they grant access to the listed new actions.

Benefit Each extra arm allows you to have more items at the ready. You get the listed item bonus to Athletics checks for attack actions. When you use Quick Alchemy with three or more free hands, you can create an additional copy of the same item by spending another batch of infused reagents. Finally, you gain the following action; if you also have Attack of Opportunity, you gain an extra reaction at the start of each of your turns that you can only use for Ready Hand.

Ready Hand ☞ Trigger A creature within 10 feet makes a ranged attack, uses a manipulate action, uses a move action, or leaves a space during a move action it's using; **Requirements** The creature is in your reach or you have a thrown weapon in hand; **Effect** You make a melee or thrown Strike against the triggering creature. If you critically hit and the triggering action had the manipulate trait, you disrupt it.

Drawback The extra arms are taxing to your coordination. You take a -1 penalty to Reflex saves and attack rolls.

Type lesser; **Level** 1; **Price** 4 gp

You grow one extra arm, the bonus is +1, and the duration is 1 minute. You also gain the following action.

Busy Hands ♦ You Interact to retrieve or stow

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one item and then Interact to retrieve or stow a second item with a different hand.

Type moderate; **Level** 3; **Price** 12 gp

You grow two extra arms, the bonus is +2, and the duration is 10 minutes. You also gain the following action.

Busier Hands ♦ You Interact to retrieve or stow one item, then Interact to retrieve or stow a second item with a different hand, then you can Interact to retrieve or stow a third item with a third hand.

Type greater; **Level** 11; **Price** 300 gp

You grow three extra arms, the bonus is +3, and the duration is 1 hour. You also gain the following actions.

Busier Hands ♦ You Interact to retrieve or stow one item, then Interact to retrieve or stow a second item with a different hand, then you can Interact to retrieve or stow a third item with a third hand.

Three-Arm Frenzy ♦♦ You make three Strikes, each with a different fist, unarmed attack, or weapon in a different hand. Your multiple attack penalty applies normally to these attacks.

Type major; **Level** 17; **Price** 3,000 gp

You grow four extra arms, the bonus is +4, and the duration is 1 hour. You gain the following actions.

Four-Arm Frenzy ♦♦ You make four Strikes, each with a different fist, unarmed attack, or weapon in a different hand. Your multiple attack penalty applies normally to these attacks.

Many-Handed Coordination ♦ You Interact to retrieve or stow up to four items, each with a different hand.

ELIXIR OF FLEXIBILITY

ITEM 1+

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR

Access gnorri

Usage held in 1 hand; Bulk L

Activate ♦ Interact

This gnorri concoction was originally brewed to help aging gnorri who struggled to morph their bodies as they did in their younger years, but it also proves useful to anyone looking to slip out of tight spaces or traps. After drinking this oily elixir (which is easy to imbibe underwater), you gain an item bonus to Acrobatics checks to Escape and Squeeze, and you can perform the Squeeze activity much faster than normal.

If you have the Allocate Limbs activity (such as if you are a gnorri or a Saturnian cat), you can also perform that activity faster, depending on the version of the concoction you consume.

Type lesser; **Level** 1; **Price** 3 gp

The item bonus is +1 and the duration is 10 minutes. You can Squeeze 5 feet (10 feet on a

critical success) as a 3-action activity. If you can Allocate Limbs, it is a 3-action activity for you.

Type moderate; **Level** 3; **Price** 8 gp

The item bonus is +2 and the duration is 10 minutes. You can Squeeze as a 2-action activity. If you roll a success on an Acrobatics check to Escape or Squeeze, you get a critical success instead. If you can Allocate Limbs, it is a 2-action activity for you.

Type greater; **Level** 7; **Price** 55 gp

The item bonus is +3 and the duration is 1 hour. Squeezing is a single action for you. If you are untrained in Acrobatics, you use your level as your untrained proficiency bonus when you Escape or Squeeze. If you roll a success on an Acrobatics check to Escape or Squeeze, you get a critical success instead. Finally, if you have Allocate Limbs, it is a single action for you; if you have already used this ability today, you can use it again but doing so causes the elixir's duration to end immediately.

Type major; **Level** 12; **Price** 320 gp

The item bonus is +4 and the duration is 1 hour. Squeezing is a single action for you. If you are untrained in Acrobatics, you use your level as your untrained proficiency bonus when you Escape or Squeeze. If you roll a success or a critical failure on an Acrobatics check to Escape or Squeeze, you use the outcome one degree of success better than your result. Finally, if you have Allocate Limbs, it is a single action for you; if you have already used this ability today, you can use it again but doing so causes the elixir's duration to end immediately.

FORMLESS SPAWN RESIDUE

ITEM 7+

ACID ALCHEMICAL BOMB CONSUMABLE

Usage held in 1 hand; Bulk L

Activate ♦ Strike

Created using secret reagents, the black liquid composing a formless spawn's body can dissolve almost anything—even glass. It can be housed only in a specially prepared alchemical container. Upon contact with any object or creature, it deals the listed persistent acid damage for up to the listed duration. (Unlike most bombs, there is no splash damage.) When the persistent damage on a creature ends, that creature takes half the listed acid damage and the acid drops off in the creature's space, where it deals damage to any creatures or objects it touches and the surface below it for the remainder of its duration. One dose can dissolve at least 125 cubic feet of objects (a 5-foot cube) before losing its properties, up to the listed maximum volume and Hardness. The bomb grants an item bonus to attack rolls when thrown.

Type moderate; **Level** 7; **Price** 60 gp
You gain a +1 item bonus to attack rolls. The residue deals 4d6 persistent acid damage for up to 3 rounds. It can dissolve a 5-foot cube of objects of up to Hardness 7.

Type greater; **Level** 14; **Price** 750 gp
You gain a +2 item bonus to attack rolls. The residue deals 5d6 persistent acid damage for up to 5 rounds. It can dissolve two 5-foot cubes of objects of up to Hardness 14.

Type major; **Level** 20; **Price** 12,000 gp
You gain a +3 item bonus to attack rolls. The residue deals 7d6 persistent acid damage for up to 1 minute. It can dissolve up to four 5-foot cubes of objects of up to Hardness 20.

GORGONDY

ITEM 8

UNCOMMON ALCHEMICAL CONSUMABLE EVIL
INGESTED POISON

Price 90 gp
Usage held in 1 hand; **Bulk** L
Activate ♦ Interact

This foul, evil liquor must be kept in strong, heavily armored iron bottles to retain its potency. When drunk, it changes the drinker's alignment one step closer to evil. Class abilities based on alignment change to match (unless the new alignment results in losing the ability altogether due to incompatible alignment). If the drinker is evil before drinking it, the drinker's soul will be destroyed upon death and their corpse will arise as a Mythos undead. You can negate all these effects with a successful DC 24 Will save upon drinking.

METAMORPHIC VENOM

ITEM 6+

ALCHEMICAL CONSUMABLE CONTACT INJURY POISON

Usage held in 2 hands; **Bulk** L
Activate ♦♦ Interact

Metamorphic venom is an alchemical poison, developed by serpentfolk, that cyclically changes its effect. Many variations exist, and serpentfolk alchemists readily invent more as needed. They can be used as contact poisons or as injury poisons; venom might be smeared on a weapon or placed on the tip of the user's gloved finger. Most metamorphic venoms have a 3- to 7-phase cycle. The venom changes color and odor between phases, so the user can know which effect is active. The venom remains on the weapon and changes phases rather than being used up when a creature is exposed

to it or it has its non-poison effect. Each exposure to a different phase of the same metamorphic venom functions as exposure to a different poison, with separate effects and saving throws. Non-poison phases do not allow Fortitude saves and simply take effect once rather than continuously. Non-poison phases can affect creatures that are immune to poison

and potentially even objects. The venom is exhausted once the final phase has been used.

Type ignition; **Level** 6; **Price** 35 gp
Ignition venom is designed to be used for flashy deterrence. Its final phase is intended for you to protect yourself if you accidentally caught fire.

First Phase (Transparent) (contact or injury, poison) **Saving Throw** Fortitude DC 23; **Maximum Duration** 6 rounds; **Stage 1** flat-footed (1 round); **Stage 2** flat-footed and clumsy 1 (1 round); **Stage 3** flat-footed and clumsy 2 (1 round)

Second Phase (Red) (contact or injury) **Saving Throw** Reflex DC 23; **Maximum Duration** 6 rounds; **Stage 1** 1d6 fire damage and 1d6 persistent fire damage (1 round); **Stage 2** 2d6 fire damage and 1d6 ongoing fire damage (1 round)

Third Phase (Blue) (contact, elixir) **Activate** ♦ Interact to end ongoing fire damage on the touched target.

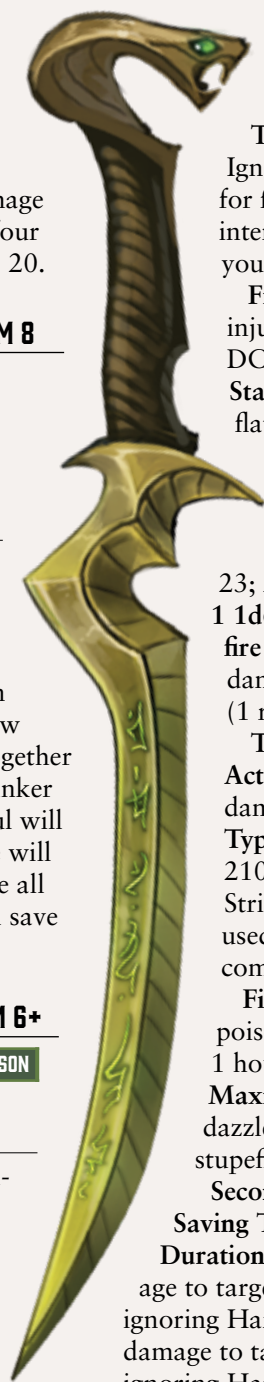
Type strike and escape; **Level** 11; **Price** 210 gp

Strike and escape venom is most often used by those who carefully plan their combats.

First Phase (Brown) (contact or injury, poison) The dazzled condition lasts for 1 hour. **Saving Throw** Fortitude DC 30; **Maximum Duration** 4 rounds; **Stage 1** dazzled (1 round); **Stage 2** dazzled and stupefied 1 (1 round)

Second Phase (Gray) (contact or injury) **Saving Throw** Reflex DC 30; **Maximum Duration** 4 rounds; **Stage 1** 1d6 acid damage to target and to worn armor and shields, ignoring Hardness (1 round); **Stage 2** 2d6 acid damage to target and to worn armor and shields, ignoring Hardness (1 round)

Third Phase (Yellow) (contact or injury, poison) The drained condition lasts for 24 hours. **Saving Throw** Fortitude DC 30; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and drained 1 (1 round); **Stage 2** 3d6 poison damage and drained 2 (1 round); **Stage 3** 4d6 poison damage and drained 3 (1 round)



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Fourth Phase (Green) (contact or injury, poison) The enfeebled condition ends after 24 hours. **Saving Throw** Fortitude DC 30; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 2 (1 round); **Stage 3** 4d6 poison damage and enfeebled 3 (1 round)

Fifth Phase (Blue) (contact or injury, poison) The Speed penalty applies only during that stage of the poison. **Saving Throw** Fortitude DC 30; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and -5-foot status penalty to all Speeds (1 round); **Stage 2** 3d6 poison damage and -10-foot status penalty to all Speeds (1 round); **Stage 3** 4d6 poison damage and -20-foot status penalty to all Speeds (1 round)

Sixth Phase (Black) (contact) **Activate** ♦ Interact to produce a 15-foot-radius burst of opaque smoke centered on one corner of your space. Everything in the area is concealed, and all other creatures are concealed to creatures in the area. The smoke lasts for 1 minute or until dispersed by strong wind.

Seventh Phase (White) (contact, elixir, healing) **Activate** ♦ Interact to restore 4d6+9 Hit Points to one touched living creature. For 1 minute, the creature gains a +4 item bonus to saving throws against poison.

Sandy's Notes

Using Strike and Escape Metamorphic Venom

First application: This weakens and deadens the target's vision, so they cannot easily track or see the user.

Second application: This acid can weaken the target's armor or other protection.

Third application: This poison makes other poisons more dangerous.

Fourth application: This poison weakens the target now that they cannot easily resist.

Fifth application: The fifth venom is applied in case the third application was resisted or ineffective, or just to add more toxin to the victim to end the fight faster.

Sixth application: This produces a cloud of black smoke for the user to hide or flee behind.

Seventh application: This healing salve is applied to the wounds the user has received in the fight. An uninjured poisoner can use it on an ally.

MI-GO SPORE JET

ITEM 7+

UNCOMMON ALCHEMICAL DISEASE

Access mi-go

Usage held in 1 hand; Bulk 1

This fungoid device resembles a pungent mushroom with its cap inverted.

Activate ♦♦ Interact; **Frequency** once per day, plus overcharge (after the daily use is spent, you can Activate the Item once more at the risk of destroying it, then attempt a DC 10 flat check; the spore jet is broken on a success or destroyed on a failure); **Effect** The device expels mi-go spores in the listed area. The cloud persists until the end of your next turn but doesn't obscure vision.

Mi-Go Spores (disease, inhaled, mental) Fungi are immune; **Saving Throw** Fortitude DC varies; **Maximum Duration** 6 rounds; **Stage 1** stunned 1 (1 round); **Stage 2** stunned 1, then confused on next action (1 round); **Stage 3** confused (1 round)

Activate ♦ Interact; **Frequency** once per day; **Requirements** You are not drained, are a living creature, and are not immune to the drained condition; **Effect** You attempt to recharge the device by attaching it to one of your limbs and allowing it to drain your life energy. Attempt a Yog-Sothothery or Nature check. On a success, you become drained 1 and the device can be used an additional time today without overcharging it.

Type basic; Level 7; Price 320 gp

The area is a 20-foot cone and the Fortitude save DC is 24. When you attempt to recharge the item, the Yog-Sothothery DC is 23 and the Nature DC is 28.

Type improved; Level 11; Price 1,300 gp

The area is a 30-foot cone and the Fortitude save DC is 29. When you attempt to recharge the item, the Yog-Sothothery DC is 28 and the Nature DC is 33.

Type optimized; Level 14; Price 4,000 gp

The area is a 40-foot cone and the Fortitude save DC is 32. Stage 2's effect changes to the same as stage 3. When you attempt to recharge the item, the Yog-Sothothery DC is 31 and the Nature DC is 36.

MILK OF SHUB-NIGGURATH

ITEM 9

UNCOMMON ALCHEMICAL CONSUMABLE CURSED ELIXIR

HEALING POISON

Price 110 gp; Access cult of the Black Goat

Usage held in 1 hand; Bulk L

Activate ♦ Interact

When you drink this purple liquid, it provides all of the following beneficial effects.

- It reduces the stage of each other disease and poison affecting you by 2. If the affliction would be reduced to stage 0, it is cured if its level is 12 or lower, or reduced to stage 1 if its level is 13 or higher.
- It removes the blinded and deafened conditions from you.
- It reduces the value of your clumsy, drained, and enfeebled conditions by 2 each.

The milk also begins your mutation into a monstrous hybrid creature, as you are exposed to the following cursed poison.

Shub-Niggurath's Nurturing (curse, poison) Additional exposures to milk of Shub-Niggurath can increase the affliction's stage. The final transformation is instantaneous and can only be reversed by *wish* or by slaying the creature, destroying most of the body, and using a 7th-level or higher *resurrection* ritual. **Saving Throw** Fortitude DC 28; **Maximum Duration** 30 days; **Stage 1** +1 status bonus to weapon attack rolls, Fortitude saves, and Athletics checks, as well as minor cosmetic mutations with no ill effects (1 day); **Stage 2** +1 status bonus to weapon attack rolls, Fortitude saves, and Athletics checks, and clumsy 1 due to significant physiological changes (4 days); **Stage 3** +2 status bonus to weapon attack rolls, Fortitude saves, and Athletics checks, and clumsy 2 due to significant physiological changes (4 days); **Stage 4** transform into an outer mutant (page 439) devoted to Shub-Niggurath (affliction ends)



MIST OF R'LYEH

ITEM 3

ALCHEMICAL CONSUMABLE ILLUSION VISUAL

Price 12 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

This vial of mist smells like fetid breath. You can apply it to your skin or to a creature or object within your reach. The target seems to blow away like an image of mist and becomes invisible until the start of your next turn. Becoming invisible automatically makes the target hidden and undetected when it moves.

MIST PROJECTOR

ITEM 5+

UNCOMMON ALCHEMICAL COLD

Access mi-go

Usage held in 1 hand; Bulk 1

This fungoid device has a nub for a handle. It emanates an acrid stench. You fire it by tugging at a cluster of fibrous tissue.

Activate ♦♦ Interact (cold); **Frequency** once per day, plus overcharge (after the daily use is spent, you can Activate the Item once more at the risk of destroying it, then attempt a DC 10 flat check; the *mist projector* is broken on

a success or destroyed on a failure); **Effect** The device expels freezing mist in a 30-foot cone that deals cold damage. Each creature in the area must attempt a basic Fortitude save. On a failure, creatures are also slowed 1 for the duration. Surfaces in the area are icy difficult terrain until the ice melts after the duration ends.

Activate ♦ Interact; **Frequency** once per day; **Requirements** You are not drained, are a living creature, and are not immune to the drained condition; **Effect** You attempt to recharge the device by attaching it to one of your limbs and allowing it to drain your life energy. Attempt a Yog-Sothothery or

Nature check. On a success, you become drained 1 and the device can be used an additional time today without overcharging it.

Type basic; **Level** 5; **Price** 150 gp

The cold damage is 3d6, the Fortitude save DC is 19, and the duration is 1 round. When you attempt to recharge the item, the Yog-Sothothery DC is 19 and the Nature DC is 24.

Type improved; **Level** 9; **Price** 600 gp

The cold damage is 7d6, the Fortitude save DC is 26, and the duration is 3 rounds. When you attempt to recharge the item, the Yog-Sothothery DC is 26 and the Nature DC is 31.

Type optimized; **Level** 12; **Price** 1,800 gp

The cold damage is 11d6, the Fortitude save DC is 30, and the duration is 1 minute. When you attempt to recharge the item, the Yog-Sothothery DC is 30 and the Nature DC is 35.

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POWDER OF IBN GHAZI**ITEM 4+**

ALCHEMICAL BOMB CONSUMABLE SPLASH

Usage held in 1 hand; Bulk L

Activate ♦ Strike

This bottle of glittering powder grants an item bonus to attack rolls but deals no damage on a hit. However, its splash reveals creatures in the area for 1 minute, making them concealed as long as they would otherwise be invisible. A splashed creature can avoid the effect of the powder with a successful Reflex save. If you hit the target, it uses the outcome one degree of success worse than its save result; if you critically hit, it uses the outcome two degrees of success worse.

The powder also reacts with magical auras, causing each magic item and spell in the splash to glow with a distinctive color and pattern that makes them easier to identify for 1 minute. Magical traps and polymorph effects don't react to this powder, but illusions do. A creature that can see this glow can Identify that Magic as a single action.

Type moderate; Level 4; Price 15 gp

The item bonus is +1 and the DC is 18.

Type greater; Level 10; Price 175 gp

The item bonus is +2 and the DC is 27.

Type major; Level 16; Price 1,500 gp

The item bonus is +3 and the DC is 35.



Type lesser; Level 5; Price 27 gp

The duration is 3 rounds.

Type moderate; Level 8; Price 75 gp

The duration is 10 minutes, and you can also

attempt a new save against the blinded and clumsy conditions. If

you succeed at a save

for the blinded condition, it is suppressed and you become dazzled for the duration unless you critically succeeded, in which case the condition ends entirely. This dazzled condition can't be suppressed or removed by any means while the blinded condition remains. The save for the clumsy condition follows the same rules as a save for the enfeebled condition.

Type greater; Level 11; Price 240 gp

As moderate, but the duration is 1 hour and you can also attempt a new save against each poison affecting you that allows a save. If you succeed against a poison, you reduce the poison's stage by 1 (2 on a critical success).

Type major; Level 13; Price 550 gp

As moderate, but the duration is 24 hours and you can also attempt a new save against each disease and poison affecting you that allows a save. If you succeed against an affliction, you reduce its stage by 1 (2 on a critical success).

REDUNDANT ORGAN ELIXIR**ITEM 5+**

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR HEALING

Access Gnorri Science ancestry feat

Usage held in 1 hand; Bulk L

Activate ♦ Interact

This gnorri oil transforms your body to overcome conditions and afflictions by growing temporary redundant elements attached to the affected body parts. For example, if you were sickened due to an ingested poison, the elixir might briefly give you a second esophagus to help clear your stomach faster.

When you drink this elixir, you can attempt a Fortitude saving throw against each condition

SCAVENGED LIKENESS

ITEM 4+

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR POLYMORPH

Access ghoul

Usage held in 1 hand; Bulk L

Activate ♦ Interact

This preserved bit of jerky is bound in cloth. When you consume it, your appearance instantly changes to closely match a specific dead creature as it was in life, provided you have the same creature type trait as it and you are within one size of it. This transformation doesn't change your statistics in any way, and you don't gain any special abilities of the form you assume. You can still wear and use your gear, which changes size (if necessary) to match your new form.

This item acts as creating a disguise to Impersonate with Deception, and you get a +4 status bonus to your Deception DC to Impersonate that individual. If you're untrained in Deception, you use your level as your untrained proficiency bonus (instead of 0).

Type lesser; Level 4; Price 15 gp

The duration is 1 hour.

Type greater; Level 8; Price 90 gp

The duration is 8 hours, and you gain a fragment of the creature's strengths. You gain a benefit according to the creature's highest physical ability modifier; if there's a tie, you get the one for which you have the lower modifier normally; if both are tied for both of you, the result is randomly selected among the tied abilities.

Strength Benefit: You get a +1 status bonus to Strength-based attack rolls, weapon damage rolls, and Athletics checks.

Dexterity Benefit: You get a +1 status bonus to Dexterity-based attack rolls, Reflex saves, and Acrobatics checks.

Constitution Benefit: You get a +1 status bonus to Fortitude saves, and you gain temporary Hit Points equal to your level.

Craft Requirements a part of the specific creature's corpse

SELENINE

ITEM 14

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Price 620 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

This compound cures you of any and all forms of disease, cancer, arthritis, and other disorders related to the body attacking itself. It also removes the clumsy, doomed, drained, enfeebled, and stupefied conditions. In addition, it attempts to counteract supernatural and alchemical mutations (including all morph and polymorph effects). Its counteract level is 7 and its counteract modifier is +22.

SHRIVELING BOMB

ITEM 8+

ALCHEMICAL BOMB CONSUMABLE POLYMORPH

Usage held in 1 hand; Bulk L

Activate ♦ Strike

This sandy powder is contained in a cloth sack. The bomb deals the listed negative damage on a hit and the listed negative splash damage as it painfully pulls all moisture from the target's skin and body. The creature hit must succeed at a Fortitude save against the listed DC or shrink by one size for the listed duration. On a critical hit, use the outcome one degree of success worse than the save result. Shrinking reduces a creature's reach by 5 feet if it was originally any size other than Medium. The creature's equipment doesn't change size with it, and if it was wearing clothing or wielding items, the sudden ill fit makes the creature encumbered. The creature can attempt a new save to end the effect if it ends its turn immersed in water. The bomb grants an item bonus to attack rolls when thrown.

Type minor; Level 8; Price 75 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d4 negative damage and 2 negative splash damage, and the DC is 25. The duration is 1 minute. The target feels extremely thirsty and can use an Interact action to drink water and attempt a new save against the same DC to end the duration immediately.

Type major; Level 15; Price 1,200 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d4 negative damage and 3 negative splash damage, and the DC is 35. The duration is permanent, although the penalty ends when the creature makes its daily preparations.

SPACE MEAD

ITEM 6+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; Bulk L

Activate ♦ Interact

When drunk, this golden liquid renders you safe from all harm caused by the rigors of outer space for 12 days. While under its effects, you do not need to eat, breathe, or drink. In addition, you don't become fatigued from lack of sleep. You can't create space mead with Quick Alchemy.

Type fresh-brewed; **Level** 6; **Price** 30 gp; **Craft Requirements** After the initial time to finish the item, the mead must age for a year, after which you must succeed at another Crafting check. You can brew up to a number of batches at once equal to your level.

Fresh-brewed space mead evanesces uselessly if not consumed within 24 hours after the final successful check. Purchasing it requires finding a brewer with sufficient expertise and hiring them at least a year in advance.

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Type preserved canister; **Rarity** uncommon; **Level** 8; **Price** 75 gp

Some alien brewers have learned to preserve sealed canisters of space mead, which preserve it indefinitely and allow for easier purchasing.

TCHO-TCHO OCLUSUS

ITEM 3+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** —

Activate ♦ **Interact**

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 sometimes used to lesser effect. When you consume the oculus, you gain an item bonus to Perception checks for the listed duration. While it lasts, whenever you see visual evidence that an illusion isn't what it appears to be, you automatically disbelieve it.

Type fish eye; **Level** 3; **Price** 8 gp

The item bonus is +1 and lasts for 1 minute.

Type bird eye; **Level** 9; **Price** 100 gp

The item bonus is +2 and lasts for 1 hour. The GM makes a secret Perception check for you against the DC of each illusion you see the first time you see it while using this elixir. You disbelieve the illusion on a critical success.

Type human eye; **Level** 18; **Price** 2,500 gp

The item bonus is +3, also applies to saving throws against visual illusions, and lasts for 24 hours. The GM makes a secret Perception check for you against the DC of each illusion and hazard you see the first time you see it while using this elixir. You disbelieve the illusion or notice the hazard on a success.

TWSHA

ITEM 13+

RARE ALCHEMICAL

Price 850 gp

Usage held in 2 hands; **Bulk** L

You can manipulate this small blob of protoplasm to control the actions of one specific elder shoggoth (page 460) or proto-shoggoth (page 459) from which the blob was taken.

Activate 10 minutes (envision, Interact); **Effect** Attempt an Occultism or Yog-Sothothery check with the listed DC to control the creature. If you succeed, the target gains the controlled condition and the minion trait. You can Sustain the Activation for up to 1 hour. When the activation ends, the creature escapes your control and can act normally until its twsha is activated again. Unless you critically succeed at the initial skill check, you must attempt another skill check every 10 minutes, releasing the creature on a fail-

ure. This item is rare in part because the creature can sense your identity and location while you use the twsha, and it often seeks revenge for being controlled.

Type proto-shoggoth; **Level** 13; **Price** 600 gp;

Craft Requirements protoplasm extracted from the target creature with a successful DC 35 Occultism or DC 33 Yog-Sothothery check

The DC to Activate and Sustain the twsha is 28.

Type elder shoggoth; **Level** 17; **Price** 3,000 gp;

Craft Requirements protoplasm extracted from the target creature with a successful DC 42 Occultism or DC 40 Yog-Sothothery check

The DC to Activate and Sustain the twsha is 35.

WINE OF PNOTH

ITEM 4

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 13 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ **Interact**

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. Without spells or items to assist the victim, the stage of the affliction and the value of conditions it imposes can't be reduced. Unlike most poisons, each drink requires only one saving throw, whether successful or not, and then the current stage remains until another drink is taken or the affliction is counteracted somehow.

Saving Throw Fortitude DC 20; **Onset** 1 minute; **Stage 1** clumsy 1 and stupefied 1; **Stage 2** clumsy 1, drained 1, and stupefied 1; **Stage 3** clumsy 2, drained 2, and stupefied 2; **Stage 4** clumsy 3, drained 3, sickened 2, and stupefied 3; **Stage 5** clumsy 4, drained 4, sickened 4, slowed 1, and stupefied 4; **Stage 6** the victim falls unconscious if their Constitution modifier is higher than their Dexterity modifier; otherwise, their HP drops to 0 and they become dying 1



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 uncommon or rare item is available to be crafted or purchased.

ALIEN TECHNOLOGY AND MAGIC

While alien technology might not seem magical, it generally operates on the same extradimensional math and science that underlies most of what is called “magic” in the Mythos. As a result, spells and effects that affect magical items generally interact with alien technology in much the same way (with exceptions at the GM’s discretion). Identifying a piece of alien technology has a very hard DC for its level unless the skill

used is Yog-Sothothery (in which case the DC is as normal for its level). Generally, reproducing alien technology is as easy as creating non-magical equipment for their alien creators but impossible for others.

ALEMBIC OF ANGUISH

ITEM 12

UNCOMMON ENCHANTMENT MAGICAL

Price 1,800 gp; Access yithian
Usage held in 1 hand; Bulk 1

This long-necked device resembles an inverted bottle covered with silver tracery. It collects and concentrates ambient negative emotions into an overwhelming psychic poison. It has one daily use, which can rarely be recharged early by exposing it to intense non-magical anguish. The poison can’t be stored outside the alembic.

Activate ♦♦ Interact; **Frequency** once per day; **Effect** The alembic of anguish distills a poison onto a weapon or ammunition.

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Anguish of the Great Race (emotion, enchantment, incapacitation, injury, magical, mental, poison); **Saving Throw** DC 30 Will; **Maximum Duration** 6 rounds; **Stage 1** can't use reactions and stunned 1 while sobbing uncontrollably (1 round); **Stage 2** as stage 1, but slowed 2 (1 round); **Stage 3** stunned (1 round)

BOKRUG EGG

ITEM 16

RARE CONJURATION MAGICAL

Price 9,000 gp; **Access** cult of Bokrug
Usage held in 1 hand; **Bulk** 1

This clammy iron sphere is sacred to Bokrug.

Activate ♦♦♦ command, envision, Interact; **Frequency** once per day; **Effect** The egg casts 8th-level *summon entity*, except that it always summons a ghost of Ib (page 247).

BRAZEN HEAD

ITEM 4+

UNCOMMON CN DIVINATION INTELLIGENT OCCULT

Bulk 2

Communication Speech (Aklo, Common, all languages spoken by the caster of the spell currently stored in the head)

This Tiny half-scale brass bust contains elaborate magical clockwork that allows it to speak, capture and store a spell for later use, and even simulate cognition. A spellcaster can spend 1 minute to Cast a Spell into the bust. The spell must be no more than 1st level and take 3 actions or fewer to cast. The spell has no immediate effect but is instead stored for later.

A *brazen head* can be your familiar if your level is at least as high as its level. For more information, see Mythos Familiars on page 83.

The head is an intelligent, immobilized construct with darkvision and the ability to speak Aklo, Common, and all the languages known by the caster of the spell currently stored in the head. A *brazen head* is obsessed with learning and deducing more about the Cthulhu Mythos. If its owner goes more than 10 days without helping it learn new information for it to process on that topic (or at least telling it about an earnest effort that failed), the head becomes agitated and might become uncooperative until efforts at discovery are resumed.

The head also has the following reaction, which it uses at its own discretion without being activated or commanded.

Spell Ambush ♦ **Trigger** A creature touches the *brazen head* or a creature the *brazen head* can see either performs a hostile action or moves out of a space during a move action it's using; **Requirements** A spell is stored in the *brazen head* and the triggering creature is a valid target for the spell or the spell could take effect adjacent to or including the triggering creature;

Effect The *brazen head* unleashes the stored spell, targeting or affecting the triggering creature. This empties the spell from the head and allows a spell to be cast into it again. If the spell requires an attack roll, the head makes the spell attack using its own modifier. If the spell allows a saving throw, it uses the head's DC.

Activate ♦♦ command, envision; **Requirements** There is a spell stored in the *brazen head* and you cast it into the head; **Effect** The *brazen head* unleashes the stored spell, which empties the spell from the head and allows a spell to be cast into it again. If the spell requires an attack roll, the head makes the spell attack using its own modifier. If the spell allows a saving throw, it uses the head's DC.

Type competent; **Level** 4; **Price** 75 gp
Perception +8; precise darkvision 30 feet, imprecise hearing 30 feet

Skills Deception +6, Occultism +8, Yog-Sothothery +10

Int +2, **Wis** +4, **Cha** +0

Will +10

HP 15; **Hardness** 7

When Casting a Spell, the head has spell DC 18 and spell attack modifier +8. When unattended, the head is a hazard with Stealth DC 26, AC 19, Fort +9, and Ref +4.

Type clever; **Level** 7; **Price** 300 gp

Perception +14; precise darkvision 30 feet, imprecise hearing 30 feet

Skills Deception +9, Occultism +13, Yog-Sothothery +16

Int +3, **Wis** +4, **Cha** +0

Will +14

HP 40; **Hardness** 13

The *clever brazen head* can store a spell of up to 2nd level. When Casting a Spell, the head has spell DC 23 and spell attack modifier +13. When unattended, the head is a hazard with Stealth DC 29 (expert), AC 22, Fort +12, and Ref +6.

Type brilliant; **Level** 11; **Price** 1,200 gp

Perception +19; precise darkvision 60 feet, imprecise hearing 60 feet

Skills Deception +14, Occultism +19, Yog-Sothothery +22

Int +4, **Wis** +5, **Cha** +1

Will +20

HP 55; **Hardness** 17

The *brilliant brazen head* can store a spell of up to 4th level. When Casting a Spell, the head has spell DC 27 and spell attack modifier +17. When unattended, the head is a hazard with Stealth DC 34 (expert), AC 28, Fort +18, and Ref +12.

Type genius; **Level** 15; **Price** 5,500 gp

Perception +24; precise darkvision 60 feet, imprecise hearing 60 feet

Skills Deception +19, Occultism +23, Yog-Sothothery +27

Int +4, **Wis** +6, **Cha** +2

Will +26

HP 75; **Hardness** 22

The *genius brazen head* can store a spell of up to 6th level. When Casting a Spell, the head has spell DC 34 and spell attack +24. When unattended, the head is a hazard with Stealth DC 39 (master), AC 34, Fort +24, and Ref +18.

Type masterpiece; **Level** 19; **Price** 31,000 gp
Perception +30; precise darkvision 60 feet, precise hearing 60 feet

Communication telepathy 60 feet

Skills Deception +24, Occultism +29, Yog-Sothothery +33

Int +5, **Wis** +7, **Cha** +3

Will +32

HP 95; **Hardness** 27

The *masterpiece brazen head* can store a spell of up to 8th level. When Casting a Spell, the head has spell DC 41 and spell attack modifier +31. When unattended, the head is a hazard with Stealth DC 44 (master), AC 40, Fort +29, and Ref +23.

CHAIN OF THE DEEP

ITEM 10

UNCOMMON ENCHANTMENT INVESTED MAGICAL

Price 900 gp; **Access** cult of Father Dagon, Great Cthulhu, or Mother Hydra

Usage worn necklace; **Bulk** L

This strange, green-silver necklace shimmers as if constantly wet. You and all deep ones and deep one hybrids within a 30-foot emanation constantly gain a +1 item bonus to weapon damage rolls and saving throws.

CLITHNI

ITEM 12

RARE CONSUMABLE MAGICAL NECROMANCY, POTION

Price 380 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

When you drink this clear, emerald liquid, your natural lifespan is extended and the physical deterioration due to aging is reversed. It makes you more youthful by subtracting 1d10 years from your current age.

COIN OF PIPING

ITEM 9

AUDITORY ILLUSION MAGICAL MENTAL

Price 700 gp

Usage held in 1 hand; **Bulk** L

This ancient coin is made of a dense, unknown metal and is always cool to the touch. The figure

on the obverse side is too worn to identify but is clearly not human. Its reverse side displays a set of pipes. Both sides of the coin have been crudely defaced with the eight-pointed star of Azathoth, a symbol easily identified with a successful DC 15 Religion or DC 13 Yog-Sothothery check to Recall Knowledge.

Activate ♦♦ command, Interact; **Frequency** once per day; **Effect** You flip or toss the coin at a point you can see within 40 feet. When the coin lands, discordant and alien piping fills the air and one of the following effects takes place. Flip a coin or roll a die (even for heads, odd for tails) to determine which side the coin lands on.

- **Heads** The coin casts a 4th-level *silence* spell on itself in a 15-foot emanation that lasts only until the end of your next turn.
- **Tails** Each creature in a 15-foot burst must succeed at a DC 25 Will save or become confused until the end of your next turn.

DIE OF STRANGE GEOMETRIES

ITEM 7

UNCOMMON EVOCATION MAGICAL

Price 270 gp

Usage held in 1 hand; **Bulk** L

This appears to be a many-sided die carved from wicklamite. The eye has trouble focusing on it, but upon close inspection, it seems to shift constantly between having 20 faces and having 12 faces, as if it were two solid objects paradoxically occupying the same space.

This object is somewhat unsettling and mildly headache-inducing. A creature that can see the die from within 5 feet or is touching it takes a –1 item penalty to all saving throws against dread.

Activate ♦♦ command, Interact; **Effect** You roll or toss the die at a point you can see within 40 feet. The die must land on a solid, horizontal surface to have an effect; at the GM's discretion, landing in an unstable material such as mud, a pool of liquid, or loose sand may prevent it from having an effect. To determine the effect, roll on the following d20 table, rolling again on the d12 table if prompted to do so. If no duration is given, the effect lasts until the end of your next turn or until the die is rolled again, whichever comes first. If the spell or effect has an area of effect, its origin is where the die lands. If the spell or effect targets a specific creature or has a range of self, it targets the creature nearest to the die within 5 feet of where it lands; if there is no immediate target, the die's spell or effect targets the next creature to touch it. The die's save DC is 30.

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d20 Effect

- 1 Roll on the d12 table.
- 2 **Silence** The die makes no sound and casts 2nd-level *silence* on the nearest creature, even if it is unwilling (no save).
- 3 **Fortune** (fortune) The nearest creature's next attack roll or skill check is rolled twice, and the creature uses the higher result.
- 4 **Return** The die returns to your hand.
- 5 Roll on the d12 table.
- 6 **Light** The die casts 3rd-level *light* until it is moved.
- 7 **Lethargy** The die casts 3rd-level *lethargy of Tsathoggua* (page 119).
- 8 **Susurrus** You hear faint whispers until the die moves. They give you a +1 status bonus to checks to Recall Knowledge and a -1 status penalty to Will saves.
- 9 **Charge** The die casts 3rd-level *shocking grasp*.
- 10 Roll on the d12 table.
- 11 **Intrusion** A 3rd-level *illusory creature* depicts a servitor of the Outer Gods that attacks a random creature.
- 12 **Mists** The die applies mists of R'lyeh (page 165).
- 13 **Vanish** The die turns invisible.
- 14 **Darkness** The die casts 2nd-level *darkness*.
- 15 Roll on the d12 table.
- 16 **Echo** The sound of the die striking the surface echoes loudly, clearly audible for at least 300 feet. Each creature within 5 feet is deafened for 1 round unless it succeeds at a Fortitude save.
- 17 **Void** The die casts 3rd-level *chill touch*.
- 18 **Nothing** Nothing happens.
- 19 **Scourge** The die casts 3rd-level *daze*.
- 20 Roll on the d12 table.

d12 Effect

- 1 **Folded Space** The die lands at your feet. Roll again on the d20 table. If the final result is Folded Space, the die explodes in a 10-foot burst that deals 4d10 mental damage (basic Will save)
- 2 **Eyebank** The nearest creature must succeed at a Fortitude save or become blinded.
- 3 **Eldritch Invigoration** The nearest creature regains 4d8 Hit Points and becomes sickened 1.
- 4 **Color Change** The die and the nearest creature become purple until the next time this result is rolled.
- 5 **Sarnath Sigil** The die casts 4th-level *sarnath sigil* (page 122) with a duration of 1d4+1 rounds.
- 6 **Yellow Sign** The die casts 4th-level *Yellow Sign* (page 154).
- 7 **Transposition** (conjunction, teleportation) The nearest creature and you change places.
- 8 **Web** (force) The nearest creature must succeed at a Reflex save or be immobilized for 1 round (restrained on a critical failure).
- 9 **Extinguish** All non-magical light sources within 300 feet are extinguished. The die attempts to counteract each magical light source (counteract modifier +20, counteract level 5th).
- 10 **Haste** The nearest creature is quickened on its next turn.
- 11 **Terror** The die casts a 3rd-level *fear* spell.
- 12 **Elder Sign** The die applies an *Elder Sign* on the surface it landed on, which also protects the die from being harmed or moved by affected creatures. The sign vanishes when the die is moved.

DISK OF THE HYADES**ITEM 9****ABJURATION MAGICAL**

Price 700 gp

Usage held in 1 hand; Bulk L

This strange emerald disk is covered in glowing runes.

Activate ♦ Interact (incapacitation, visual); **Effect** You present the disk strongly to ward off the undead. Each undead creature within a 30-foot emanation must attempt a DC 25 Will saving throw.

Critical Success The undead is unaffected and becomes temporarily immune for 24 hours.

Success The undead is stunned 1, then becomes temporarily immune for 24 hours.

Failure The undead is held at bay for as long as you Sustain the Activation. Undead held at bay are unable to take hostile actions against you or your apparent allies. If it is attacked by a protected creature, the undead becomes temporarily immune for 24 hours.

Critical Failure As failure, and the undead is slowed 1 as long as it can see the disk.

FLUTE OF THE SERVITORS**ITEM 11****ENCHANTMENT MAGICAL**

Price 1,300 gp

Usage held in 1 hand; Bulk L

This bone flute emits odd, faint notes when moved or exposed to even the faintest breeze.

Activate ♦ Interact (auditory, mental); **Effect** You play a single, clear note. It continues as an alien melody in the mind of all creatures that hear it within a 60-foot emanation, including you. Once heard, the melody makes it difficult to concentrate for 1 minute. No save is allowed against this effect. Whenever a listener attempts a concentrate action, they must succeed at a DC 5 flat check or the action is disrupted.

ICON OF CALLING**ITEM 10****UNCOMMON DIVINATION MAGICAL**

Price 900 gp; Access cult of Father Dagon, Great Cthulhu, or Mother Hydra

Usage held in 1 hand; Bulk 1

This pair of stone statuettes, each two handspans in height and one in width, depict the dread Great Cthulhu, a hideous being with batlike wings and a bulbous and tentacled head. Alone, one can be used as a divine focus by clerics of Great Cthulhu. The icons are paired with one another, and messages can be sent between the two.

Activate ♦♦ command, envision; **Effect** You cast *sending*, except that the message is only sent to the paired *icon of calling*. If another creature

is touching it, they receive the message and can glimpse you if their eyes are closed. If a creature is not, the receiving icon glows dimly until a creature touches it, at which point that creature receives the message.

Activate Interact (1 hour); **Frequency** once per week; **Effect** You cast *call of Cthulhu* (page 143) if you've spent 1 hour or more touching the icon, even if you didn't intend to Activate the Item. If this activation occurs when using the icons to send messages between the two, both users are affected.

IDOL OF DREAMING ITEM 15

UNCOMMON ILLUSION MAGICAL

Price 5,000 gp; **Access** cult of Father Dagon, Great Cthulhu, or Mother Hydra

Usage held in 2 hands; **Bulk** 3

This small stone statue, 2 feet tall and 1 foot wide, depicts Great Cthulhu, a hideous being with batlike wings and a bulbous and tentacled head. It is always slightly damp.

Activate ♦♦ command, envision; **Frequency** once per day; **Effect** You cast either 7th-level *dream sending of Cthulhu* (DC 34) or *dream council*. You and one target of your choice can attempt a single Religion check to cast a 6th-level *commune* ritual to get answers from Cthulhu or his servants, but you can only ask one question.

LAMP OF ALHAZRED ITEM 20

RARE DIVINATION MAGICAL

Price 50,000 gp

Usage held in 1 hand; **Bulk** 1

This odd stone lantern seems out of place no matter where it is located.

Activate ♦ envision, Interact; **Requirements** The lamp contains 1 pint of oil and is in darkness, and there is a flat, unobstructed wall at least 5 feet across that is also in darkness within the lantern's area of light; **Effect** You light the lantern. The light it casts on any wall reveals visionary windows to another time and place. If no time and place is envisioned 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 window is accurate only to within 1% of the distance and time difference from the

lamp's place and time on the same planet outside the viewer's likely lifespan. Thus, viewing a location 1,000 miles away and 100 years ago could be as near as 990 miles away and 99 years ago or as far as 1,010 miles away and 101 years ago. Viewing other times within the viewer's lifetime is particularly difficult: if the chosen time is within the viewer's typical lifespan (about 90 years for humans) but not the present, the margin of error is 10 years. Viewing locations on another planet produces an error of about 100 miles, regardless of the distance to that planet.

Extinguishing the lamp closes the window. If fuel remains and the lamp is re-lit, it shows nothing unusual. A new window cannot be opened until the lamp has burned for a total of 1 hour (which uses 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

ITEM 12

UNCOMMON DIVINATION MAGICAL

SCRYING

Price 1,700 gp; **Access** Leng folk

Usage held in 1 hand; **Bulk** L

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.

Activate 1 minute (envision, Interact); **Effect** You adjust the angle of the glass and envision a place on any plane of existence you wish to view.

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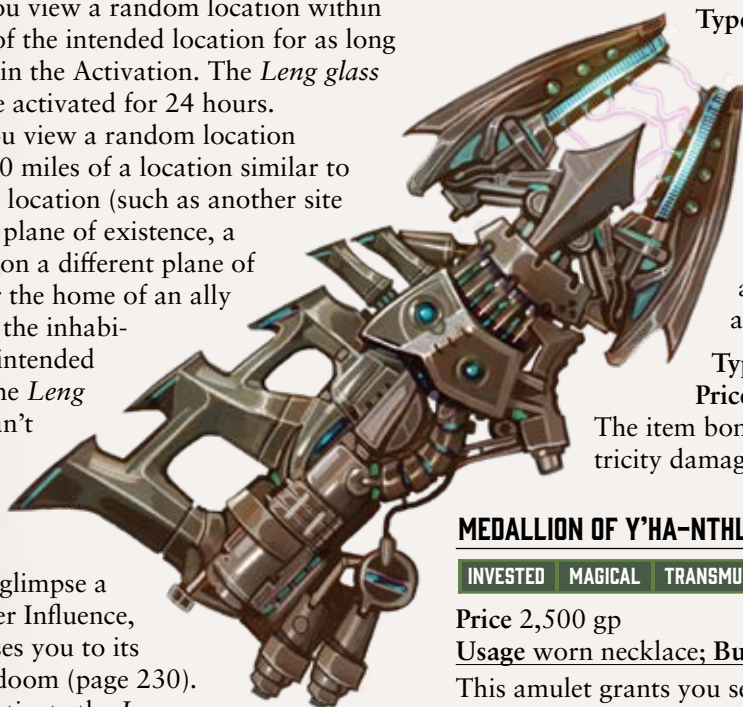
Attempt either a DC 28 skill check suitable for the plane of existence you wish to view (Arcana or Nature for the Material Plane, Elemental Planes, or fey realm; Occultism for the Astral, the Dreamlands, Ethereal, or other occult planes; Religion for Outer Planes and deific realms) or a DC 25 Yog-Sothothery check for any plane.

Critical Success You view the intended destination for as long as you Sustain the Activation. The *Leng glass* then can't be activated for 1 hour.

Success You view a random location within 1d10 miles of the intended location for as long as you Sustain the Activation. The *Leng glass* then can't be activated for 24 hours.

Failure You view a random location within 1d100 miles of a location similar to the intended location (such as another site on the same plane of existence, a counterpart on a different plane of existence, or the home of an ally or enemy of the inhabitants of the intended location). The *Leng glass* then can't be activated for 24 hours.

Critical Failure You glimpse a random Elder Influence, which exposes you to its unnamable doom (page 230). You can't Activate the *Leng glass* again for 24 hours.



LIGHTNING GUN

ITEM 8+

UNCOMMON ELECTRICITY EVOCATION MAGICAL

Access yithian

Usage held in 2 hands by a Medium or Small creature, or in 1 hand by a Large or Huge creature; **Bulk** 2

This elaborate metal device has many flanges and protruding fins with gleaming blue edges that spark with electricity when activated. The lightning gun is an advanced ranged weapon, but you can use your spell attack modifier if you have any electricity spell prepared or in your repertoire. You must first identify the lightning gun's magic to Strike with it. The gun has 10 charges. It regains 1d10 charges at dawn each day by absorbing electricity from the atmosphere.

Activate ♦ Strike Cost 1 charge; **Effect** The device fires a lightning bolt at your target, with a range of 150 feet. You make either an attack roll using your proficiency rank in lightning

guns and your Dexterity modifier, as normal for a ranged Strike, or a spell attack roll if you have any electricity spell prepared or in your repertoire. The gun grants you an item bonus to attack rolls. The gun deals the listed electricity damage + your Intelligence modifier. If the target wears metal armor or is made of metal, you get a +1 circumstance bonus to the attack roll and a hit deals an additional 1d4 persistent electricity damage. On a critical hit, the damage is doubled but the persistent damage is not.

Type basic; **Level** 8; **Price** 500 gp

The item bonus is +1 and the electricity damage is 3d12.

Type advanced; **Level** 11; **Price** 1,200 gp

The item bonus is +2 and the electricity damage is 4d12.

Type optimized; **Level** 17; **Price** 12,500 gp

The item bonus is +3 and the electricity damage is 5d12.

MEDALLION OF Y'HA-NTHLEI

ITEM 13

INVESTED MAGICAL TRANSMUTATION

Price 2,500 gp

Usage worn necklace; **Bulk** L

This amulet grants you several benefits to help you adventure underwater.

- You can breathe underwater.
- You gain cold resistance 5.
- You can see in water as if the water were perfectly clear regardless of any impurities like sediments (though it does not grant low-light vision or darkvision).
- You gain a swim Speed of 10 feet.
- You are immune to any harm due to deep water, such as cold or pressure.

MIND PROJECTOR

ITEM 11+

UNCOMMON CONSUMABLE ENCHANTMENT MAGICAL

Access yithian

Usage held in 2 hands; **Bulk** 1

Activate Cast a Spell

This complex bundle of magical reagents and rare metal spines dramatically extends the range (but not the area) of a mental spell you use to Activate the Item. As part of activating it, you can provide somatic and material components for the spell with the hands holding the *mind projector*. The spell level is subject to a limit ac-

cording to the type of mind projector. The *mind projector* melts into slag after it is used.

In the few circles in which they are known in the present day, yithians are notorious for being able to build these items far beyond the ability of other creatures. A yithian can use its Mind Swap ability through the projector.

Type basic; **Level** 11; **Price** 300 gp

The effect's range increases to 500 feet. The spell level can be no higher than 3rd.

Type advanced; **Level** 15; **Price** 1,300 gp

The effect's range increases to planetary. It can also start at a different point forward or backward in time, but only in vast jumps of at least 1,000,000 years. The spell level can be no higher than 5th.

Type optimized; **Level** 19; **Traits** rare; **Price** 8,000 gp

The effect's range increases to interplanar. It can also start at a different point forward or backward in time, but only in large jumps of at least 10,000 years. The spell level can be no higher than 7th.

PIGMENTS FROM YUGGOTH

ITEM 7

CONSUMABLE MAGICAL OIL TRANSMUTATION

Price 50 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

When these pigments are used to illustrate or write something, they are always visible, even in the darkness. They are indelible, and even magic has difficulty removing 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. Trying to paint over it doesn't work—the new paint simply dissolves. Only a *disjunction spell* can remove pigments from Yuggoth directly. If the pigments are counteracted (such as by *dispel magic*), they can be cleaned off with 10 minutes of labor during the time the magic is suppressed. The pigments have a counteract level of 6th and counteract DC 28.

A typical small pot of pigments can cover at least 25 square feet (a 5-foot square).

PLUTONIAN DRUG

ITEM 13

RARE CONSUMABLE DIVINATION MAGICAL POTION
PREDICTION

Price 450 gp

Usage held in 1 hand; **Bulk** L

Activate ♦♦ envision, Interact

When you take this potion, you gain a vision of another time. Choose a particular goal, event, or

activity from any point in the past or future. You glimpse a creature, object, place, or event relevant to the chosen subject. This image provides a useful clue to attaining a goal or understanding the event or activity, although it might be cryptic and require research to fully understand.

PORTAL

ITEM 15

UNCOMMON CONJURATION MAGICAL TELEPORTATION

Price 5,500 gp

Bulk 100

A *portal* 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 *portal*, that creature instantly teleports to a specific other *portal* that can be anywhere on any plane. Each creature thus transported consumes 10 charges. There are rumors of rare *portals* that can even connect to another *portal* across time.

RING OF EIBON

ITEM 18

DIVINATION INVESTED MAGICAL PREDICTION

Price 20,000 gp

Usage worn ring; **Bulk** —

This ring grants you glimpses of the future. While you wear it, you get a +1 item bonus to initiative rolls and aren't flat-footed against undetected creatures or when flanked.

Activate ◊ envision; **Trigger** You are subject to a hostile action or other danger; **Effect** If the hostile creature or danger forces the target to roll dice (a saving throw, for example), you roll twice and uses the higher result, and this effect gains the fortune trait. If the hostile creature or danger rolls against the target (an attack roll or skill check, for example), that hostile creature or danger rolls twice and uses the lower result, and this effect gains the misfortune trait.

Activate ♦♦ Ready; **Effect** The trigger for your Readied reaction is any action by any creature, or any creature leaving a space during a move action it's using.

SAP OF THE HOWLER

ITEM 12

CONSUMABLE MAGICAL OIL TRANSMUTATION

Price 350 gp

Usage held in 1 hand; **Bulk** 1

Activate ♦♦ Interact

When you cover a creature in this sap (one quart is enough for a Medium creature), that creature gains a fly Speed of 40 feet until the substance dries out, which typically takes 2 hours.

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SEAL OF HYDRA

ITEM 4

ABJURATION INVESTED MAGICAL

Price 75 gp

Usage worn necklace; Bulk L

This seal is a circular brass or gold disk with green Deep One inscriptions honoring Mother Hydra encircling a green stone. While you wear it, attempts to Steal from you take a -4 item penalty, as the thief finds the targeted item almost immovable. Even if the attempt succeeds, the *seal of Hydra* automatically alerts you to the theft by jerking slightly toward the thief.

Activate ♦♦ command, Interact; **Frequency** once per day; **Effect** You affix the *seal of Hydra* to a container and the seal casts 2nd-level *lock* on the container (minimum Thievery DC 18). You are mentally alerted if anyone attempts to open the container unless the attempt successfully counteracted the *lock* or the *seal of Hydra* itself.

SENSORY MACHINE

ITEM 1+

UNCOMMON MAGICAL

Access mi-go

Usage attached to a brain cylinder or mi-go socket; Bulk L

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, life force, or concepts impossible for humans to understand.

One use of these machines is to plug them into brain cylinders (page 363), allowing captured entities to perceive the world outside their cylinder. A mi-go can also perform a surgical operation on a living creature, in effect creating a permanent sensory socket graft (page 183).

Any sensory machine can be plugged into any socket. Plugging or unplugging a sensory machine into a socket is an Interact action. When you receive input from more sensory organs than you are accustomed to, you risk being overwhelmed by the sensation whenever you perceive a new strong stimulus and must attempt a Will save. You become sickened 1 on a failure or sickened 2 on a critical failure.

Type *speech*; Level 1; Price 10 gp

This machine lets you speak directly from it as if from a human mouth. You can speak the same thing from multiple mouths or machines simultaneously, but otherwise can speak from only one source at a time.

Type *basic sense*; Level 3; Price 50 gp

This machine grants one sense of humanoid quality: hearing (imprecise), scent (vague), sight (precise), taste, touch, temperature sense, and pain, or possibly more obscure senses. For exam-

ple, 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.

If you receive strong stimulus (such as a bright light or loud sound) from the sensory machine while accessing more senses than you are accustomed to, the Will DC is 12.

Type *low-light vision*; Level 4; Price 80 gp

A low-light vision machine functions as a basic vision sense machine, but the Will DC is 13 and the vision includes low-light vision. You can see in dim light as if it were bright light, so you ignore the concealed condition due to dim light.

Type *vibration sense*; Level 6; Price 220 gp

While this machine is plugged into you, you can sense pressure waves in the air or water with keen awareness, much like a fish's lateral line sense. While it may take a period of adjustment, any human mind can generally adapt to understanding an extraordinary sense like this after 1 day with a successful DC 15 Will save. Until then, you can't perform reactions and can't use the new sense in a useful manner. Your vibration sense is an imprecise sense with a range of 15 feet.

Type *darkvision*; Level 8; Price 430 gp

A darkvision machine functions as a basic vision sense machine, but the Will DC is 19 and the vision includes darkvision, which might also include seeing ultraviolet light or heat.

Type *scent*; Level 10; Price 880 gp

As a basic scent machine, but with superhuman sensitivity. Scent is an imprecise sense for you with a range of 30 feet. The GM might double this range for smells from sources upwind of you, or halve the range for smells from sources downwind of you. The Will DC is 22.

Type *echolocation*; Level 12; Price 1,750 gp

As a basic hearing machine, but it allows you to use echolocation like a bat. You can use hearing as a precise sense within a range of 30 feet. The Will DC is 24.

Type *extradimensional sense*; Level 16; Price 8,500 gp

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 93), this generally functions as a disturbing discovery that shakes a person's sense of self to the core, applying a -4 circumstance penalty to the Will saving throw against dread. The more alien the sense, the more horrifying and brutal the shock (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 a confused condition (see page 93). 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 fun-gi may well set them up as special sentries or guardians for their human contact cult. Extradimensional senses effectively grant the benefits of *true seeing* (counteract level 8th, counteract modifier +25) with a range of 60 feet and also allow seemingly random glimpses into nearby planes of existence such as the Astral Plane, the Ethereal Plane, the fey realm, or the Shadow Plane.

SILVER KEY

ITEM 7+

UNCOMMON ABJURATION MAGICAL

Usage held in 1 hand; Bulk L

This small, elaborate silver key opens the way to infinite possible destinations. While you hold the key, you have the benefits of the Dreamer feat (page 88); if you already have this feat, you can travel to the Dreamlands even if your dream-form is dead. When you fall asleep while holding the key, it disappears and sends you to the Dreamlands. When you return and awaken, the key reappears. If you die in the Dreamlands while the key has vanished this way, it never reappears.

Type *lesser silver key*; Level 7; Price 300 gp

Type *greater silver key*; Level 16; Price 8,000 gp
When you cast *plane shift* by any means, you don't require a tuning fork to travel to a plane of existence you have visited before. When you cast *teleport* by any means, the range is anywhere in the same galaxy when traveling to a destination you have visited before.

Activate ♦♦ envision, Interact; Frequency twice per day; Effect You turn the key in the air, unlocking and opening a door that transports you with the effects of either *plane shift* or 7th-level *teleport* (your choice).

Type *major silver key*; Traits rare; Level 20; Price 55,000 gp

As *greater silver key*, but when you activate it you can go into the past or future. If you do, you arrive within 1d100–1 years of your intended time.

STARSTONE OF MNAR

ITEM 5+

ABJURATION MAGICAL

Price 140 gp

Usage held in 1 hand; Bulk 1

This meteorite fragment protects your mind, especially from monsters of the Mythos. While you

hold the stone, it grants you a circumstance bonus to all saves against effects from aberrations, beasts, oozes, and all creatures closely associated with the Cthulhu Mythos.

Activate ◊ envision; Frequency once per day; Trigger You end your turn frightened, stupefied, or unnerved with a value greater than 1, regardless of the condition's source; Effect Each of the triggering conditions' values decreases by 1.

Activate ♦ Interact; Effect You shield yourself with the *starstone of Mnar*. The circumstance bonus increases by 1 until the start of your next turn.

Type lesser; Level 5; Price 140 gp

The circumstance bonus is +1, or +2 while Activated.

Type greater; Level 11; Price 1,250 gp

The circumstance bonus is +2, or +3 while Activated.

Type major; Level 16; Price 8,600 gp

The circumstance bonus is +3, or +4 while Activated.

STONE OF NODENS

ITEM 13

INVESTED MAGICAL NECROMANCY

Price 2,700 gp

Usage held in 1 hand; Bulk L

The stone of Nodens is a smoothly polished aquamarine the color of the sea. Eddies and currents flow within it. If you roll a success at a Will save, you get a critical success instead. You can use the stone as a divine focus or primal focus for any divine or primal spells you can cast. Whenever you cast any healing spell while holding the stone in hand, you get a +1 status bonus to the spell's level.

STUN FIELD PROJECTOR

ITEM 14

UNCOMMON EVOCATION FORCE MAGICAL

Price 800 gp; Access yithian

Usage held in 2 hands; Bulk 1

Inside a cone of thin stone, visible energy arcs across a mesh of crystal tubes and metal.

Activate ♦♦♦ Interact; Frequency once per day; Effect The *stun field projector* casts a 7th-level wall of force. The wall disappears if the projector is taken farther than 30 feet from it. You can use an Interact action to move the field to another location within range of the projector or to end the effect early. The wall flickers with visible sparks of energy. Any creature that touches it or attacks it with a melee weapon takes 6d6 electricity damage and must attempt a DC 31 Fortitude save. If the creature takes no electricity damage (due to immunity or resistance), it also experiences none of the conditions.

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Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is stunned 1.

Critical Failure The creature takes full damage, falls prone, and is stunned 2.

THOUGHT RECORDER

ITEM 2+

UNCOMMON DIVINATION MAGICAL MENTAL

Access yithian

Usage held in 2 hands; Bulk 1

A *thought recorder* is a dark-blue metal-and-stone ovoid. It stores psychic recordings of sound, emotion, and possibly other sensations, which it can later recall. The recorder can store a total of 20 hours of recordings. It can replay or record a total of no more than 1 hour of information per day.

Activate ♦♦ command, Interact; **Effect** The *thought recorder* records input based on its type. It records only while you remain touching it and it has space available.

Activate ♦♦ command, Interact; **Effect** The *thought recorder* replays a record. If you don't specify one by identifiable parts of the recording, it simply replays the most recent one. The playback ends when you cease to touch the *thought recorder* or when you use a single command action to erase that record.

Type basic; Level 2; Price 30 gp

The recorder stores the sound of your voice and your strongest emotion during the recorded period.

Type advanced; Level 6; Price 200 gp

The recorder stores the meaning of your thoughts and all your strong emotions, requiring no translation to understand. This information can be as much as could be conveyed in 1 hour of conversation, but takes no more than 10 minutes to record or replay. Thus, it can record up to 6 hours of information in the 1 hour per day it can function.

TIARA OF MNAR

ITEM 6+

INVESTED MAGICAL NECROMANCY

Price 200 gp

Usage held in 1 hand; Bulk 1

This small tiara always glistens like it's just been polished. It suppresses your need for sleep, but the toll on your body accumulates even as the tiara prevents you from feeling it; when the tiara is removed, you experience the forestalled cost to your body all at once. While you wear the tiara, you are immune to the fatigued condition. The tiara also suppresses sleep effects on you, making you merely slowed 1 for as long as it suppresses the unconscious condition from sleep effects.

Whenever the *tiara of Mnar* prevents you from gaining the fatigued condition, the GM secretly rolls 1d6 negative damage and records it. When you remove the tiara, you take all the secretly rolled damage. If you take any damage in this way, you become fatigued.

Type lesser; Level 6; Price 200 gp

You must still spend 8 hours resting and caring for yourself in order to make your daily preparations, but you remain alert the entire time.

Type greater; Level 12; Price 1,700 gp

You must still spend 8 hours resting in order to make your daily preparations, but after you have invested the tiara for 24 hours and as long as you continue to reinvest the tiara each day, you can undertake light activity that allows you to make half a day's progress toward retraining (or other suitable downtime activities) during your rest period.

Type major; Level 19; Price 30,000 gp

After you have invested the tiara for 24 hours and as long as you continue to reinvest the tiara each day, you need merely 8 hours without danger and without entering encounter mode in order to make your daily preparations. This allows you to make 2 days of progress toward retraining (or other suitable downtime activities) each day, or to make 1 day of progress toward a downtime activity while resting before making your daily preparations.

ULTRA-VIOLET RESONATOR

ITEM 20

UNCOMMON CONJURATION OCCULT

Price 60,000 gp

Usage held in 2 hands; Bulk 2

This violet crystal set in a golden, dragon-like vessel hums with varying frequency depending on nearby noise.

Activate ♦ Interact; **Frequency** seven times per year, no more than once per day; **Effect** You attempt an Occultism or Yog-Sothothery check against a hard DC for a common aberration of 15th level or lower or a creature of any type of 15th level or lower from Chapter 9. On a success, the *Ultra-Violet Resonator* casts 10th-level *summon entity*, which summons the chosen creature even if it isn't an aberration. On a failure, it summons a randomly-chosen creature of any rarity of 20th level or lower from Chapter 9. In any case, the entities are not under anyone's control and lack the minion trait, although they are summoned. The *Ultra-Violet Resonator* automatically Sustain the Spell for 2d6 rounds, without costing any of your actions.

Crafting Requirements You are legendary in Occultism or Yog-Sothothery.

ARTIFACTS

No one alive today possesses the knowledge or means to create the following artifacts. Due to their rarity, they are often considered priceless and are jealously guarded by cultists or wizards who acquire them. Most hold or draw the direct attention of powerful Outer Gods and Great Old Ones.

A few similar items are described alongside the description of creatures who are always close at hand with them, as is the case with the Bloated Woman and her cursed *sickles of Nyarlathotep* (page 305) and the Haunter of the Dark and its *Shining Trapezohedron* (page 311).

BLACK FAN

ITEM 22

UNIQUE ARTIFACT DIVINE
ILLUSION

Usage held in 1 hand; Bulk L

The *Black Fan* is composed of the finest black silk. It is usually carried by the Bloated Woman form of Nyarlathotep, or else by one of her chosen worshippers.

Activate ♦ Interact (auditory, illusion, mental, olfactory, visual); **Effect** You hold the *Black Fan* just under your eyes, and your whole form takes on an illusory appearance aesthetically appealing to onlookers. This illusion can change your apparent size and creature type. The illusion fools all senses but doesn't actually alter your form or your abilities. If you perform an action that doesn't match your appearance, such as Striking with unseen tentacles or using unseen wings to Fly, observers can attempt a DC 45 Perception check to disbelieve it. Similarly, a creature that has reason to believe your appearance is an illusion can Seek to disbelieve it. On a successful check, the observer notices subtle imperfections and knows you are magically disguised, but still doesn't 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 perform a hostile action or end your turn without spending an Interact action to keep the fan in place, the illusion immediately ends.

Destruction The only way to destroy the *Black Fan* is to soak it in the ichor taken from one of Nyarlathotep's forms other than the Bloated Woman after it has been killed.



LESSER PALLID MASK ITEM 20

RARE ARTIFACT
ENCHANTMENT INVESTED
OCCULT

Usage worn mask; Bulk L

Lesser pallid masks have been shed from the original *Pallid Mask* (see page 293) and retain some of its cosmic power. They are often collected in the wake of the King in Yellow, whether by his worshipers or by those who have banished the king. While you wear the *lesser pallid mask*, you get a +3 item bonus to Perception checks and all checks to Recall Knowledge.

In addition, creatures do not notice your presence unless you interact with them personally (including any hostile action against them). Even interactions between you and other creatures the observer has already noticed don't alert observers to your presence. Once your presence is known, that observer becomes temporarily immune for 24 hours. This effect does not hide you from senses other than vision, hearing, and scent.

Destruction 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.

DIVINE SILK TUNIC

ITEM 22

UNIQUE ABJURATION ARTIFACT DIVINE INVESTED

Usage worn garment; Bulk L

This lovely yellow silk tunic is usually worn by the Bloated Woman form of Nyarlathotep, or else by one of her chosen worshippers. It grants you a +3 item bonus to AC and saving throws, and has a maximum Dexterity modifier of +6. You can affix talismans to the *Divine Silk Tunic* as if it were light armor.

When you attempt a saving throw against a death effect, disease, or poison while wearing the tunic, you use the outcome for one degree of success better than the result of your roll.

Destruction If a 10th-level *Elder Sign* (page 148) is woven into the *Divine Silk Tunic* and the modified tunic is worn in the presence of Nyarlathotep's Elder Influence or any Outer God's Elder Influence until the *Elder Sign* is destroyed by the exposure, the *Divine Silk Tunic* unravels along with the *Elder Sign*.

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NODENS'S TORCH

ITEM 19

UNIQUE ARTIFACT CURSED EVOCATION LIGHT

Usage held in 1 hand; Bulk 1

This mithral sword shines with a silvery light through a thin patina on its elaborate hilt and blade. It casts bright light for 20 feet (and dim light for a further 20 feet). *Nodens's Torch* is a +3 *flaming wounding major striking long-sword*. On a critical hit, the target is dazzled until the start of your next turn.

Nodens always gifts his torch with a magical prohibition and a quest: if any creature violates the prohibition or interferes with the completion of the quest, the weapon casts a 10th-level *mariner's curse* (spell DC 45) on the creature that lasts until Nodens reclaims the torch.

Destruction If a Strike using *Nodens's Torch* critically misses against a form of Nyarlathotep or Azathoth while Nodens remains beholden to Azathoth, it shatters against the form's skin.

PIERCING LIGHT

ITEM 20

UNIQUE ARTIFACT CURSED EVOCATION LIGHT

Usage held in 1 hand; Bulk 1

This mithral-tipped wooden spear shines with a silvery light. It casts bright light for 20 feet (and dim light for a further 20 feet). *Piercing Light* is a +3 *flaming returning wounding major striking spear*. The spear ignores all circumstance bonuses to the target's AC. If the target had a circumstance bonus from cover or a shield of lower level and the spear critically hit the target, it also breaks the item providing that bonus. This allows you to attempt thrown Strikes against targets with total cover, although it doesn't negate the need for a flat check if the target is hidden from you.

On a hit, the spear casts a 7th-level *dimensional anchor* spell on the target.

Nodens always gifts his spear with a magical prohibition and a quest: if any creature violates the prohibition or interferes with the completion of the quest, the weapon casts a 10th-level *mariner's curse* (spell DC 45) on the creature that lasts until Nodens reclaims it.

Destruction If *Piercing Light* is used to break an *Elder Sign* by Striking an Outer God's or Nyarlathotep's Elder Influence gaining cover from the sign, the spear is destroyed.

R'LYEH DISK FRAGMENT

ITEM 20

RARE ARTIFACT MAGICAL TRANSMUTATION

Usage held in 1 hand; Bulk 1

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 bearer of a *R'lyeh Disk Fragment* can call upon aid from the deep and participate in awakening Cthulhu.

Any aberration with a swim Speed (and other entities closely associated with Cthulhu, at the GM's discretion) within 50 feet of the fragment becomes tougher and more resilient. Each such creature gets a +3 item bonus to weapon damage rolls. In addition, each such creature gains 20 temporary Hit Points when it enters this area. A creature can't gain temporary HP this way again for 24 hours.

Once all the *R'lyeh Disk* fragments have been put together and bound in a special 10th-level ritual known to few, the complete disk can be used to awaken Cthulhu. He is not under your control.

Destruction When an *Elder Sign* (see page 148) is inscribed on a *R'lyeh Disk fragment* using the blood of a starspawn, the fragment disintegrates.

R'LYEH TABLET

ITEM 21

UNIQUE ARTIFACT MAGICAL TRANSMUTATION

Usage held in 1 hand; Bulk 3

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.

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 in a dream form, similar to their dream-self from the Dreamlands (page 101) except that this is a new copy and not their persistent dream-self. They return to their physical bodies when they awaken from sleep. If the dream form is holding an object when its physical body awakens and the dream form 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 40 Will saving throw.

Destruction The *R'lyeh Tablet* can be damaged while in R'lyeh, which is suffused by Great Cthulhu's influence. The tablet has AC 48, Fortitude +41, Reflex +32, Hardness 40, and 150 HP.



GRAFTS

Grafts are permanent modifications to a creature's body. These modifications might be the result of alchemy, surgery, magic, or advanced technology. Regardless of origin, they are so completely integrated into the target's body that they can't be separated (except via the Implant Graft activity) or targeted any more directly than an original part of the creature's body.

Each graft modifies a specific system listed in the graft's entry, and a system can't normally have more than one graft implanted. Implanting a new one in a specific body part that already has a graft requires removing the previous one as part of the implantation procedure (though this doesn't add any time to the procedure). A graft can be removed from one creature and implanted in someone else, but each procedure is its own activity. Removing a graft returns the modified system to its state as it was before the implantation.

IMPLANTING GRAFTS

Grafts are implanted with rituals, alchemical procedures, or surgeries, all of which use the Implant Graft activity detailed below. Implanting a magical graft gives the activity the same trait.

IMPLANT GRAFT

CONCENTRATE DOWNTIME MANIPULATE

Requirements You have expert proficiency in Medicine or the proficiency rank indicated in the Skill Check entry of the graft you're implanting, whichever is greater, and you have the formula for the graft you're implanting.

Implantation (or removing a graft already implanted) requires the time listed in the graft's Implantation entry. After this interval, you attempt a Medicine check against a DC determined by the graft's level and rarity.

You use the outcome one degree of success worse than your result if the target had a drained value of 2 or higher when you began the procedure. The recipient of the graft must remain still throughout the procedure, which typically require them to be willing, restrained, or unconscious; if these conditions cease to be true at any point during the process, the activity is disrupted and the target becomes drained 4.

Critical Success You successfully implant or remove the graft with minimal side effects. The creature becomes drained 1.

Success You implant or remove the graft successfully, but the procedure makes the creature drained 2.

Failure You fail to implant or remove the

graft. The trauma of the produce makes the creature drained 2.

Critical Failure You fail to implant or remove the graft and badly botch the procedure. The creature becomes drained 4.

GRAFT FORMULAS

Grafts are Crafted like other alchemical or magical items, but they can't be used until they are implanted (and thus are of no use with the Quick Alchemy action or advanced alchemy). Grafts are never common. A graft's formula also includes all the necessary information to implant the graft, although doing so is a separate activity from Crafting the graft.

A graft's formula can be learned by studying the body of a creature that has the graft, but the Crafting check to do so takes a -4 circumstance penalty. Disassembling a graft that is not currently implanted to learn its formula is the same as for any other item.

GRAFTS AND MORPH EFFECTS

All grafts have the morph trait. If they would be overridden by another morph or polymorph effect, the new effect attempts to counteract the graft. If the graft is counteracted, it is merged into the new form (but can't be used) and returns after the new form ends. If the graft is not counteracted, the new morph or polymorph effect is disrupted.

ACID BLOOD CURSE

GRAFT 13

UNCOMMON ALCHEMICAL GRAFT MORPH

Price 2,400 gp; **Access** Tcho-Tcho Medicine ancestry feat

Implantation 2 days; **System** blood
Skill Check Medicine (master)

This graft protects you from acid by turning your blood and bodily fluids highly acidic, causing them to damage and corrode any material they drip upon. You gain acid resistance 10. Your highly acidic blood damages weapons that penetrate your skin as well creatures near enough to be sprayed by any blood splatter from attacks made using such weapons. A creature that damages you with a slashing or piercing weapon in melee takes 1d6 acid damage from blood spatter. Slashing and piercing weapons that damage you also take this damage, which ignores Hardness.

While these advantages are significant, the disadvantages are why it is called a curse. Your other body fluids are also acidic, though not to the same degree as your blood. Your sweat will, over time, tatter and ruin all worn clothing, and your

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saliva eventually tarnishes and destroys eating utensils. This effect also makes it hard for you to have a romantic or social relationship, except with another subject of the acid blood curse. The acid blood curse is not normally performed on Okkators, other than the masked, because it prevents them from being able to interact easily with society.

Any armor or clothing you wear degrades over time, gaining the broken condition after 1d4 weeks of wear and becoming destroyed after another 1d4 weeks. If you take piercing or slashing damage, any worn armor is also exposed to the acid damage. As a result, most subjects of this graft belong to classes that don't normally wear armor.

CLAW BLADE

GRAFT 3+

UNCOMMON ALCHEMICAL GRAFT MORPH

Access yothan

Implantation 1 day; **System** 1 pair of arms or forelegs

Skill Check Medicine (expert)

The yothans often implant claw blades into their warriors and enslaved defenders. These metal or bone blades give you a claw unarmed attack that deals slashing damage and has the agile and unarmed traits. The blades don't interfere with using the implanted limbs.

Type lesser claw blade; **Level** 3; **Price** 60 gp
The claw's damage is 1d6.

Type greater claw blade; **Level** 9; **Price** 700 gp
The claw's damage is 1d8.

DIGESTIVE REPLACEMENT

GRAFT 3

UNCOMMON ALCHEMICAL GRAFT MORPH

Price 25 gp; **Access** mi-go

Implantation 2 hours; **System** digestive tract and support organs (pancreas, liver, etc.)

Skill Check Medicine (expert)

This set of fungus-animal hybrid tissue engineered by mi-go helps human allies and slaves survive in unusual environments. In the end, however, 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.

This graft replaces your digestive organs with a whole new set designed to handle a new source of nutrition. 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 get 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 get the ability to digest cellulose, allowing you to survive by eating wood chips and leaves. If you are going to a deserted island, you might get the power to drink sea water and excrete the salt safely, or perhaps the capacity to digest sand or rock.

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, your skin might take on a cyanotic tint. If you now eat heavy metals, you might take on a dull leaden sheen.

Despite the significant changes the mi-go can make to most of your body systems, there is only so much they can do to your mouth and teeth. This could mean you now need special instruments to pre-process your 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 block of wood; you'd need to grind it down to sawdust before you can swallow it. The fungal digestive changes also don't affect the taste of the new food. As a result, you might want to season or modify the food to make it more palatable, a task with varying degrees of difficulty.

You gain the ability to digest the chosen form of sustenance, but unless the implantation Medicine check was a critical success, you lose the ability to consume your former diet. Eating previously edible food provides no nutrition and makes you sickened 1.

EXPRESSIVE SKIN

GRAFT 2+

UNCOMMON ALCHEMICAL GRAFT MORPH

Access Gnorri Science ancestry feat

Implantation 1 day; **System** skin

Skill Check Medicine (expert)

You have stimulated your skin with alchemical dyes and herbs that cause its coloration to respond to your thoughts. Your precise control of your skin tone gives you an item bonus to Disguise checks to Impersonate. As long as you have a significant amount of skin exposed, you also get an item bonus to visual Stealth checks and to your Stealth DC against attempts to observe you visually.

Activate ♦ (concentrate) You change the appearance of your skin within the limits of its type.

Type I; **Level** 2; **Price** 25 gp

The item bonus is +1. You can display simple patterns and colors on your skin.

Type II; **Level** 5; **Price** 125 gp

The item bonus is +2. You can produce complex patterns and simple images, such as most tattoos.

Type III; Level 9; Price 575 gp
The item bonus is +3. You can produce any image you can imagine using your skin as a canvas.

EXTRA ARM

GRAFT 7+

UNCOMMON ALCHEMICAL GRAFT MORPH

Access Gnorri Science ancestry feat

Implantation 4 days; **System** ribs

Skill Check Medicine (expert)

Donated gnorri tissue and magical reagents grafted onto your ribs provide you with a fully functional extra arm. You can use the arm like a typical humanoid arm of proportional size to your body. It doesn't grant you additional actions in combat, but you can hold and wield more items than otherwise possible.

Type single; **Level** 7; **Price** 360 gp

Your sole extra arm can be located on either side of your body.

Type pair; **Level** 13; **Price** 3,000 gp

You have one extra arm on each side of your body.

GRAFTED GILLS

GRAFT 7

UNCOMMON ALCHEMICAL GRAFT MORPH

Price 300 gp; **Access** Gnorri Science ancestry feat

Implantation 1 day; **System** throat

Skill Check Medicine (expert)

Gnorri tissue and magical reagents implanted into your neck grow into fully functional gills. You gain the amphibious trait and can breathe air and water.

JAW BLADE

GRAFT 3+

UNCOMMON ALCHEMICAL GRAFT MORPH

Access yothan

Implantation 1 day; **System** mouth

Skill Check Medicine (expert)

The yothans often implant jaw blades into their warriors and enslaved defenders. These metal or bone blades give you a jaws unarmed attack that deals piercing damage and has the unarmed trait. The blades don't interfere with speech or eating.

Type lesser jaw blade; **Level** 3; **Price** 60 gp

The blade's damage is 1d8.

Type greater jaw blade; **Level** 9; **Price** 700 gp

The blade's damage is 1d10.

SECRET MOUTH

GRAFT 4

UNCOMMON ALCHEMICAL GRAFT MORPH

Price 85 gp; **Access** Tcho-Tcho Medicine ancestry feat

Implantation 1 day; **System** any limb

Skill Check Medicine (expert)

Tcho-Tcho traditionally implant this graft on the palm of a hand. The secret mouth can speak, breathe, and eat, preventing attacks affecting your original mouth from suffocating or silencing you. It is fanged, and thus you gain a fangs unarmed attack using the appropriate limb. It deals 1d4 piercing damage, is in the brawling group, and has the agile, deadly d6, finesse, and unarmed traits. The bite is not in itself venomous, but it can be made so with a venom sac graft (below).

SENSORY SOCKET

GRAFT 1

UNCOMMON GRAFT MAGICAL MORPH

Price 15 gp; **Access** mi-go

Implantation 1 hour; **System** any

Skill Check Medicine (expert)

A sensory socket is typically a metal-rimmed hole in the recipient's body. The fungi from Yuggoth recommend that these holes be filled with wooden or ceramic plugs when not in use to avoid gathering dust or lint. The socket allows you to attach and use *sensory machines* (page 176).

VENOM SAC

GRAFT 6

UNCOMMON ALCHEMICAL GRAFT MORPH

Price 230 gp; **Access** Tcho-Tcho Medicine ancestry feat

Implantation 1 day; **System** any unarmed attack

Skill Check Medicine (expert)

Tcho-Tcho traditionally implant this graft into fangs (especially those of a secret mouth, above), but it can be attached to any one unarmed attack that deals piercing or slashing damage, chosen when the graft is implanted. You can implant this in the same system as a graft that grants you an unarmed attack.

Activate ♦ **Frequency** three times per day; **Trigger** You deal piercing or slashing damage to a creature with the chosen unarmed attack; **Effect** You inject Okkator venom into the creature you hit.

Okkator Venom (injury, poison) **Level** 6; **Saving Throw** Fortitude DC equals your Fortitude DC; **Maximum Duration** 4 rounds; **Stage** 1 2d4 poison damage and enfeebled 1 (1 round); **Stage** 2 2d4 poison damage and enfeebled 2 (1 round)

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MATERIALS

The following uncommon materials are created using serpentfolk alchemical processes.

CHAMELIUM WEAPON

ITEM 5+

UNCOMMON

Access serpentfolk

Usage varies by weapon; Bulk varies by weapon

This physical mass of this metal weapon has been alchemically transformed into an innocuous form: an amorphous blob, a loose chain that can be worn as a belt, or some other form weighing the same amount as the original weapon. This form is determined at the time the weapon is created. The weapon is paired with a minuscule trigger item—typically a short rod 1 or 2 inches in length of a bluish metal, which can be incorporated into a brooch or ornament. The disguised weapon remains made of the same base metal as its true form and retains its Hardness, HP, and BT even when disguised. If the weapon is magical, it gains the benefits of a *magic aura spell* (with a spell level equal to half the item level, rounded up) to appear non-magical.

Activate ♦ Interact; **Requirements** You are holding the chamelium weapon and can reach the trigger item; **Effect** You tap the weapon sharply with the trigger item to chemically awaken the chamelium weapon, which immediately transforms from its current form into its other form.

Type low-grade chamelium weapon; **Level** 5; **Price** 130 gp + 13 gp per Bulk + Price of non-weapon form; **Craft Requirements** at least 260 sp of chamelium + 26 sp per Bulk

Type standard-grade chamelium weapon; **Level** 10; **Price** 880 gp + 80 gp per Bulk + Price of non-weapon form; **Craft Requirements** at least 110 gp of chamelium + 11 gp per Bulk
You can Activate the weapon as a reaction triggered by Interacting to draw or stow it.

Type high-grade chamelium weapon; **Level** 16; **Price** 9,000 gp + 900 gp per Bulk + Price of non-weapon form; **Craft Requirements** at least 4,500 gp of chamelium + 450 gp per Bulk
You can Activate the weapon as a free action.

PANCHROMATIUM ARMOR

ITEM 14+

UNCOMMON

Access serpentfolk

Usage worn armor; Bulk varies by armor

This suit of metal armor normally has a shimmering, multicolored surface. On the chest are nine metal studs, each of different panchromatium alloys, each a different color. The varying

colors reflect a constant flux of the metal's properties between multiple forms that protect against different dangers. Many but not all suits of panchromatium armor are designed for serpentfolk wearers and might not fit other creatures comfortably.

Activate ♦ Interact; **Trigger** You are damaged by an attack or effect; **Requirements** The armor is multicolored; **Effect** You position your body to interpose a part of the armor that protects against the attack. You gain resistance to the triggering damage.

Activate ♦ Interact; **Frequency** once per 10 minutes; **Effect** You touch one of the nine studs on the armor's chest to awaken the panchromatium armor. The armor's metal components (aside from its nine primary studs) all change color to match the chosen stud for 1 minute. For the duration, you gain the effect of the chosen color below.

Black You gain resistance to negative damage.

White You get a circumstance bonus to saves against transmutation effects.

Red You gain resistance to fire damage.

Orange You gain resistance to electricity damage.

Yellow You get a circumstance bonus to saves against light effects.

Green You get a circumstance bonus to saves against poison effects.

Blue You can breathe water, gain a circumstance bonus to saves against water effects, and gain an equivalent item bonus to Athletics checks to Swim.

Indigo You get a circumstance bonus to saves against death effects.

Violet You gain resistance to cold damage.

Type standard-grade panchromatic armor; **Level** 14; **Price** 4,000 gp + 400 gp per Bulk + price of non-weapon form; **Craft Requirements** at least 500 gp of panchromatium + 50 gp per Bulk
While the armor is multicolored, the reaction grants you resistance 5. When the armor is a single color, it grants either resistance 10 or a +1 circumstance bonus.

Type high-grade panchromatic armor; **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk + price of non-weapon form; **Craft Requirements** at least 16,000 gp of panchromatium + 1,600 gp per Bulk
While the armor is multicolored, the reaction grants you resistance 7. When the armor is a single color, it grants either resistance 15 or a +2 circumstance bonus.

SNARES

The following uncommon snares are typically used by trapsetters (page 78).

ANKLEWRENCHER

ITEM 2

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP
ZOOG

Price 6 gp; **Access** trapsetter or zoog

You dig a shallow, wide pit or align sturdy debris to disrupt a creature's footing, and then obscure the uneven ground with loose debris. The square is difficult terrain to the first creature to enter it. A Medium or smaller creature that enters this snare's square must attempt a DC 18 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes a –5-foot status penalty to its Speed for 10 minutes. The penalty ends early if the creature receives any healing.

Failure As success, but the penalty is –10 feet.

Critical Failure As success, but the penalty is –15 feet and the creature falls prone.

CONCUSSION SNARE

ITEM 13+

UNCOMMON CONSUMABLE INCAPACITATION MECHANICAL
SNARE TRAP ZOOG

Access trapsetter or zoog

This snare knocks a creature silly with a blow to the head, potentially knocking it out completely for a short time. A Medium or larger creature that enters this snare's square takes the listed bludgeoning damage and must attempt a Reflex save. If the bludgeoning damage is entirely negated, so is any other effect of the snare.

Critical Success The creature is unaffected.

Success The creature takes half damage and is stunned 1.

Failure The creature takes full damage and falls unconscious until the end of its next turn. At the start of its next turn, it attempts a Fortitude save. On a success, the effect ends.

Critical Failure The creature takes double damage and falls unconscious for 4 rounds. At the end of

each of its turns for the duration, it attempts a Fortitude save. On a success, the unconscious condition ends but the creature is slowed 2 for the remaining duration (or slowed 1 on a critical success). Subsequent successes reduce the slowed condition by 1 (or end the condition on a critical success).

Type I; Level 13; Price 450 gp

The snare deals 3d12 bludgeoning damage and the save DC is 32.

Type II; Level 15; Price 1,000 gp

The snare deals 4d12 bludgeoning damage and the save DC is 36.

Type III; Level 17; Price 2,500 gp

The snare deals 5d12 bludgeoning damage and the save DC is 39.

Type IV; Level 19; Price 6,000 gp

The snare deals 6d12 bludgeoning damage and the save DC is 43.

PIVOT PLATFORM

ITEM 3

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP
ZOOG

Price 10 gp; **Access** trapsetter or zoog

This snare can safely bridge gaps up to 5 feet across for Small or smaller creatures, although it is sturdy enough to bear Large or smaller crea-



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tures. When a Medium or larger creature steps on it, however, it shoves the creature or slopes to dump it off the platform. The triggering creature must attempt either a Reflex save or an Acrobatics check to Balance (the creature's choice) against DC 19.

Critical Success The creature remains on the platform and is unaffected.

Success The creature is moved 5 feet.

Failure The creature is moved 5 feet and falls prone.

Critical Failure The creature is moved 10 feet and falls prone.

SAPLING SNARE

ITEM 10

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

ZOOG

Price 160 gp; Access trapsetter or zoog

This snare ties the victim to a branch, tree, rafter, rock outcropping, or other object. A Large or smaller creature that enters this snare's square must attempt a DC 29 Reflex save.

Critical Success The creature is unaffected.

Success The creature stops moving and is flat-footed until the start of its next turn.

Failure The creature is immobilized by the trap until it Escapes (DC 29) or destroys the snare (AC 19, Fort +9, Ref +15; HP 40, Hardness 8, object immunities).

Critical Failure As failure, and the creature falls prone.

SPRING SPEAR

ITEM 2+

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

ZOOG

Price 5 gp; Access trapsetter or zoog

This snare uses a branch or other flexible object to spring a sharp point at the triggering creature. A creature that enters this snare's square takes 3d8 piercing damage (DC 18 basic Reflex save).

You can incorporate an injury or contact poison into the spring spear by adding the poison's level to the spring spear's level. If you do, the poison is consumed as a craft requirement and the triggering creature is exposed to the poison unless it critically succeeds at its Reflex save.

SWARM SNARE

ITEM 4+

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

ZOOG

Access trapsetter or zoog

This snare releases a swarm when a creature enters the snare's square. The swarm rolls its own initiative and remains for 2d6 rounds, after which the swarming creatures calm and disperse.

The swarm does not have the minion trait. It is hostile to all creatures but prioritizes attacking the triggering creature, then the nearest creature if it can't reach the triggering creature by spending 2 actions moving. The swarm also disperses if someone disables the snare while the swarm remains.

Type spider swarm snare; Level 4; Price 15 gp

The snare releases a swarm of venomous spiders (spider swarm, *Pathfinder Bestiary*).

Type rat swarm snare; Level 5; Price 24 gp

The snare releases a swarm of disease-carrying rats (rat swarm, *Pathfinder Bestiary*).

Type vampire bat swarm snare; Level 5; Price 24 gp

The snare releases a swarm of vampire bats (vampire bat swarm, *Pathfinder Bestiary*).

Type centipede swarm snare; Level 9; Price 110 gp

The snare releases a swarm of venomous centipedes (centipede swarm, *Pathfinder Bestiary*).

Type scorpion swarm snare; Level 10; Price 160 gp

The snare releases a swarm of scorpions (scorpion swarm, *Pathfinder Bestiary*).

Type wasp swarm snare; Level 10; Price 160 gp

The snare releases a swarm of wasps (wasp swarm, *Pathfinder Bestiary*).

TRIPLINE

ITEM 5

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

ZOOG

Price 24 gp; Access trapsetter or zoog

This snare trips the victim with a length of cord or rope. A Large or smaller creature that enters this snare's square must attempt a DC 21 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes a -5-foot status penalty to its Speed until the end of its next turn. It can Escape (DC 21) to end the penalty early.

Failure The creature falls prone.

Critical Failure As success, and the creature falls prone and takes 1d6 bludgeoning damage.

TEXTS OF THE CTHULHU MYTHOS

Ancient tomes of lore and their various translations and versions are a core theme and signature of the Mythos: major source of power for both heroes and villains alike, highly valued among even the grisly monsters of the Mythos. These texts are never common, and their exact 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 they pose. Knowing how the dark young of Shub-Niggurath prefer to serve their terrible Mother constitutes useful information when negotiating with one.

Making use of these texts is dangerous. 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 can 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 below, along with some of their traits and features. Many others exist, safely beyond the bounds of mortal knowledge—for now, at least. Getting the information out of a text while the party is under pressure might earn a minor or major XP award.

RESEARCHING A TEXT

Comprehending the nuances of one of these texts is a challenging process of research that uses the following rules, which have some overlap with the research rules in the *Pathfinder GameMaster's Guide*. As a GM, you should gloss over the time of Researching a text if the character has no time pressure and/or the text's topic isn't at least comparable to a moderate disturbing discovery, since characters can keep trying until they succeed and wait out minor experiences of the unnerved condition.

In this subsystem, time passes in rounds spanning from 10 minutes to 1 day of research. Each round, the characters use the Research exploration activity to gain Research Points (RP). As

time passes and the party earns more RP, they gain knowledge and rewards but also might face consequences or events. If researching in an eldritch library (such as the legendary Library of Celaeno), such events might interrupt the round with a different kind of encounter (disrupting the Research activity), such as a social encounter with an intelligent book or a combat encounter with a guardian (such as an abyssal custodian). For most of these texts, Research takes 4 hours.

Accumulating enough RP automatically reveals some information that is significant or the primary substance of the text chosen by the GM to suit the campaign. The minimum number of RP to gain a benefit is indicated by a number called a research threshold. Thoroughly studying the text such that a character is familiarized with its contents usually takes 10 RP and includes at least one research threshold, which reveals useful uncommon knowledge on the text's topic.

RESEARCH

CONCENTRATE | EXPLORATION | LINGUISTIC

You comb through information to learn more about the topic at hand. Choose your research topic, section of the text, or other division depending on the form of research, and attempt a skill check. The skills to use and the DC for the check depend on the choice you made.

Critical Success You gain 2 RP.

Success You gain 1 RP.

Critical Failure You make a false discovery and lose 1 RP.

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 research skill check succeeds, each reader must make a saving throw against dread (described in chapter 4). The save DC of this unnerved condition is equal to the highest among the following: the text's listed minimum save DC, the DC for a disturbing discovery appropriate for the topic being researched, or the DC for the reward gained by reaching a research threshold. If a reward is a spell (or ritual), use the standard DC for that spell's level and rarity. If the topic or reward is an item, a creature, or another thing with a level, you should usually use the standard DC for that subject's level and rarity.

Because supernaturally disturbing material permeates each text, no topic can be researched

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that avoids this risk of dread altogether, except in unusual circumstances (at the GM's discretion). The unnerved condition from this research lasts until the character goes 1 day without gaining the unnerved condition or the normal duration for the disturbing discovery, whichever is longer.

In addition, when Researching a text, a saving throw against dread is required at the end of each of the following activities that uses the text: Borrow an Arcane Spell from the text, Cast a Spell with the text as a focus, Craft from a formula in the text, Identify Alchemy, Identify Magic, Learn a Spell from the text, Reference (see below), Recall Knowledge.

RESEARCH THRESHOLDS

Research thresholds can reveal useful information, provide access to game options like spells, item formulas, and even feats or more unusual benefits. They can also attract the attention of dangerous entities with an interest in the text. The GM should tailor the most informational and hazardous research thresholds to their own game. If a text contains knowledge that is particularly nuanced or difficult to grasp, it should require anywhere from 15 to 30 RP to automatically learn such a discovery.

A research threshold that lists one or more spells (including rituals) allows the characters to subsequently Learn those Spells (at the risk of dread). If a listed spell is arcane, the characters can Borrow that Arcane Spell (also at risk of dread).

If a research threshold contains an item formula, it can be used like any other formula. Using the text as part of the Craft activity grants the text's item bonus to the skill check at the risk of dread.

The only research threshold all Mythos texts have is the familiarized threshold.

BEING FAMILIARIZED WITH A TEXT

Becoming familiarized with a text represents reading the whole book at least in a cursory fashion. Most texts make the reader familiarized after accumulating 10 Research Points. Most Mythos texts are complex enough that they still

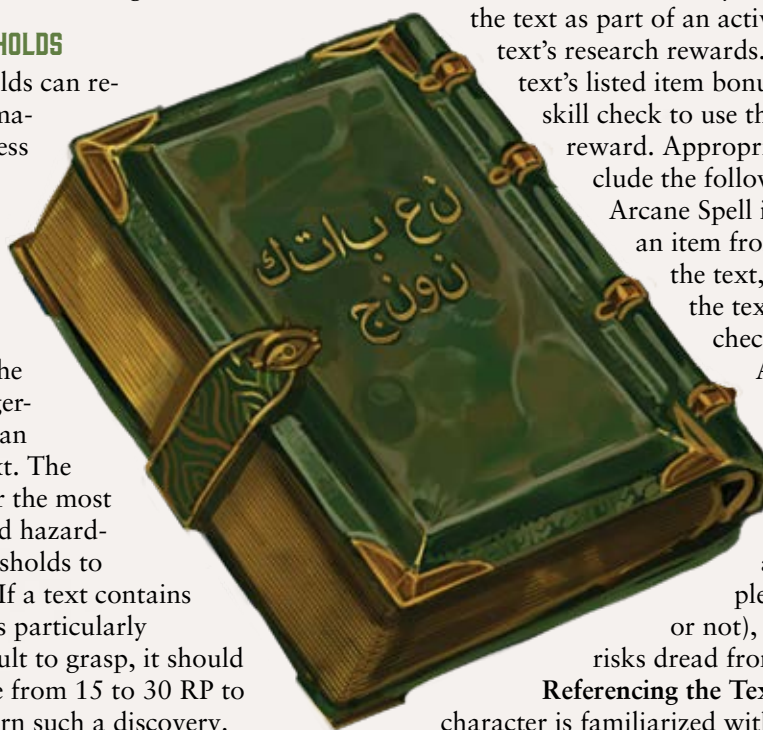
have much left to teach a reader even after they have become familiarized with it.

Recalling Knowledge: Becoming familiarized makes it possible to Recall Knowledge about the entire text, but if the check fails on a subject, that indicates the character didn't manage to understand or retain that bit of information. They must Reference the text (see below) or Research it in order to have another chance to learn that information (if the text actually does contain that information).

Item Bonus: A character familiarized with a text can apply its context to get the fullest possible benefit from research rewards they have discovered. To do so, they must read from the text as part of an activity to use the text's research rewards. They gain the text's listed item bonus to the activity's skill check to use the text's research reward. Appropriate activities include the following: Borrow an Arcane Spell in the text, Craft an item from a formula in the text, Cast a ritual in the text (secondary skill checks only), Identify Alchemy in the text, Identify Magic in the text, and Learn a Spell in the text. Once the activity is completed (successfully or not), the character risks dread from the text.

Referencing the Text: Once a character is familiarized with a text, they can use the Reference exploration activity to more quickly learn further information from the text. This activity takes between 1 minute and 1 day, depending on the topic and the text's organization. If the topic is complex enough to merit multiple days, it should instead require the Research activity to reach further research thresholds.

Retraining: You can retrain to acquire spells for your spell repertoire or feats accessed due to the text in just 4 days.



REFERENCE

CONCENTRATE | EXPLORATION | LINGUISTIC | SECRET

You review a text you have on hand and are familiarized with. Choose a research topic and attempt a skill check to Recall Knowledge on that topic. Recalling Knowledge by Referencing is limited by the text's extent and not what you

can actually remember. The DC is either the normal DC for the topic or the listed minimum DC for the text, whichever is higher. If the DC is higher than the maximum Reference DC, the text typically doesn't contain that information. Once the skill check is attempted, you risk dread just like taking the Research activity with the text does. The Will save DC equals the DC of Recall Knowledge if that is higher.

Critical Success You gain detailed context about the topic, or if the text doesn't have the information you realize as much.

Success You learn something simple or vague about the topic, or learn nothing if the text lacks that information.

Critical Failure You make a false inference about the topic (for instance, the false belief that the text doesn't contain further relevant information even though it does).

MYTHOS TEXT STAT BLOCK

The texts below are presented in the following format. Irrelevant sections are omitted.

TEXT'S NAME TEXT [LEVEL]

TRAITS

The text's physical description and topics appear first.

Research Checks The skills or other checks the PCs can attempt to Research the text are listed here with their DCs, in order from the lowest DC (the skill that works best) to the highest DC. If a skill isn't listed but a player provides a strong narrative explanation for using it, you can add it at an appropriate DC (usually the highest listed DC). Academia Lore and Library Lore will often be listed in these entries.

Minimum Will DC The minimum DC of Will saves against dread from Researching, Referencing, Recalling Knowledge, Identifying Alchemy, or Identifying Magic with the text.

Research Thresholds Each threshold lists the number of RP required to reach it, followed by the effects for meeting that threshold. Thresholds are listed in order from first (requiring the fewest RP) to last (the highest threshold). Each threshold also lists a minimum save DC for dread from that discovery.

Spells or Rituals A research threshold that lists a spell level also lists the DC for dread from that discovery if it is higher than the text's minimum.



Formulas A research threshold that lists formulas allows those formulas to be used immediately. A research threshold that lists a formula also lists the DC for dread from that discovery if it is higher than the text's minimum.

Familiarized This threshold allows the character to get the item bonus on skill checks about the text's contents, Recall Knowledge about the text's contents, and Reference the text.

Minimum Reference DC The minimum DC of checks to Reference the text

Maximum Reference DC If a topic's Recall Knowledge check is higher than this DC, the information is probably not in this text.

Item Bonus The item bonus granted to skill checks related to the text's research rewards once a character is familiarized with the text

MYTHOS TEXT DESCRIPTIONS

Adventurers and investigators can find and research the following texts, which are summarized on the treasure table by item level. Note that while these texts have levels and rarities like magic items do, they are rarely as useful as permanent magic items. They are more valuable than consumable items but not good substitutes for permanent items.

THE BOOK OF DZIAN

TEXT 7

UNCOMMON

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 provides accounts of mental and physical rites which are protective to mortals, as well as details about otherworldly threats.

Research Checks DC 23 Yog-Sothothery, DC 25 Arcana or Occultism, DC 28 Academia Lore or Library Lore

Minimum Will DC 22

2 RP **Formulas** *lesser starstone of Mnar* (page 177), *secret mouth* (page 183)

4 RP **3rd-Level Spells** *circle of protection*, *impossible arithmetic* (page 118)

6 RP The researcher learns details about an otherworldly threat and how to deal with it.

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- 8 RP 4th-Level Rituals Will DC 25; *protective aura* (page 152)
 10 RP Familiarized
 Minimum Reference DC 23
 Maximum Reference DC 33
 Item Bonus +1

THE BOOK OF EIBON

TEXT 12

RARE

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.
Research Checks DC 27 Yog-Sothothery, DC 29 Library Lore or Occultism, DC 31 Academia Lore or Arcana, DC 34 Society or Survival
Minimum Will DC 29

- 1 RP 1st-Level Spells *lethargy of Tsathoggua* (page 119)
 3 RP 3rd-Level Spells *sign of Eibon* (page 122), *voorish sign* (page 125)
 4 RP 3rd-Level Rituals *contact formless spawn* (page 146), *Elder Sign* (page 148), *command byakhee* (page 144), *lure byakhee* (page 149)
 6 RP The researcher learns details about Tsathoggua and the cult of the Sleeper.
 8 RP 5th-Level Spells *transport to Yondo* (page 124)
 10 RP Familiarized
 12 RP 8th-Level Spells Will DC 34; *cursed slumber* (page 112)
 15 RP The researcher learns a prophecy relevant to a cosmic horror that threatens them or their goals.

Minimum Reference DC 30
Maximum Reference DC 40
Item Bonus +2

THE CELAENO FRAGMENTS

TEXT 9

UNCOMMON

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, various works that are found there, and what Shrewsbury calls the "pantheon" of Outer Gods. Most scholars view the *Celaeno Fragments* as an attempt by Shrewsbury to apply logic to the horror and chaos of the universe. Regardless of its success, this attempt brings to

light many useful truths that test the limits of mortal perception.

Research Checks DC 25 Yog-Sothothery, DC 27 Academia Lore or Religion, DC 30 Library Lore or Occultism

Minimum Will DC 24

- 2 RP 4th-Level Spells Will DC 25; *song of Hastur* (page 122)
 4 RP The researcher learns details about the Library of Celaeno and its abyssal custodian.
 6 RP 7th-Level Spells Will DC 34; *hibernation of Ithaqua* (page 117)
 8 RP 8th-Level Spells Will DC 34; *pipes of madness* (page 120)
 10 RP Familiarized
 12 RP The researcher learns the coordinates of the library, allowing travel there given the means.

Minimum Reference DC 25
Maximum Reference DC 35
Item Bonus +2

CRYPTICAL BOOKS OF HSAN

TEXT 11

UNCOMMON

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 or alchemical formula of the researcher's choice. Generally, unless a chosen spell is a cantrip or focus spell, the boon only applies when they cast the spell at a level lower than the highest-level spell they can cast. Whenever they successfully Research that text again, they can change which spell or formula the boon applies to rather than gaining RP. Some editions of these books also contain formulas or 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.

Research Checks varies by book

Minimum Will DC 27

5 RP Boon determined by the book.

10 RP Familiarized

Minimum Reference DC 28

Maximum Reference DC 38

Item Bonus +2

Volume Book One; Research Checks DC 28

Crafting, DC 30 Library Lore or Medicine, DC 33 Academia Lore or Nature

This book discusses the works of the Yellow Emperor and his amazing healing abilities. It improves spells dealing with resurrection and life.

5 RP Choose a healing spell or item formula. When you Cast that Spell or Activate that Item, you get a +2 status bonus to the HP it restores; this bonus can't apply to the same creature more than once from the same spell or item.

Volume Book Two; Research Checks DC 28 Religion, DC 30 Library Lore or Occultism, DC 33 Academia Lore or Nature

This book covers cannibalism, necrophagy, and the disposal of corpses. Among other corpse-eaters, it examines wamps, ghouls, and Tcho-Tcho.

5 RP Choose a spell that targets one or more creatures. When you Cast that Spell on a scavenger (a creature that dines on flesh that is already dead, such as a ghoul, otyugh, and most oozes), the spell gets a +1 status bonus to its spell level (not to exceed half your level, rounded up).

Volume Book Three; Research Checks DC 28 Yog-Sothothery, DC 30 Library Lore or Occultism, DC 33 Academia Lore or Arcana

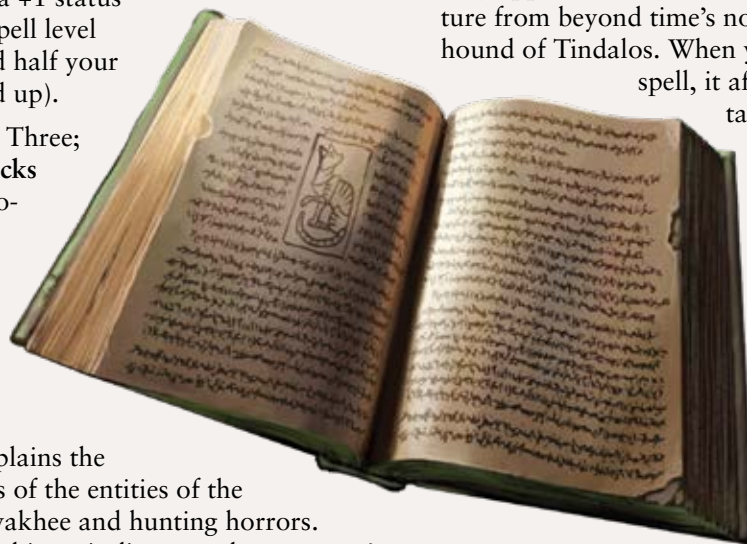
This book explains the characteristics of the entities of the air, such as byakhee and hunting horrors. Among other things, it discusses the creatures' weaknesses and how to empower them once they are summoned.

5 RP Choose a spell that targets or summons one or more creatures. When you cast that spell to target a creature with a fly Speed, the spell gets a +1 status bonus to its spell level (not to exceed half your level, rounded up). When you Cast that Spell to summon a creature with a fly Speed, the creature gets a +10-foot status bonus to its fly Speed.

Volume Book Four; Research Checks DC 28 Yog-Sothothery, DC 30 Library Lore or Occultism, DC 33 Academia Lore or Society

This book examines entities of the earth and subterranean areas such as bholes, gugs, and various burrowing creatures.

5 RP Choose a spell that targets or summons one or more creatures. When you cast that spell to target a creature with a burrow Speed, the spell gets a +1 status bonus to its spell level (not to exceed half your level, rounded up). When you Cast that Spell to summon a creature with a burrow Speed, the creature gets a +10-foot status bonus to its burrow Speed.



Volume Book Five; Research Checks DC 28 Yog-Sothothery, DC 30 Crafting or Library Lore, DC 33 Academia Lore or Occultism
This book describes entities of time and other dimensions. It contains information on time travelers such as hounds of Tindalos and yithians as well as a pharmacopeia of drugs that can be used to glimpse other times and to survive space travel.

2 RP **5th-Level Spells** Will DC 33; *summon entity* (7th-level version can summon a hound of Tindalos)

5 RP Choose a prediction spell or a spell that modifies time's flow (such as *haste* or *augury*). You can choose *summon entity*, but the boon only applies when you use it to summon a creature from beyond time's normal flow such as a hound of Tindalos. When you cast the chosen spell, it affects an additional

target, summons an additional creature, or lets you ask an additional question.
8 RP

Formulas Will DC 33; *plutonian drug* (page 175), preserved space mead (page 167)

Volume Book Six; Rarity rare; **Research Checks** DC 28 Yog-Sothothery, DC 30 Library

Lore or Occultism, DC 33 Academia Lore or Society

This book explains the Plateaus of Leng and Kadath, as well as their histories and inhabitants. It also discusses the Dreamlands in general and means of traveling there.

2 RP **2nd-Level Rituals** *dream guide*

5 RP Choose a spell that targets or summons one or more creatures. When you cast that spell to target a creature from Leng or Kadath, the spell gets a +1 status bonus to its spell level (not to exceed half your level, rounded up). When you Cast that Spell to summon a creature from Leng or Kadath, the creature is quickened for 4 rounds.

12 RP **Formulas** Will DC 36; *portal* (Kadath or Leng; page 175)

Volume Book Seven; Research Checks DC 28 Yog-Sothothery, DC 30 Library Lore or Religion, DC 33 Academia Lore

This book is devoted to the general pantheon of the Outer Gods, focusing especially on Nyarla-

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thotep and Azathoth. It invents a very bureaucratic organization for these deities.

5 RP Choose a spell that is accessed by the Cults of the Crawling Chaos or of the Nuclear Chaos. When you Cast that Spell, the spell gets a +1 status bonus to its spell level (not to exceed half your level, rounded up).

CULTES DES GOULES

TEXT 16

RARE

Written by the Comte d'Erlette several centuries ago, this work has two main thrusts. In the first 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. In the second, it is a tome 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.

Research Checks DC 35 Yog-Sothothery, DC 37 Library Lore or Religion, DC 40 Academia Lore or Occultism

Minimum Will DC 34

- 2 RP** **4th-Level Spells** *melt flesh* (page 120), *shriek of the byakhee* (page 122)
- 3 RP** **4th-Level Rituals** *Yellow Sign* (page 154)
- 4 RP** **7th-Level Spells** *ferox* (page 115)
- 5 RP** **7th-Level Rituals** *bind dimensional shambler* (page 141)
- 7 RP** **Formulas** *acid blood curse* (page 181), *greater scavenged likeness* (page 167)
- 8 RP** **8th-Level Spells** *tsunami* (page 125)
- 9 RP** **8th-Level Rituals** *obscene fertility rites of Shub-Niggurath* (page 152)
- 10 RP** Familiarized
- 12 RP** **10th-Level Rituals** Will DC 44; *avatar of the Black Goat with a Thousand Young* (page 140)

Minimum Reference DC 35

Maximum Reference DC 45

Item Bonus +4

THE ELTDOWN SHARDS

TEXT 9

UNCOMMON

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.

Research Checks DC 26 Yog-Sothothery, DC 28 Occultism or Society, DC 31 Academia Lore or Library Lore

Minimum Will DC 25

- 2 RP** **Formulas** *mist of R'lyeh* (page 165)
- 4 RP** You learn extensive information on the nature and weaknesses of the yithians.
- 6 RP** **4th-Level Rituals** *contact yithians* (page 147)
- 8 RP** **5th-Level Spells** Will DC 28; *enlightenment of the blind idiot god* (page 115), *wave of oblivion* (page 125)
- 10 RP** Familiarized
- 12 RP** **7th-Level Rituals** Will DC 36; *contact Ithaqua* (page 146)

Minimum Reference DC 26

Maximum Reference DC 36

Item Bonus +2

THE KING IN YELLOW

TEXT 17

RARE

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. 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.

Research Checks DC 36 Theater Lore or Yog-Sothothery; DC 38 Occultism or Society; DC 31 Academia Lore or Performance

Minimum Will DC 35

- 1 RP** (only in some printings) **3rd-Level Rituals** *command byakhee* (page 144), *lure byakhee* (page 149)
- 2 RP** You learn the full teachings of the Cult of the Yellow Sign and draw the attention of the King in Yellow or his undead minions, who might quickly appear.
- 3 RP** **10th-Level Rituals** Will DC 44; *He Who Must Not Be Named* (page 149)
- 5 RP** Familiarized and you must attempt a DC 44 Will save. On a failure, you gain a second-degree madness (as described in Chapter 4), generally obsession with seeking out and serving the King in Yellow. On a critical failure, you also gain a third-degree madness, generally irrational hatred. In addition to the usual benefits of being familiarized, you are now able to perform the play. If you do, the entire audience must attempt this saving throw.

Minimum Reference DC 36
Maximum Reference DC 46
Item Bonus +3

THE NECRONOMICON

TEXT 18

UNCOMMON

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 simply 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. The stats here represent a relatively incomplete copy.

Research Checks DC 38 Yog-Sothothery; DC 40 Arcana, Occultism, or Religion; DC 43 Academia Lore, Nature, or Library Lore

Minimum Will DC 37

+1 RP For every RP you accumulate, you learn details about one place or entity or discover one item formula, ritual, or spell from Chapters 5 or 6.

10 RP Familiarized

Minimum Reference DC 38

Maximum Reference DC 48

Item Bonus +4



THE PNAKOTIC MANUSCRIPTS

TEXT 10

UNCOMMON

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.

Research Checks DC 27 Library Lore or Yog-Sothothery; DC 29 Nature, Occultism, or Society; DC 32 Academia Lore or Arcana

Minimum Will DC 26

2 RP Formulas
space mead (page 167)

6 RP 4th-Level Rituals
contact yithians (page 147)

8 RP 5th-Level Spells Will
DC 28; *ancient sorcery of serpentfolk* (page 110), *gaze of Ghatanothoa* (page 117)

10 RP Familiarized

4 RP 7th-Level Spells Will DC 33; *nuclear chaos* (page 120)

Minimum Reference DC 27

Maximum Reference DC 35

Item Bonus +1

THE REVELATIONS OF GLA'AKI

TEXT 11

UNCOMMON

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 are held completely under the sway of his will, with no 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

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activities, and what they saw as the true nature of the universe. The serious madness and breaks with reality suffered by Gla'aki's victims made the Revelations non-sequential and difficult to interpret. They provide a terrible and wonderful peek into an alien god's brain.

Research Checks DC 28 Library Lore or Yog-Sothothery; DC 30 Occultism or Religion; DC 33 Academia Lore or Society

Minimum Will DC 27

3 RP **2nd-Level Rituals** *create undead, zyangaya* (page 154)

7 RP **3rd-Level Spells** *green decay* (page 117)

10 RP Familiarized

15 RP **8th-Level Spells** Will DC 36; *form of Nyarlathotep* (page 116)

Minimum Reference DC 28

Maximum Reference DC 36

Item Bonus +1

THE R'LYEH TEXT

TEXT 7

UNCOMMON

Written in approximately 11,000 BCE on Earth, 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 Ghatanethoa) 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 otherwise-unknown Thing That Waits in Darkness).

Research Checks DC 23 Academia Lore, Library Lore, or Yog-Sothothery; DC 25 Occultism or Religion; DC 28 Religion or Society

Minimum Will DC 22

3 RP **1st-Level Spells** *kiss of Dagon* (page 119)

7 RP **1st-Level Rituals** *contact deep ones* (page 145)

10 RP Familiarized

13 RP **5th-Level Rituals** Will DC 28; *call of Cthulhu* (page 143)

15 RP **6th-Level Spells** Will DC 30; *curse of Yig* (page 113), *dream sending of Cthulhu* (page 114)

Minimum Reference DC 22

Maximum Reference DC 32

Item Bonus +1

DE VERMIS MYSTERIIS

TEXT 15

UNCOMMON

Written by Ludvig Prinn, an ancient alchemist and necromancer who was burned 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.

Research Checks DC 34 Academia Lore, or Yog-Sothothery; DC 36 Arcana or Occultism; DC 39 Library Lore or Religion

Minimum Will DC 33

1 RP **2nd-Level Spells** *command of the bloody tongue* (page 111)

2 RP **2nd-Level Rituals** *call servitor* (page 144)

3 RP **4th-Level Spells** *remortification* (page 121)

4 RP **4th-Level Rituals** *command star vampire* (page 145), *lure star vampire* (page 151)

5 RP **5th-Level Rituals** *essential salts* (page 148), *Red Sign* (page 153)

6 RP **6th-Level Spells** *implant dark young* (page 118)

8 RP **Formulas** *major shriveling bomb* (page 167)

10 RP Familiarized

13 RP **9th-Level Rituals** Will DC 38; *lure hunting horror* (page 150)

15 RP **10th-Level Spells** Will DC 41; *temporal energy nexus* (page 124)

Minimum Reference DC 34

Maximum Reference DC 44

Item Bonus +4

VON UNAUSSPRECHLICHEN KULTEN

TEXT 16

RARE

Commonly called "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.

Research Checks DC 35 Academia Lore, Library Lore, or Yog-Sothothery; DC 37 Arcana or Religion; DC 40 Occultism or Society

Minimum Will DC 34

1 RP **3rd-Level Spells** *storm of powder* (page 123)

3 RP **4th-Level Spells** *Sarnath Sigil* (page 122)

4 RP **4th-Level Rituals** *command star vampire* (page 145), *lure star vampire* (page 151)

5 RP **6th-Level Rituals** *bride of Sathla* (page 141)

6 RP **6th-Level Spells** *teleport*

8 RP **Formulas** *major powder of Ibn Ghazi* (page 166)

10 RP Familiarized

6 RP **8th-Level Spells** *dread curse of Azathoth* (page 114)

13 RP 10th-Level Rituals Will DC 44; *call Father Yog-Sothoth* (page 142), *He Who Must Not Be Named* (page 149)

Minimum Reference DC 35

Maximum Reference DC 45

Item Bonus +4

THE ZANTHU TABLETS

TEXT 8

UNCOMMON

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. Research Checks DC 24 Yog-Sothothery, DC 26 Arcana or Society, DC 29 Academia Lore, Library Lore, or Religion

Minimum Will DC 23

1 RP 4th-Level Spells *Orne's black* (page 120)

2 RP The researcher learns details about the ancient cult of Ghatanothoa.

3 RP 4th-Level Rituals Will DC 25; *Mao ceremony* (page 151)

4 RP Familiarized

5 RP 6th-Level Spells Will DC 30; *grace of the King in Yellow* (page 117)

Minimum Reference DC 24

Maximum Reference DC 32

Item Bonus +1

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CULTS AND CULTURES OF THE MYTHOS

The things had fled 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 worshipping before a great black fœtor-belching aperture which reached up almost out of sight...

—H. P. Lovecraft,
Imprisoned with the Pharaohs

Mythos cults typically center on the worship of a 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 most are 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. This chapter includes cults to the most imposing Mythos entities, but almost any important entity could have a cult grow up around it. For example, if your campaign features At-lach-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 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

CHILDREN OF SHUB-NIGGURATH

The Cult of the Black Goat (or more fully, the Black Goat in the Woods with a Thousand Young) worships Shub-Niggurath as a violent fertility goddess. Its members revel in lust and gluttony and often react to any interaction with anger and aggression; while they are not necessarily foolish, their raw emotions rule rather than intellect. Their cult rituals seem like blood-thirsty 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 social outcasts. Higher-class devotees often start out as dilettantes and hedonists but soon succumb to the mind-corroding influence of the goddess. Most members eventually become dangers to themselves and others.

Though mad, cultists of the Black Goat generally manage to restrain themselves around others. They live a secret life, in which they are devoted to the Goat, beneath a façade of normalcy; their friends and neighbors have no inkling as to their true allegiance.

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 immediate reward for worship, and further gifts include fertility and bounty. Finding new members increases the pleasure and depth of their 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, bountiful food, or numerous offspring (for those who value such things).

Sometimes cultists 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 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 common 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 crossbreed 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

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most deformed villagers stay in hiding except after dark, 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 usually show evidence of outside influence, such as having two heads or features from another animal.

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 delirium instinct on page 69. They favor the Frenetic Haste, Inhuman Shriek, and Star Strider feats.

CHILDREN OF THE MOTHER

Shub-Niggurath often bestows upon 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 (page 81), outer mutant familiars, and even dark young (page 373).

MILK OF THE MOTHER

Shub-Niggurath's maternal secretions have amazing healing and mutagenic powers. See the milk of Shub-Niggurath on page 164.

TREASURES

Goat cultists led by the fungi from Yuggoth can sometimes procure their technology, including mi-go spore jets (page 164), mist projectors (page 165), and *sensory machines* (page 176).



CULT OF THE CRAWLING CHAOS

AGENTS OF NYARLATHOTEP

Nyarlathotep, 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 Nyarlathotep's needs for that time and place. All are designed to cause chaos, evoke horror, and sow madness among mortal societies.

Nyarlathotep rarely inspires large or well-organized cults but instead instigates worship as needed for specific purposes. His devotees are mostly members of small organizations rejected by society: witch covens, gangs of political dissidents, or outcast tribes.

Cultists of Nyarlathotep 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 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 MONSTERS

Cultists might gain a small degree of influence over one type of monster associated with Nyarlathotep in Chapter 8, including hunting horrors, flying polyps, and favored ones of Nyarlathotep. Typically, the type of creature they can influence depends on the form of Nyarlathotep they worship. 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 Nyarlathotep 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, provided that they remain in Nyarlathotep's favor.

MILLION FAVORED ONES

At some point in their lives, each of Nyarlathotep's favored followers eventually withers and devolves into one of the million favored ones (see page 314): mindless wraiths that accompany Nyarlathotep 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* (page 170), *portals* (page 175), *Leng glass* (page 173), a *lamp of Alhazred* (page 173), and space mead (page 167). They also sometimes capture yithians and steal their advanced technology.

COVEN IN THE WOODS

Nyarlathotep can choose to take the form of an ordinary humanoid, possibly with eyes, teeth, flesh, and nails of blackest pitch. In this form, he presides over the meetings of witches and wizards who worship him. The Man in the Woods 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 COVEN

Followers of Nyarlathotep's humanoid form might have access to the following gifts.

BLOODY CONTRACT

Nyarlathotep demands that the student sign a contract in blood. In exchange, the student gets access to one or more uncommon or rare spells (especially cosmic rituals and spells normally granted by other cults of Outer Gods).

MUTANT FAMILIAR

This is the form Nyarlathotep most often takes when tutoring witches and other characters who have familiars or make bargains for magic, granting the familiar one or more abilities from the list of Mythos familiar abilities on page 83. The most notorious of these forms is a rat-like creature with a human face and hands, as well as razor fangs that can chew through anything. A cleric who worships Nyarlathotep can take the Cult Familiar feat (page 73).

CULT OF THE HAUNTER OF THE DARK

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 Haunter 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 Haunter directly but instead focus upon its emblem: a *Shining Trapezohedron* (page 311). 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.

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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 mortal madness and terror.

GIFTS OF THE HUNTER

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 (even direct communion with one's god) are limited by the Hunter's power. Anyone trying to find out what caused a victim's death can only learn that it was the Hunter of the Dark, but not who sent

the hunter forth or why. Nyarlathotep's power absorbs all attempts to uncover the nature of his cult. It can even block *wishes* and other powerful means of discovery, although it must succeed at a counteract check to do so (counteract modifier +37, counteract level 10th). In the Hunter, cultists have a useful means of murder at a distance that cannot readily be traced back to them.

CULT OF THE HOWLER IN DARKNESS

As the Howler in Darkness, Nyarlathotep takes the shape of a gigantic thing which, 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 its favor in their quest to seize power. Typically, the entire social hierarchy of the local area is devoted to the Howler, and all major leaders enthusiastically serve 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 a fly Speed of 40 feet for the entirety of his howling.

SUMMONING

When the Howler appears, normally one or more of Nyarlathotep's monstrous minions arrive with him. Typically, such creatures include one or more favored ones of Nyarlathotep, flying polyps, hunting horrors, or servitors of the Outer Gods. These typically remain behind after the Howler departs, and the cult can call upon their services for an extended period.

SAP OF THE HOWLER

The Howler's form drips a viscous sap from its chest, which can be collected and stored for later use. It is described on page 175.

CULT OF THE SHADOW PHARAOH

The Shadow Pharaoh is worshiped by the under-side of society, typically in large cities or nations. His cultists operate in secret, 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 like an organized crime family focused on fomenting nihilism and destruction. Some disenfranchised individuals begin by joining the Shadow Pharaoh's cult in the hope of disrupt-

ing 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 infects 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 ecstatic fervor in a frenzy of vandalism, random crime, and property damage. Entire cities are often destroyed in the process. Only creatures that succeed at a DC 40 Will save are not affected. This result of the Shadow Pharaoh's cult requires a critical mass in the population, 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 an innate spell which they can use one time only to serve his ends (whether intentionally or not). Cultists so blessed must beseech the Shadow Pharaoh again and do his bidding before they can receive another spell. Generally, a creature receives a spell of a level no higher than half their level rounded up. If they don't already have a key spellcasting ability, they use their highest mental ability score.

SECRET KNOWLEDGE

The Shadow Pharaoh knows the weaknesses and dark hidden things of those whom his forces would wish to destroy. With this knowledge, his cultists 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. She appears to them in a guise they find alluringly beautiful and appeals to their feelings of social exclusion. They are secretive and operate outside

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normal society in a fashion similar to the more cerebral followers of the Shadow Pharaoh, but the Bloated Woman's followers are recklessly radical. They seek to get in touch with their emotions and instincts.

GIFTS OF THE BLOATED WOMAN

Followers 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 fury instinct.

INSPIRING BEAUTY

The Bloated Woman's poetical teachings and impossibly perfect grace inspire some of her followers to rhapsodic musical achievements. They favor the bard class and the maestro muse.

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.

TREASURES

The Bloated Woman sometimes lends her worshipers her treasures. She has a *divine silk tunic* and the *Black Fan* (both described on page 179), as well as six *sickles of Nyarlathotep* (page 305), one of which she often lends to followers. If a treasure is lost, she can magically divine its location, at which point she typically sends servitors or cultists to retrieve it.

SEEKERS OF THE DARK DEMON

The Dark Demon is rarely worshiped directly and usually manifests only as an assistant for another Crawling Chaos cult. Summoning the Dark Demon is distressingly simple for the initiated, but most who know how realize that it would be foolish to do so. Occasionally, a person who seeks contact with another form of Nyarlathotep may summon the Dark Demon by accident, not realizing the true horror of the Dark Demon's possession until it is too late.

GIFTS OF THE DARK DEMON

Seekers of the Dark Demon might have access to any of the following benefits.

DAINGEROUS TEACHINGS

The Dark Demon teaches uncommon item formulas, rituals, and other spells to those who will (even unintentionally) use them in a way likely to cause chaos or horror.

HUSKS OF THE DARK DEMON

Even after the Dark Demon departs, it leaves behind a creature that physically resembles it, referred to as its husk (see page 308-9). This creature might be revered by worshipers of the Crawling Chaos or mocked and reviled as the sign of a foolish mistake.





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CULT OF GREAT CTHULHU

DREAMERS OF THE GREAT OLD ONES' RETURN

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 roams 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:

Common Humanoids: Common 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.

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 common

species: bones, digestion, a need to breathe, and so forth. Where they diverge is in their ability to crossbreed with any other vertebrate species, even one that should be completely incompatible from an evolutionary perspective. The deep ones are unwaveringly loyal to Cthulhu and work to advance his aims whenever possible. For more information, see the information on their culture later in this chapter.

Deep One Hybrids: If the deep ones are in an area, they almost always organize as a cult of Dagon (a subset of Cthulhu followers); humanoids in such a cult who interbreed with the deep ones produce hybrid offspring who start out looking like their humanoid parent but over the years degenerate into the full deep one form. The promise for the humanoids 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 predisposes them to be loyal to the Great Old One's goals.

GIFTS OF GREAT CTHULHU

Cultists of Great Cthulhu might have access to any of the following benefits.

ABYSSAL HORRORS

Starspawn (page 210) recognize and work with Cthulhu's humanoid cultists. Usually, the star-spawn is in charge, but occasionally Cthulhu sets things up the other way around for unknown reasons. Larval starspawn are more likely to operate in a servitor role rather than a master-mind one.

DREAMS

Cultists frequently receive special instructions and information from Cthulhu via dream telepathy and the spell *call of Cthulhu* (page 143).

MARK 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 tendrill or their hand might become a cluster of writhing tendrils. 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 it does give the cultist a +4 circumstance bonus to Deception, Diplomacy, and Intimidation checks

made to influence Cthulhu cultists and indicates Cthulhu himself is more likely to listen when the marked one interacts with him.

SHOGGOTH-TWSHA

Certain worshipers 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 168). Unlike other twsha-users, these handlers can control shoggoths without a skill check due to Cthulhu's blessing. Each shoggoth-twsha has one 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 a human might rarely be granted a shoggoth to control, such as if the creature is needed far inland where deep ones prefer not to tread.

TREASURES

Cultists often have access to *chains of the deep* (page 171), *icons of calling* (page 172), *idols of dreaming* (page 173), *starstones of Mnar* (page 177), and *tiaras of Mnar* (page 178).

Y'HA-NTHLEI

Human cultists know how to contact the deep ones off almost any coast, generally using the ritual *contact deep ones* (page 145).





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CULTIC MADNESS OF THE NUCLEAR CHAOS EPIDEMIC OBSESSION WITH AZATHOTH

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 consciously 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 manifest, as such a calamity could destroy the entire world.

Those who want Azathoth's favor typically go about it by worshiping 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 454) orchestrates the irrational worship, or maybe a mortal finds a secret she should not have seen, but it only takes one spark for the bleakness of Azathoth to begin to spread.

The obsessed following of Azathoth is, by the above definition, composed of those on the fringes of society, and usually calls attention to itself eventually. Awareness of Azathoth that spreads too far starts to contaminate people.

People who constantly hear the cosmic piping of Azathoth's servitors begin to dance frantically in the street. Those who glimpse an appendage of Azathoth's courtier are stricken with mortal terror. Individuals already experiencing trauma and mental conditions find themselves acutely and overwhelmingly aware of the uncaring, hostile universe around them, akin to the exposure of a live nerve root in a painful tooth.

This sudden outbreak of contagious madness in a region may come as the result of one of the Crawling Chaos's plots reaching fruition. Alternatively, the summoning of Azathoth's avatar may be enough to bring about cultic madness. Its presence brings with it an aura of unnamable doom that can awaken, reawaken, or exacerbate traumas; deepen anxiety and depression; and trigger or worsen conditions that might have otherwise been managed. The epidemic has no understandable purpose other than its own propagation.

Other Mythos cults have mad individuals in their service, but they usually try to conceal this, either by caution or isolation. In an epidemic of Azathoth worship, those affected make no effort to hide their conditions. Regardless of its form,

those affected attempt to channel the collective mental energy of their conditions service to bring into being the Blind Idiot God.

Usually, the spread of cultic madness burns itself out, typically when the authorities isolate or wipe out its members, but it can cause great damage during its duration. If the victims manage to awaken Azathoth and bring it into direct contact with 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 affected by the Nuclear Chaos might have access to any of the following benefits.

MANIFEST MADNESS

Each worshiper's madness is amplified and given physical form by Azathoth's power. For example, a follower with multiple personalities that generally manifest as dissociative episodes might experience each personality becoming a distinct three-dimensional being (via illusion or polymorph magic), wearing unique costumes and possessing their own separate class levels. If a follower hallucinates voices, those voices might become actual physical entities that can act (at least similar to *unseen servants* but potentially as invisible servitors of the Outer Gods; see page 454). If a worshiper often experiences catatonic states, she might become rock-like and immune to all damage except force and mental. Each case is unique and profoundly unsettling.

PATHOLOGICAL REFUGE

The voices of Azathoth's court drown out other forces of mental influence. Members get access to the Pathological Refuge feat (page 89).

SECRET SPELLS

The whispers of Azathoth's court often grant access to certain spells, such as *dread curse of Azathoth* (page 114), *enlightenment of the Blind Idiot God* (page 115), *nuclear chaos* (page 120), and *pipes of madness* (page 120).

TREASURES

Followers encouraged by Azathoth's servitors or Nyarlathotep often have access to *flutes of the servitors* (page 172) and *portals* (page 175).



CULT OF THE OPENER OF THE WAY

STUDENTS OF YOG-SOTHOTH

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 followers' descendants can inherit the world.

At times, a group of like-minded spellcasters might 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 Opener's purpose is always the same and quite direct: to expand his influence and enter the world.

GIFTS OF THE OPENER

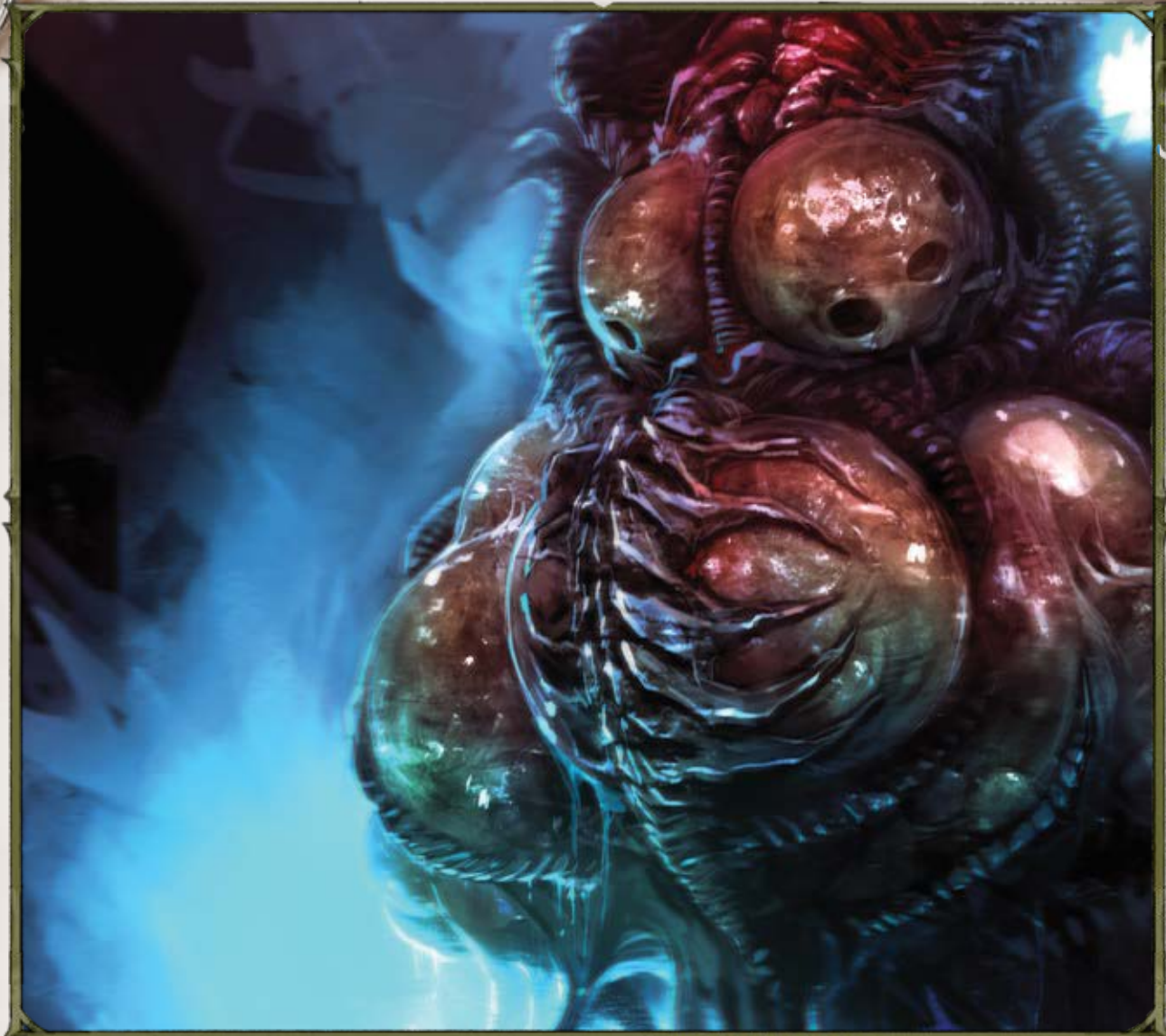
Cultists of the Opener might have access to any of the following benefits.

CHANNEL POWER

Many of the Opener'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 *righteous might*, *ferox* (page 115), and *magic weapon* as well as the Bspell Weapon sorcerer and wizard feat.

IMMORTALITY

The Opener can greatly extend the life of his worshipers, though there is always a cost.



Always. For example (as in the *Case of Charles Dexter Ward*), the price might be the horrific demise of one's descendants to allow for self-resurrection.

SUMMONING

The Opener 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 439-443).

THEY BREAK THROUGH

Yog-Sothoth endows his followers with the ease 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 Opener have an easier time procuring obscure material components or acquiring tuning forks for the *plane shift* spell. If they are wizards, they favor the ritualism arcane thesis (page 80).

Worshippers also gain access to the *teleport*, *plane shift*, *semblance of the Key and the Gate* (page 153), and *gate* spells.

TIME AND SPACE

When a cultist of the Opener is traveling through space or time by any means, the Opener can act as a guide so they make no error, ensuring they arrive where they intend.

TREASURES

Cultists can usually access Abboth slime (page 160), *portals* (page 175), *Plutonian drugs* (page 175), space mead (page 167), and *silver keys* (page 177).



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CULT OF THE SLEEPER

STUDENTS OF TSATHOGGUA

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, followers of the Sleeper are often logical and clear-headed, if callously so. Tsathoggua places no premium on chaos or destruction for its own sake, and thus his cult can operate in an ordered society—at least for a while.

FOUNDING

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 might contact likely individuals. These people begin worshiping Tsathoggua and start organizing services for fellow cultists. Tsathoggua's cult at this early stage often seems mostly 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 low moral character.

At this stage, the cult may be limited to a particular clan, ancestry, or guild, but it always looks to expand. It is not an exclusionary organization and welcomes outsiders as adherents.

RISE

Eventually, the Cult of the Sleeper becomes large and forms a proper institution. At this point it separates 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 secretly 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 humanoids 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

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 serpentfolk), 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), the populace of a region might still rise up in rebellion against the horrors it perpetrates. The natural response to the Sleeper is a call for its official ban or even eradication of the cult and its members from the region. 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.

SURVIVAL 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 choose 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 discover 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 sustenance for Tsathoggua.

FREEDOM OF THE 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 before.

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 the Learn a Spell activity. Typically, the first is *lethargy of Tsathoggua*

(page 119) or *contact formless spawn* (page 146). If a creature can't normally cast spells, Tsathoggua might grant the creature sorcerer spellcasting with the aberrant bloodline.

HIBERNATION

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 favored cultist before something terrible happens, either personally or to the cult, often through a dream or a spell such as *divination*, *foresight*, or *temporal energy nexus* (page 124). This is an important 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* (page 175) 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 magic spells such as *congeal formless spawn* (page 112) 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* (page 171), *portals* (page 175), formless spawn residue (page 162), and *rings of Eibon* (page 175).



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CULT OF THE WINDWALKER

ITHAQUA'S MARAUDERS

Those who worship Ithaqua the Windwalker know that their 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 consequence of his followers' ferocious lust for humanoid flesh and blood.

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 stalks vulnerable individuals, whipping them into a frenzy 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 bloodlust.

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 carnage 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; eventually, they escalate their campaign to attacking small settlements and may also 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. To the unlucky adventures who meet them, they make dangerous, organized opponents, even accounting for their bloodthirst. They may even have a home base from which to operate.

THE ICE CRUSADES

As multiple rapacious bands combine and Ithaqua's influence spreads, 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 487). Eating dead humanoids heals a cultist more quickly and hastens the next stage of the transformation. Cultists gain the Tcho-Tcho's Cannibalize activity (see page 54) or the Combat Feast barbarian feat (page 70).

FROZEN FLESH

Cultists of the Windwalker never suffer harm from exposure or harm from cold weather. They also gain resistance to cold equal to their level.

HOWLING WIND

Cultists of the Windwalker often become barbarians and choose the delirium instinct (page 69). They favor the Inhuman Shriek, Terrifying Howl, and Star Strider feats, as well as feats that improve their senses or that allow them to move faster or jump farther.

THE GREATER TRANSFORMATION

Rare and difficult, this gift begins the process of turning a ravenous wendigo into a windwalker (page 488). 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* (page 172).

TRUE FEROX

The cultist becomes savage and deadly, toughening skin into armor-like hide, fingernails into claws, and teeth into fangs. They gain elite adjustments, a jaws Strike that deals damage comparable to a non-agile Strike it has, and an agile claw Strike that deals damage comparable to an agile Strike it has. If the creature only had a non-agile Strike, the claw Strike deals three-quarters the non-agile Strike damage; if the creature had only an agile Strike, the jaws Strike deals four-thirds the agile Strike damage.



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CULT OF THE YELLOW SIGN

FANATICS OF HASTUR AND THE KING IN YELLOW

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 right. Of course, only the cultists can fully 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 deceptively refined serial killers or urbane sociopaths. They often lie to themselves about their motivations. It is common for them only to 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 pursue their whims while the cult provides aid for their goals and machinations. It also appeals to those afflicted with supernatural madness, offering an outlet to their often-dangerous

magical compulsions. Exploiting their supernatural madness, the King in Yellow frequently communicates with cultists in ways undetectable to individuals without such insights. 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 blurred together.

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.

The King's holy text is also a play, simply entitled *The King in Yellow* (page 192). Either reading the play or watching it performed can lead to supernatural madness and worship of the King. Those aware of the danger it poses are constantly at risk of being exposed to the *Yellow Sign* (page 154) 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 loosely connected. Cultists occasionally meet in groups for activities other than worship, as signaled to them through the King's confusing psychic messages. 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 Cult does not have persistent 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 fanatic 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 that person 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

Yellow Sign fanatics 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. These instructions

often include how to cast uncommon spells, such as *grace of the King in Yellow* (page 117), *Yellow Sign*, and *zyngaya* (page 154).

VISITATION

Creative atrocities can cause the King in Yellow to manifest and bless fanatics and their activities.

PASSION

When fanatics focus on something (spellcasting, an objet d'art, a dance, or the like), their concentration often consumes them. They favor the Obsessive Artistry general feat (page 89).

THE PALLID MASK

A cultist can become an avatar of the King in Yellow (page 293) by wearing the *Pallid Mask*. After an avatar has departed or been destroyed, a *lesser pallid mask* (page 179) remains behind.

THIRD EYE

Fanatics can see distant realms more easily than others, either in divinely granted glimpses or by way of the Third Eye Masterpiece bard feat (page 127), and only their madness helps them comprehend what they see. This also tends to make Yellow Sign cultists take actions that seem bizarre to those who only perceive a single plane of existence.

TREASURES

Cultists often have access to *clithni* (page 171), the *lamp of Alhazred* (page 173), *pigments from Yuggoth* (page 175), selenine (page 167), and wine of Pnoth (page 168). They also sometimes capture yithians and steal their advanced technology.



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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 worshipers, 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.

GIFTS OF ABHOTH

Cultists of Abthoth gather its slime (page 160).

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 or occult 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 might also seek to use the remnant of a destroyed world for their own purposes, possibly contrary to Atlach-Nacha's intentions.

GIFTS OF ATLACH-NACHA

Atlach-Nacha sometimes gifts his venom (page 161) to worshipers.

CULT OF BOKRUG

Since the extermination of the beings of Ib, Bokrug's worship has been much reduced except in certain parts of the Dreamlands near where he sleeps. While some boggards, deep ones, gnorri, and other amphibious creatures 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, potentially reverting whole regions to an unspoiled natural state at the cost of many deaths.

GIFTS OF BOKRUG

Bokrug gifts his eggs (see page 170) to allow worshipers to call upon the ghosts of Ib when Bokrug's personal attention is not called for.

CULT OF BYATIS

Cults of Byatis provide it with sacrifices so that it can grow, and in return, Byatis may provide worshipers with spells or wisdom. The cults 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 the 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 they worship or why they feel compelled to offer Byatis 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. Chaugnar Faugn also creates new creatures by taking apart or combining existing ones, potentially creating any kind of hybrid creature (such as a draconic amalgam, fleshwarp, or outer mutant). For example, he may reshape a cultist or several cultists together into his own image (see the Curse of Chaugnar Faugn on page xxx). These sculpting actions always seem intended to improve or uplift the physical form of his chosen canvas, at least in his own alien eyes.

GIFTS OF CHAUGNAR FAUGN

Cultists of Chaugnar Faugn might have access to any of the following gifts.

SECRET KNOWLEDGE

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.

TRANSFORMATION

He also has a predilection for using his proboscis to alter the flesh of creatures, especially worshippers. These might take the form of Tcho-Tcho grafts (see page 181) or other permanent morphs or polymorphs.

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 reshape all existence. 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.

GIFTS OF CTHUGHA

Cultists of Cthugha can access the spell *Cthugha's embrace* (page 112).

CULT OF FATHER DAGON AND MOTHER HYDRA

All deep ones honor and follow Father Dagon,

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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.

GIFTS OF FATHER DAGON AND MOTHER HYDRA

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 their god's wrath, works with political and military leaders to ensure enough 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 (after first allocating criminals who would have been killed anyway) 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. Also, those aware of the curse of Ghatanothoa's presence in lands where it is worshiped rarely dare raid or otherwise directly interfere 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's power 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.

GIFTS OF GHATANOTHOA

Cultists of Ghatanothoa can access the spell *gaze of Ghatanothoa* (page 117) and can beseech Ghatanothoa to project gnarled roots or otherwise shift the nearby land, so as to neutralize an invading army.

CULT OF THE GREEN FLAME

Cults of the Green Flame serve Tulzscha. They seek all manner of eldritch knowledge and the secrets of the Outer Gods, with whom Tulzscha dwells at the center of existence. They accomplish this primarily by summoning Tulzscha's Finger and gazing into its light. Tulzscha may reveal specific secrets that drive its worshippers to take a particular course of action. For example, it might give a glimpse of forgotten tomes and a clue to their location so that they seek out the books and allow their secrets to be revealed in Tulzscha's light. It might illuminate pathways of travel through time and space, sending its followers into 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 Tulzscha's Finger 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.

GIFTS OF THE GREEN FLAME

In addition to learning truths from all across space and time by communing directly with their god, cultists of Tulzscha can access a variety of uncommon divination spells, including *read omens*, *retrocognition*, *true seeing* and *rotting light* (page 121).

CULT OF NODENS

Nodens is worshiped by humanoids across the cosmos but few in any of the worlds outside the Dreamlands. Mortals still worship him as a god of unfailing strength and of battle prowess despite difficult circumstance or disability. Most cults are small remnants of ancient religions

established by pre-human civilizations. Yithians and elder things sometimes make deals with him or other Elder Gods since they oppose the more directly destructive Outer Gods and Great Old Ones.

GIFTS OF NODENS

Cultists of Nodens might have access to any of the following gifts. Even non-cultists might be given these gifts if they serve his goals, but always with a quest or condition attached.

SPELLS

Nodens teaches the ritual *Elder Sign* (page 148) and the spells *tsunami* (page 125), *bargained blessing* (page 111), and *shadow of the night-gaunt* (page 122).

TIDAL STRENGTH

The devotee is granted a strength that grows with the flowing tides. For the 1 hour of low tide, it grants no benefit. From ebb tide to half tide, they get the benefits of 3rd-level *heroism*. From half tide to full tide, it increases to 6th level. For the 1 hour of full tide, it increases to 9th level.

TREASURE

Nodens gives temporary access to his artifacts, *Nodens's Torch* and *Piercing Light* (page 180). His worshipers use the *stone of Nodens* (page 177).

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 un-death 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 YIG

The Father of Serpents is worshiped 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 their future offspring



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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 gifts.

POISON PROTECTION

Cultists become virtually immune to the venom of the snakes their nation once feared and loathed, which are now their siblings. They gain resistance to poison damage equal to their level and get a +4 status bonus to saves against poisons.

SERPENTFOLK ALCHEMY

Cultists of Yig often use serpentfolk alchemy to produce metamorphic venom (page 163).

SPELLS

Cultists may obtain magic and access uncommon spells from Yig, usually related to poisons, snakes, shapeshifting, and curses. Two of the most distinctive are *snakeskin* (page 123) and *curse of Yig* (page 113).

TRANSFORMATION

Ultimately, after gaining all of Yig's other blessings, cultists mystically mutate and degenerate into a sort of snake-like hybrid, or they may eventually become unintelligent venomous snakes, slithering amid 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.



MYTHOS CULTURES

Some of the most infamous and far-reaching of Mythos cultures are described here. These peoples are often enthralled to Great Old Ones or Outer Gods, reaping great rewards but always being pushed toward chaos and destruction.

TCHO-TCHO CULTURE

The Tcho-Tcho are an unusual human culture, whose long separation from others of their ancestry has resulted in noticeably divergent mo-
rays and social norms. They rarely produce offspring with outside folk—human or otherwise—and do not engage in many friendly transactions of any kind with other cultures (a Tcho-Tcho merchant is rare, for example). The Tcho-Tcho as a group 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 are typically slightly larger than those of other humans. Their hair, skin tone, and other physical features resemble those of the humans they split off from; the most well-known group of Tcho-Tcho has black hair and light brown skin. But these differences are no more significant than those found among any human cultures.

The true difference between Tcho-Tcho and other humans is largely cultural. As a communal culture, as opposed to individual, culture, Tcho-Tcho do not think like the folk of many human societies. Their society is focused on the success of all over the interest of the one. To this end, Tcho-Tcho are typically unconcerned about actions they must take in the defense of their people, even those that members of other cultures would deem distasteful or even reprehensible. They do not engage in these actions out of inherent cruelty or malice but rather out of a sense of group preservation.

Perhaps relatedly, the Tcho-Tcho have almost no sense of pride: a Tcho-Tcho will grovel or crawl before a stronger enemy with no hesitation or shame. The Tcho-Tcho almost never engage in warfare but instead, prefer a longer game. When a stronger group attacks them, 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 Tcho-Tcho are eminently practical, and revenge is rarely that.

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. 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 TECHNOLOGY

The Tcho-Tcho are neither master metalworkers nor builders, but are instead highly knowledgeable about the ways of the Mythos, as well as biological and otherworldly science. Their alchemists and scholars constantly innovate, producing mutagens, pathogens, grafts, parasites, and magical infections.

The most commonly encountered Tcho-Tcho alchemical devices include the assassin's teapot and Tcho-Tcho oculus. More innate modifications generally rely on grafts 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.

Tcho-Tcho disease vectors are not restricted to sentient beings. If the Tcho-Tcho have reason 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 avoid open warfare, most of their weapons are designed for assassination, extortion, and ambushes rather than open battle. 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. To the Tcho-Tcho, a blowgun that fires a deadly spider is more useful than a two-handed axe.

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 territory 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.

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Tcho-Tcho PCs

The Tcho-Tcho, as presented, are a rather unpleasant group. But they are not all unrepentantly evil. Their single-minded devotion to group survival and use of questionable technologies make them seem intractable, but they are not inherently malicious. They are no different, genetically, than any other human. It is only due to the influence of elder beings that their culture diverged, and they developed these tendencies. But even then, as with any group, these are not hard and fast rules but patterns. A Tcho-Tcho PC can be however the player wants them to be. It's helpful to keep in mind their culture as a reference, but the player should feel empowered to create a unique and complex character with as much or as little similarity to the typical Tcho-Tcho presented here as they wish.

Counter to the expectations of many cultures, Tcho-Tcho leaders are not the most ambitious among their people but rather the most single-minded, dedicated, and unselfish, who live to serve the tribe and the Great Old Ones (not necessarily in that order). The leaders are traditionally “touched” by the Great Old Ones and Outer Gods and behave accordingly. Tcho-Tcho leaders, though granted amazing powers by

biomagical science and the powerful entities they serve, often burn out quickly and live short lives, after which another leader must be selected.

This enhancement is typically formulated differently by each tribe to suit the needs of the time. For example, if they have a need for keen calculation, they might 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). In other situations, the tribe selects a Tcho-Tcho to be modified to become astonishingly sexually attractive by a neighbor's standards, 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 opposite, 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 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 be easily concealed.

Okkator make frequent use of a technique that involves 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 jaws 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 have a roughly humanoid shape, in that they are bilaterally symmetrical and have four limbs, allowing them to interact more effectively with similarly shaped beings.

As genetic constructs of Cthulhu himself, the deep ones feel an instinctual urge 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.

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 hybrid looks like a shark; if it mates with an elf, the hybrid looks like a baby elf.

Over time, as the spawn grows and matures, eventually it begins to transform into a deep one. In humanoid races, such as orcs, humans, or dwarves, this usually starts a decade or two after the spawn reaches physical maturity and takes a significant amount of time to complete. In humans, the hybrids are usually 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

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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

In their own unsettling way, deep ones are one of the most socially and magically sophisticated beings in the sea, constructing large and complex cities deep under the waves. When these are located near a shore, the deep ones often subvert the local population.

Older, stronger deep ones typically lead their heavily stratified society. If fed sufficiently, deep ones continue to grow to indefinite size, but their leaders ensure this only proceeds under their control, permitting unhindered growth only in those deep ones whose size serves a purpose. 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. Importantly, giant deep ones cannot breed easily with the mortal races, limiting their usefulness.



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, Father Dagon and Mother Hydra). The deep ones have great skill in biology and genetics and thus can often control and direct such growth to suit their unfathomable 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 they may someday be used to supplant the mortal realm.

The deep ones' hybridization and interbreeding is a vital 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 they 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, beasts, and other creatures who serve the Great Old Ones and Outer Gods. In almost every case, the creatures of the Mythos 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. They offer no heaven or afterlife 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?

ADVANCED ABERRATIONS

The elder things, the great race of Yith, 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. The yithians, sometimes, and the elder things, especially, favor forming alliances with Nodens and his fellow Elder Gods, since he takes an interest in propping up those creatures and peoples who oppose his rivals Nyarlathotep and the Outer Gods.

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, making them allies of great convenience for cultists.

FUNGI FROM YUGGOTH

The alien mi-go typically serve Shub-Niggurath and foster her worship through cults. As fungal organisms, fertility and growth are obviously central to their existence, and Shub-Niggurath's fecund nature bolsters them. The mi-go frequently recruit humans to help them on a planetary surface, and they propagate a cult to 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 Black Goat is all about stealing secrets, giving in to desires, and seeking rewards where one can, which are all tendencies the mi-go can readily exploit.

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MOON-BEASTS

Moon-beasts serve Nyarlathotep explicitly to get the favor of the Outer Gods, whom Nyarlathotep serves in turn. Rather than any genuine faith or desire to worship, they follow their mercenary greed, seeking what the Outer Gods can give them.

OTHER ALIENS

In a few cases, Mythos races are somewhat like humanoids in their emotional and religious attachment, such as gnorri, who follow various entities including Great Old Ones, and gugs, who adhere to the foulest of deities. In other cases, Mythos aliens' religious nature is pure lip-service, allowing them to control or work with humanoids for their own gain, or their interest might simply lie in the rewards offered.

OTHER ANCESTRIES IN THE MYTHOS

Many creatures of the Mythos can't or don't bother to distinguish between the many types of humanoids. In most cases, cults of the Great Old Ones or the Outer Gods can't be considered traditional religions, as they are typically transactional and related to status rather than faith. The entities of the Mythos recruit folk for what they can offer, rather than who or what they are.

BOGGARDS

Boggards often worship Bokrug and revere him as a monstrous father figure and protector. His influence makes these creatures even more vindictive than usual in the Dreamlands.

DWARVES

Coastal dwarves sometimes fall in with the Cult of Great Cthulhu out of greed for gifts of wealth or in the hope 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, mostly 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 the natural world 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 hope 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.

GOBLINS

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 humanoids, 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

Serpentfolk sometimes draw lizardfolk into their schemes, as they 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.

TENGU

Tengu in coastal regions are among the most common creatures seduced by the worship of Cthulhu. Occasionally, a tengu too smart for their own good turns to the worship of the Opener of the Way for an edge against rivals.

TIEFLINGS

Tieflings occasionally result from an Outer God's influence acting upon 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.

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AS A FOULNESS YE SHALL KNOW THEM

GREAT OLD ONES, OUTER GODS, AND THEIR ILK

Nor is it to be thought that man is either the oldest or the last of earth's masters, or that the common bulk of life and substance walks alone. The Old Ones were, the Old Ones are, and the Old Ones shall be. Not in the spaces we know, but between them, they walk serene and primal, undimensioned and to us unseen. Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate. Past, present, future, all are one in Yog-Sothoth. He knows where the Old Ones broke through of old, and where They shall break through again. He knows where They had trod earth's fields, and where They still tread them, and why no one can behold Them as They tread. By Their smell can men sometimes know Them near, but of Their semblance can no man know, saving only in the features of those They have begotten on mankind; and of those are there many sorts, differing in likeness from man's truest eidolon to that shape without sight or substance which is Them. They walk unseen and foul in lonely places where the Words have been spoken and the Rites howled through at their Seasons. The wind gibbers with Their voices, and the earth mutters with Their consciousness. They bend the forest and crush the city, yet may not forest or city behold the hand that smites. Kadath in the cold waste hath known Them, and what man knows Kadath? The ice desert of the South and the sunken isles of Ocean hold stones whereon Their seal is engraven, but who hath seen the deep frozen city or the sealed tower long garlanded with seaweed and barnacles? Great Cthulhu is Their cousin, yet can he spy Them only dimly. Iä! Shub-Niggurath! As a foulness shall ye know Them. Their hand is at your throats, yet ye see Them not; and Their habitation is even one with your guarded threshold. Yog-Sothoth is the key to the gate, whereby the spheres meet. Man rules now where They ruled once; They shall soon rule where man rules now. After summer is winter, after winter summer. They wait patient and potent, for here shall They reign again.

—H. P. Lovecraft,
The Dunwich Horror

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. All the races and beings of the Mythos are aware of these entities; some view them as equals, some treat them as enemies, and some even worship them. Many have cults among humanity or other races, which serve these beings in the hope of terrible returns.

The 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 unaware and almost non-sentient, 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.

By contrast, the entities known as Great Old Ones appear to be enormous and influential alien beings, rather than cosmic principles. Each Great Old One is autonomous: they are not connected like the Outer Gods, and they sometimes view each other with hostility. All Great Old Ones violate the natural laws of the universe and have achieved their supreme power in different ways. The famed being known as Cthulhu is a Great Old One.

There exist numerous and complex tiers of entities of various sorts, as noted below in the various 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 to the whole entity in most cases. They are a manifestation of the entity's will to be undermined at best, not simply a creature to be battled.

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CLIMACTIC CHALLENGES

The advent of Elder Influences should be significant events in your campaign, preferably 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 a group of dedicated cultists has uncovered a secret ritual, and if the PCs don't defeat the cabal in time, they manage to establish an Elder Influence of their god. Maybe that group of cultists has already established an Elder Influence and the PCs must go on several quests to defeat or banish it. Perhaps the stars have just aligned, and an Elder Influence 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 and, if not outright saving the world, then at least giving the world a few more years to exist before the next threat rises!

READING AN ELDER ENTITY ENTRY

Each of the powerful entities presented in the following pages is summarized in the same way, with an Elder Entity entry similar to a deity description and an Elder Influence stat block providing rules for its influence to alter the world and endanger player characters. 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: perhaps as the result of a powerful spell performed by a group of cultists or maybe because the adventurers couldn't resist opening a forbidden locked door beyond which the Elder Influence was housed.

Alignment: Because it is only an aspect of the whole entity, however, an individual Elder Influence might behave in a way that deviates from this alignment. In addition, as noted in the sidebar, many of these entities are in some sense beyond alignment, in which case this is the alignment of furthering the entity's influence.

Type: The entity 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.

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 somewhat misleading—"good" and "evil", in Lovecraft's universe, are purely human perceptions, not real cosmic principles. The universe is uncaring, and to Cthulhu, humans are no more than a pulsing organic smear on his intended home's surface. To Nyarlathotep, we are toys or resources to be expended. They don't think in turns of evil or good or any such concept. They follow their goals and needs, and what we want is meaningless. 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 are (I would say) clearly and definitively evil, usually chaotic, so this alignment still has a purpose. In other words, Cthulhu doesn't have an 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.

Area of Concern: All of these entities are worshipped by cultists and can grant spells to clerics and empower champions. At the same time, many of them have no interest in their cults and, indeed, might not even be aware of them. The listed area(s) of concern are as much the creation of their cultists as they are legitimate interests of the entity itself.

Primary Source: This line lists the author who originally created the entity in our world, as well as the first significant story in which the entity appeared. In some cases (such as Hastur), the entity is the result of multiple primary sources

and authors, in which case additional entries appear as appropriate on this line. Reading these sources might provide you with key insights for using the entity in your game.

CULT

The section of the statistics listed under “Cult” pertains to those who worship the entity. These are popular tendencies among the entity’s worshipers—individual cultists of one of these entities may vary as widely as they do, so edicts, anathema, and alignments allowed may be less limiting than in some other faiths.

Edicts These actions are expected and encouraged by the cult.

Anathema These actions are prohibited by the cult.

Follower Alignments The cult’s goals and methods generally require one of these alignments for cultists.

Symbol The most common symbol used by the cult to represent its eldritch patron.

Temple Typical examples of the buildings or locations that are sacred to the entity’s cult, which are used as places of worship.

Worshippers The sorts of worshipers, in general terms such as ancestry or interests, who may belong to the entity’s cult; these entries are not exhaustive but merely point out the typical groups of people who worship the entity.

Servitors A few monsters, primarily from this book, that are often associated with the entity’s cult.

DEVOTEE BENEFITS

This section describes benefits granted to members of the cleric class who draw power from the entity, which might in limited cases extend to members of other classes such as champions.

Divine Font The entity may grant *harm*, *heal*, or a choice between the two.

Divine Skill One skill that clerics gain for serving the entity.

Favored Weapon One weapon that clerics and champions become trained in for serving the cult; if the weapon is uncommon, the cult also provides access to it.

Domains For clerics and champions to choose from; those not found in the *Pathfinder Core Rulebook* are new ones introduced on page 129.

Cleric Spells Clerics in the cult add these spells to their divine spell list.

ELDER INFLUENCE

This section 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.

An influence’s traits line begins with a rarity to distinguish whether there might be more than one influence in the world at a time. No influences are common. It then has a trait indicating which stage it is, unless it is an influence with only one stage. Influences that have initiative and a routine have the complex trait, much like a hazard. Influences that have the aura trait have a movable nucleus (which might be a proxy creature) and move with it. Influences that have the object trait are bound up in physical objects or an object-like nucleus. Influences with the creature trait or a creature type trait are bound up in a creature-like nucleus that isn’t a proxy creature.

Actions and activities the influence can use have the appropriate icon next to those abilities’ names noting how many actions they require.

INFLUENCE NAME

INFLUENCE LEVEL

RARITY TRAIT STAGE TRAIT OTHER TRAITS

Area An influence applies its effects only within its area, which other creatures can move through (although they become subject to those effects);

Nucleus a physical manifestation of the entity, generally one that appears at the center of the influence and can’t normally be entered. If the nucleus is creature-like, it has one or more



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creature traits (such as a type trait). If the nucleus is object-like, it has the object trait. If the nucleus is a proxy, the proxy uses its own statistics and the influence stat block omits unused checks and DCs.

Unnamable Doom (emotion, fear, mental)

Contact with an Elder Influence is dangerous to the minds of most creatures. Animals and humanoids are susceptible to unnamable doom. A susceptible creature that enters an influence must attempt a Will 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 creature becomes unnerved if your game uses the dread rules in Chapter 4; otherwise it becomes stupefied and possibly frightened. Each condition's value decreases by 1 per day spent continuously outside the area.

Critical Success The creature is unaffected.

Success The creature becomes either frightened 1 or unnerved 1.

Failure The creature becomes either frightened 1 and stupefied 1 or unnerved 2.

Critical Failure The creature becomes either frightened 2 and stupefied 2 or unnerved 3.

Perception Result If the influence must make a Perception check, such as rolling initiative, it uses this result instead; DC functions as normal for a creature's Perception DC.

Skill Result If the influence must make a skill check, it uses this result; DC is likewise used for all skills.

Circumstance Notes Any special circumstances or physical properties of the nucleus, area, or proxy are named here. A nucleus that can be moved like an object or creature has the movable trait noting how it can be moved.

Defenders If the influence requires defenders to merit its level of challenge, those defenders are described here. You should not award XP separately for these defenders, as the XP for the influence already includes them. If such an influence is encountered with more potent or more limited defenders, you should generally determine the threat of the encounter (and the XP awarded) as if the defenders were each 1 level higher than they are and not count the influence as a combatant.

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, combat. 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.

Deescalation If the influence can be caused to return to a lower stage, meeting the condition listed here causes the influence to deescalate to the next lower stage. When an influence deescalates between stages that each have Hit Points, any lost Hit Points remain missing.

AC The nucleus's AC.

Saving Throws The single modifier listed here is used for all saving throws.

HP The nucleus's Hit Points are followed by automatic abilities that affect its Hit Points or healing. An influence that has its nucleus reduced to 0 Hit Points usually ends, although the entity that created it is generally not meaningfully harmed. 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 after 1 day.

Immunities; Weaknesses; Resistances are listed here. Normally, an influence without a proxy creature has the nucleus immunities described below. A few influences are immune to damage, in which case other methods must be used to destroy them.

Automatic Effects Auras and other effects that apply constantly within part or all of the influence's area are listed here.

Free Actions ♦ and **Reactions** ♣ are listed here. If the influence doesn't perform actions until provoked or roused in some fashion, one of these might call for it to enter initiative (using the skill result above for its initiative roll, and moving the game to encounter mode if the game wasn't already in that mode)

Escalation If an influence has multiple stages, the conditions that must be met for it to advance to the next 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 between stages that each have Hit Points, any lost Hit Points remain missing.

Routine This section describes what a complex influence does on each of its turns during an encounter. The number in parentheses after the word "Routine" indicates how many actions the influence can use each turn. Simple influences don't have this entry. If the influence is dormant until roused or provoked, it doesn't undertake its routine actions while dormant.

Speed An influence generally moves at the Speed listed by using one action of its routine. If an influence has a climb, fly, or swim Speed, it automatically succeeds on all skill checks involved in that form of movement. If an influence has no Speed 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.

LEVEL

An Elder Influence's level is also the level of any curse, disease, poison, or other effect the influence creates. Use half the influence's level, rounded up, for its counteract level. Use its Unnamable Doom DC for its counteract DC

NUCLEUS

Many influences have a nucleus that is contained wholly in the influence's area but does not completely fill this area. When a nucleus has dimensions or a size, this is the space that this physical manifestation takes up at the center of the area. It might function in most ways like an object or like a creature, in which case it has the matching trait. A nucleus with neither trait can't be moved against its will.

Instead of an area or size, the Nucleus entry can name a single creature tied to the influence as its proxy. Some influences use a standard monster presented elsewhere in this book as a proxy. Typically, an influence with a proxy can be ended by slaying or defeating the proxy creature.

Proxy The influence uses the indicated creature as its nucleus. A proxy cannot leave the area of its influence but otherwise functions as normal for a creature. When the creature moves, its influence moves to remain centered on it unless noted otherwise. It can't normally move to a location that was outside the influence's area when it began its action to move. A proxy is never harmed or hindered by the effects of its own influence. A complex influence with a proxy still has its own turns, actions, and reactions in addition to those of the proxy.

DEFEAT AND DEESCALATION

The following defeat condition is the most common among Elder Influences, but many influences have unique defeat or deescalation conditions. If multiple conditions are listed, only one condition must be met to defeat the influence or cause it to deescalate.

Combat Reducing the influence or its proxy to 0 Hit Points ends the influence or causes it to deescalate (unless it has regeneration that is not deactivated).

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Eradication This influence ends only when multiple redundant nuclei are destroyed or multiple proxies or creatures are killed.

NUCLEUS IMMUNITIES

A nucleus that isn't a proxy creature is normally immune to death and incapacitation effects and the following conditions: blinded, confused, controlled, deafened, fatigued, fleeing, frightened, immobilized, paralyzed, petrified, restrained, slowed, stunned, unconscious, and unnerved.

COSMIC RECOVERY

Creature-like influences usually have the following ability as a result of being a vast entity little fazed by impediments to its influence. Proxy creatures also sometimes have it.

Cosmic Recovery When the creature or influence starts its turn clumsy, doomed, drained, enfeebled, or sickened, the value is reduced by 1.

ESCALATION

The following escalation condition is the most common among Elder Influences, but many influences have unique escalation conditions. If multiple conditions are listed, only one must be met for the influence to escalate.

Feed The influence must kill at least the listed number of Small or larger creatures with an Intelligence modifier of -3 or higher in order to escalate. When it does, it immediately escalates. At the GM's discretion, smaller or less intelligent creatures might count fractionally toward this number.

Time The influence automatically escalates after the listed amount of time passes since it reached its current stage (whether by being established, escalating from a lower stage, or deescalating from a higher stage).

RUNNING ELDER INFLUENCE ENCOUNTERS

For the most part, influences function more like hazards or environmental dangers than monsters. Simple influences attached to proxies function like typical combat encounters with those proxies, while simple influences without proxies function like environmental conditions. Complex influences function much like complex hazards, and typically don't take actions until roused in some fashion. A complex Elder Influence always uses a fixed result for initiative rolls, which is often high enough to go first each round.

Elder Influences are rarely a surprise. Even if all an influence's overt effects are hidden from view, the palpable wrongness pervading the area of a typical influence alerts characters to the fact that they are in imminent danger, as does exposure to the influence's unnamable doom.

INFLUENCE SENSES

A complex Elder Influence's vast array of senses is far beyond the understanding of most mortals, allowing it to imprecisely detect all creatures and objects in its area. Thus, the influence always notices and detects creatures in the area. At the same time, the elder entity's vast attention is normally divided between the influence and matters in distant dimensions or on distant planets, so creatures can still Hide from it despite its incredible senses. Creatures outside the area are usually unnoticed unless they have directly affected the Elder Influence, in which case they are undetected but the influence knows which direction the interference came from. Influences' senses can't be interfered with by light or conditions, but proxies' can.

Simple influences usually rely upon the senses of proxies or occasionally cultists to interact with individual creatures.

CREATURE-LIKE INFLUENCES

Even an Elder Influence that doesn't have a creature as its nucleus might call for interactions as if it were a creature. For example, a creature might try to hide from Great Cthulhu's building-sized stage 3 nucleus, or might try to Tumble Through Shub-Niggurath's stage 3 nucleus. In these cases, use the skill DC or result for the influence even though the action normally calls for a creature target. These influences have the creature trait or a creature type trait and typically represent intrusions by vast entities. Due to the influence's nucleus immunities, however, many skill-related actions won't affect even a creature-like nucleus.

XP FOR DEFEATING ELDER INFLUENCES

When the party defeats an Elder Influence, each character earns XP normally for the encounter level of the Elder Influence as if it were a creature. Other creatures and hazards in the same encounter only contribute XP if they are not the creatures listed in the influence's Defenders entry or produces by the effects of the influence. If the influence escalated or deescalated in combat, use only the highest level the Elder Influence had during the encounter.



ABHOTH

CN OUTER GOD OF DISEASE, FECUNDITY, AND OOZES

Primary Sources: Clark Ashton Smith “The Seven Geases”

CULTS

Edicts Provide environments for oozes, diseases, fungi, or other primordial or dark-loving life-forms to grow.

Anathema Create a sterile and lifeless environment; exterminate a species or disease without giving it a chance to adapt.

Follower Alignments CN, CE

Symbol tentacle coiled around a disembodied eye
Temple canyons, caverns

Worshippers seekers of the source of life
Servitors the filth

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Nature

Favored Weapon whip

Domains darkness, indulgence, mutation (page 130), nature

Cleric Spells 1st: *goblin pox*, 2nd: *entangle*, 5th: *black tentacles*

This entity’s origins are obscure. Some scholars credit Abthoth 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 the elder things bear some responsibility. Whatever the truth, Abthoth, 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)

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is lost to antiquity. Perhaps only the long-lost Tablets of the Gods, guarded by Ubbo-Sathla, hold the answer.

Abthoth 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.

Abthoth 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 Abthoth's presence, the larvae it creates are not so benign: they crawl forth in endless floods, wreaking havoc in their drive to feed.

ABTHOTH IN COMBAT

When incited by an enemy or a perceived threat, a sort of slime-covered central nervous system rises out of Abthoth'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 Abthoth's total control. Until the tendril is severed, that victim fights on behalf of Abthoth, not hesitating to attack friends and company. Should their companions fail to rescue an enslaved victim, Abthoth absorbs them when they are no longer useful as puppets, devouring them and returning their flesh to the primal chaos within it.

Every wound inflicted on Abthoth 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, the more filth appears to oppose Abthoth's enemies.

If Abthoth is completely reduced to remnants of filth, then its physical form dissipates and its last remnants seep deep underground. But Abthoth, the god of obscene fruitfulness, can never be destroyed, only returned to a different underground lair. Dispersing and banishing it does, however, free any region that is 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.

ABTHOTH

INFLUENCE 21

UNIQUE ACID AURA COMPLEX OOZE

Area 300-foot emanation; **Nucleus** Huge nerve mass (ooze)

Unnamable Doom DC 39

Perception Result 50, DC 40

Skill Result 48, DC 48

Filth Typically, 1d4+2 scions of Abthoth called filth (page 235) flop and crawl about within Abthoth's area of influence when it is first encountered. Over time, Abthoth 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 creature. This can be any aberration, animal, beast, dragon, fungus, humanoid, ooze, or plant with an Intelligence modifier of -3 or lower. The creature always has an alignment of chaotic neutral.

Defeat eradication (nucleus and all filth). 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.

AC 42; **Saves** +36

HP 320; **Immunities** acid, nucleus immunities;

Resistances bludgeoning 15, cold 15, fire 15, mental 15, sonic 15

Fluid Pool (aura) 300 feet. A pool of viscous fluid makes the ground in the area difficult terrain.

All-Around Vision

Absorb the Filth  **Trigger** Abthoth's turn begins. **Requirements** Abthoth's influence is at 0 Hit Points or there are 6 or more filth in the area; **Effect** Abthoth absorbs the filth in the area with the most Hit Points and regains Hit Points equal to half the filth's HP.

Shed Filth  **Trigger** Abthoth is dealt 15 or more damage by one attack or effect. **Frequency** once per turn; **Effect** Abthoth 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 three times the damage that triggered it. **Routine** (2 actions) If Abthoth or any filth in the area was attacked or forced to make a saving throw in the previous round, the influence uses Flurry of Lashes. If Abthoth has a creature tethered, it uses its second action to use Puppet Mastery. Otherwise, it moves away from a threat or makes another nerve lash Strike.

Speed 20 feet, climb 20 feet

Melee  nerve lash +38 (agile), **Damage** 4d6+21 slashing damage plus Nerve Tether

Flurry of Lashes  Abthoth's nucleus makes a nerve lash Strike against each intruder in the area of influence. Its multiple attack penalty

doesn't increase until after it makes all these attacks.

Nerve Tether A creature damaged by Abthoth's nerve lash that wasn't already tethered must succeed at a DC 39 Fortitude saving throw or be tethered to Abthoth's nucleus. A tethered creature can't leave the influence without breaking the nerve tether. Each nerve tether can be attacked (AC 35; Hardness 15; HP 30); it breaks when reduced to 0 HP. Destroying a nerve string deals no damage to Abthoth, which can extrude a replacement at the start of each round. A nerve string can also be broken if a creature takes an Interact action and succeeds at a DC 20 Strength check against it.

Puppet Mastery ♦ (incapacitation, mental)

Requirements Abthoth's nucleus has tethered a target creature without the construct, elemental, fungus, ooze, or undead traits; **Effect** Abthoth attempts to directly take control of the target creature's muscles and other tissue. The creature takes 6d8 mental damage and must attempt a DC 42 Will save.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage and gains the controlled condition. At the start of the creature's turn, if it is aware of any ally in combat with Abthoth, the target attempts a DC 42 Will save. On a success, Abthoth can force it to take only a single action (not an activity), then the controlled condition is suppressed until the end of the creature's turn. On a critical success, the creature loses the controlled condition.

Critical Failure The creature takes double damage and gains the controlled condition. At the start of the creature's turn, if it is aware of any ally in combat with Abthoth, the target attempts a DC 42 Will save. On a success, the creature is stunned 1. On a critical success, Abthoth can force it to take only a single action (not an activity), and then the controlled condition ends.

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

CREATURE 13

RARE CE MEDIUM ABERRATION

Perception +20; darkvision

Languages Aklo

Skills Athletics +26

Str +6, **Dex** +6, **Con** +6, **Int** -3, **Wis** +4, **Cha** +0

AC 37; **Fort** +24, **Ref** +24, **Will** +22

HP 160; **Immunities** acid, blinded, deafened;

Resistances bludgeoning 8, cold 8, fire 8, mental 8, sonic 8

Speed 25 feet, climb 25 feet, swim 25 feet

Melee ♦ limb +27 (agile, trip), **Damage**

3d10+10 piercing damage

Mutation Each of the filth has one random mutation from the following list, tied to a variation in its physiology. When a new one appears, roll 1d10.

1. **Acid Spray** ♦♦ (acid) The filth possesses a tube-like stalk that can spew a 30-foot cone of acid. Each creature in the area takes 9d10 acid damage and must attempt a DC 36 basic Reflex save. It can't use Acid Spray again for 1d4 rounds.

2. **Adhesive Web** (attack) The filth has a short limb ending in a spinneret. It can make a ranged web Strike with a +29 modifier. A creature hit is immobilized and stuck to the nearest surface until it Escapes (DC 39).

3. **Horn** (attack) The filth has a long horn-like spike. It can make a melee horn Strike with a +29 modifier, dealing 3d12+12 piercing damage.

4. **Multilegged** The filth has numerous additional limbs, which it uses for locomotion. All of its Speeds increase by 15 feet.

5. **Pheromone Spray** ♦ (emotion, incapacitation, mental, poison) The filth possesses a segmented limb that can spew mind-controlling pheromones in a 10-foot emanation. Each creature must attempt a DC 37 Will save. On a success, the creature is unable to take hostile actions against the filth for 1 round or until the filth takes hostile action against it. On a failure or critical failure, the maximum duration is 1 hour. The affected creature becomes friendly toward the filth, or helpful on a critical failure.

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On a critical success, the creature is temporarily immune to that filth's Pheromone Spray for 24 hours. The filth can't use Pheromone Spray again for 1d4 rounds.

6. Filth Poison Gas ♦♦ (inhaled, poison) The filth's specialized limb contains a gland that allows it to spew a 30-foot cone of poison gas. Once it does, it can't use Filth Poison Gas again for 1d4 rounds. **Saving Throw** Fortitude DC 33; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round); **Stage 2** 1d6 poison and enfeebled 2 (1 round); **Stage 3** 1d6 poison and enfeebled 3 (1 round)

7. Shrieking Mouth (auditory, aura, emotion, enchantment, incapacitation, mental, occult) The filth possesses a stalked mouth. This mouth cannot bite, but it constantly shrieks and babbles. Each creature that begins its turn within 30 feet of the filth must attempt a DC 33 Will save. On a failure, they are confused for 1 round. On a success, they are temporarily immune for 1 minute.

8. Primal Spellcasting DC 37, attack +27. 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 primal spell of the GM's choice of 6th level or lower once per day.

9. Tentacle The filth's extra limb is a long, powerful tentacle covered with hooks and tiny claws. It can make a melee tentacle Strike with a +29 modifier, dealing 3d10+12 bludgeoning damage plus Grab.

10. Filth Stinger Poison (poison) The filth's limb is a sinuous coiling length that ends in a stinger. It can make a melee stinger Strike with a +29 modifier, dealing 3d6+12 piercing damage plus poison. **Saving Throw** Fortitude DC 33; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage; **Stage 2** 5d6 poison damage; **Stage 3** 7d6 poison damage.



ATLACH-NACHA

THE GREAT OLD ONE OF BUILDING, FUTILITY, AND SPIDERS

Primary Sources: Clark Ashton Smith “The Seven Geases”

CULTS

Edicts Build or open connections between places, especially for monsters to use.

Anathema Unnecessarily destroy webs or connections between places.

Follower Alignments LE, NE, CE

Symbol spider perched at the center of a web

Temple caverns, chasms, bridges

Worshippers doomsayers, obsessed artisans and architects, driders, drow

Servitors ether spiders, Leng spiders, other spiders and arachnids

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Crafting

Favored Weapon spiked chain

Domains creation, emptiness (page 130), nightmares, travel

Cleric Spells 1st: *spider sting*, 2nd: *web*, 4th: *dimension door*

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, which connects distant places and dimensions.

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 assid-

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uously, as he is aware of each iota of damage. Atlach-Nacha realizes that the Forever Web will inevitably suffer some degree of weathering and wear, but if anyone or anything (for example, a band of misguided adventurers) proves too dedicated to thwarting his work, he scurries across the remaining strands of the web to confront the threat 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 key points and ley lines in all the worlds. 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 activate, surging with energy, and entire worlds 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 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 webs are little threat in themselves but attract the interest of protective spider-like entities, such as ether spiders and Leng spiders.

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.

THE FOREVER WEB

INFLUENCE 18

RARE STAGE 1 OBJECT

Area 20-foot cube

Unnamable Doom DC 37

Perception Result 50, DC 40

Skill Result 45, DC 45

Defenders The Forever Web is typically defended by five old Leng spiders (page 425) interested in using the webs to travel between the Dreamlands and other dimensions. If you build an encounter with different defenders, treat those creatures as 1 level higher but don't assign XP for the Forever Web itself.

Defeat combat (but might escalate instead)

AC 39; Saves +33

Hardness 5; **HP** 420; **Immunities** bleed, death, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 10

Trap ♦ **Trigger** A creature enters the Forever Web during a move action or begins to use a move action in the Forever Web. **Effect** The creature must succeed at a DC 43 Reflex save or Athletics check (its choice) or become immobilized until it leaves the web or the Forever Web is destroyed (Escape DC 43).

Forever Web The Forever Web is difficult terrain. Everything on the other side of at least 5 feet of the Forever Web is concealed. Attacking the web damages the influence's Hit Points; individual areas can't be cleared until the influence is defeated (although it might reassert itself).

Interdimensional Connection The Forever Web connects different planes of existence. A creature can climb through the Forever Web to another section of it on another plane of existence by succeeding at both a DC 45 skill check to Recall Knowledge and a DC 37 Athletics check to Climb. Recalling this Knowledge can be done with any skill suitable for the plane of existence the creature is attempting to travel to. Creatures with the ability to travel between planes of existence never get a result worse than success on this check. Failing at the Athletics check results in becoming stuck in the web. Critically failing at the check to Recall Knowledge results in traveling to an unwanted destination, possibly even running into Atlach-Nacha's avatar. Succeeding at both checks results in traveling to a commonly

known plane of existence. Critically succeeding at the check to Recall Knowledge allows traveling to any plane of existence of the creature's choice.

Escalation When the Forever Web is reduced to 0 Hit Points, there is a chance it escalates to stage 2 (Atlach-Nacha) instead of ending. The chance of this occurring is equal to 1% per Forever Web section 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 modifier of -4 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. In this case, a result of 0 indicates that either this is the first time a Forever Web section has been destroyed in the world, or that the previous influence resulted in a shift to stage 2 before Atlach-Nacha was defeated.

ATLACH-NACHA

INFLUENCE 20

UNIQUE STAGE 2 AURA COMPLEX

Area 400-foot emanation; **Nucleus proxy** (avatar of Atlach-Nacha)

Unnamable Doom DC 39

Perception Result 56

Defeat combat; a thread snaps

Trap ♦ **Trigger** A creature enters the Web Drift during a move action or begins to use a move action in the Web Drift. **Effect** The creature must succeed at a DC 43 Reflex save or Athletics check (its choice) or become immobilized until it leaves the web or the Web Drift is destroyed (Escape DC 43).

A Thread Snaps When Atlach-Nacha's avatar is slain, all of Atlach-Nacha's influences in the world vanish, and the spider-god can't produce any more for many years unless drawn back by powerful rituals by his cultists. Once Atlach-Nacha regains access to the world, the chance of his Forever Web escalating returns to 0 percent (see **Escalation**, below).

Routine (1 action) A Web Drift appears adjacent to where the Forever Web was or at a location chosen by Atlach-Nacha's avatar.

Web Drift ♦ A 10-foot burst of torn, loose webbing drifts into the area from nearby or even from another dimension connected by the Forever Web. The webbing is difficult terrain.

Each 5-foot cube of the webbing can be attacked (AC 39; Hardness 5; HP 40; object immunities; weakness fire 10). If a cube overlaps with an area effect that deals fire damage, the webbing takes full damage and its weakness to fire applies.

AVATAR OF ATLACH-NACHA

MONSTER 20

UNIQUE NE HUGE ABERRATION PROXY

Perception +33; greater darkvision, *true seeing*, web sense

Languages Aklo, Undercommon, telepathy 100 feet

Skills Arcana +34, Acrobatics +36, Athletics +38, Crafting +34, Occultism +34, Stealth +36 (+38 in webs), Yog-Sothothery +35

Str +10, **Dex** +8, **Con** +9, **Int** +6, **Wis** +7, **Cha** +8

Web Sense The avatar has imprecise tremorsense to detect the vibrations of creatures touching its web or any part of the Forever Web or Web Drifts.

AC 45, **Fort** +34, **Ref** +33, **Will** +32; +1 status bonus to all saves vs. magic

HP 370; **Immunities** death effects, disease, mental effects, paralyzed, poison; **Resistances** cold 15

Influence (aura) 400 feet. The avatar emanates Atlach-Nacha's stage 2 influence. It can't teleport beyond the influence's edge.

Web Walking The avatar ignores the effects of webbing.

Speed 70 feet, climb 70 feet

Melee ♦ fangs +38, **Damage** 4d12+18 piercing plus god venom

Melee ♦ talon +38 (agile, reach 10 feet), **Damage** 4d4+18 slashing

Ranged ♦ web +36 (range increment 150 feet), **Damage** 4d8+18 force damage plus cosmic web trap

Arcane Innate Spells DC 42; 10th *telepathic demand*; 9th *warp mind*; 7th *dispel magic* (at will); 5th *telekinetic haul* (at will); 4th *dimension door* (at will), *nightmare* (at will), *rope trick* (at will); **Constant** (8th) *true seeing*; (4th) *freedom of movement*; (1st) *feather fall*; **Cantrips** (10th) *telekinetic projectile*

Arcane Rituals DC 42; *imprisonment*

Arcane Mastery ♦ to ♦♦♦ The avatar casts any arcane spell with a casting time of 3 actions or less as a 10th-level innate spell. If the spell has a duration other than sustained, it ends immediately when the avatar casts another spell with a duration other than sustained. Common choices are *horrid wilting*, *prismatic wall*, *implosion*, and *foresight*. It can't use this ability again for 1d4 rounds.

Cosmic Web Climb ♦ (move) The avatar moves up to its climb Speed along the Forever Web,

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Web Drifts, straight toward a creature in its Cosmic Web Trap (along a strand of cosmic webbing), or straight down from a strand of cosmic web. These webs never bend or break under the avatar's weight. Any 10 feet of this movement that is downward costs only 5 feet of movement. The avatar can move through solid objects as if it were ethereal while moving in this way, but if it ends its movement inside an object it emerges at the point it entered.

Cosmic Web Trap A creature hit by the avatar's web attack or that touches the web is immobilized and stuck to the nearest surface (Escape DC 46). As long as the webbing lasts, a ropy thread of cosmic silk connects the creature directly to Atlach-Nacha's avatar. The strand is intangible except to the avatar, and it can pass through solid objects.

God Venom (curse, poison, virulent) A living creature immune to paralysis or poison is susceptible to this venom but gets a +2 circumstance bonus on its save. Only a critical success, not a success, can cure the poison from stage 1. **Saving Throw** DC 42 Fortitude; **Stage 1** clumsy 2, -10 status penalty to speed, and slowed 1 (1 round); **Stage 2** paralyzed (1 year).

Talon Frenzy    The avatar makes a Strike with each of its eight talons. It can make no more than three against each target. Its multiple attack penalty doesn't increase until after making all these attacks.

AZATHOTH, THE DAEMON SULTAN

CN OUTER GOD OF CONFUSION, ENTROPY, AND MINDLESS DESTRUCTION

Primary Sources: H. P. Lovecraft, "Azathoth"

CULTS

Edicts Act on your impulses without thought, end unpleasant experiences as directly as possible, and share emotional experiences (like horrific discoveries and moving music).

Anathema none

Follower Alignments CN, CE

Symbol eight-pointed star

Temple devastated terrain, impact craters, ruined buildings

Worshipers doomsayers

Servitors worshipers of the Outer Gods, servitors of the Outer Gods

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Yog-Sothothery (page 59)

Favored Weapon warhammer

Domains destruction, nightmares, oblivion (page 131), sun

Cleric Spells 3rd: *fireball*, 4th: *confusion*, 7th: *nuclear chaos* (page 120), 8th: *pipes of madness* (page 120)

Azathoth is the embodiment of both the original cosmic explosion and the mindless danger 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 forth the entity 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 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.

The GM might decide rituals exist to prevent Azathoth's Ruinous Growth or fast healing from functioning, 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 a typical planet in a little over 2 minutes (22 rounds).

AZATHOTH'S COURTIERERS

Azathoth does not appear alone; it always brings its nightmare courtiers. At minimum, this includes at least 6 servitors of the Outer Gods, but it might bring along many other eldritch entities or Outer Gods. The most common Outer God to accompany Azathoth is Nyarlathotep in one of his thousand forms. 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

The monstrosity hangs in the air: a rapidly growing mass of pseudopods, cosmic force, and fields of energy. It resembles a terrestrial star, with a central eye that opens into an incomprehensible vastness. 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.

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UNIQUE AURA COMPLEX

Area 60-foot emanation; **Nucleus** 15-foot burst of energy and tentacles

Unnamable Doom DC 49

Perception Result 44, DC 44

Skill Result 55, DC 55

Courtiers 6 servitors of the Outer Gods and possibly other entities accompany Azathoth's influence when it appears.

Oblivious When Azathoth's influence is first established, the Outer God does not immediately notice or react. It does not enter initiative or gain actions and its aura doesn't function.

Rage  **Trigger** Azathoth's nucleus is damaged or fails a saving throw, or a certain time period elapses. During the first minute after Azathoth's influence is established and during encounter mode in the influence, check whether this reaction triggers at initiative count 0 each round (losing all ties). Azathoth rolls a d20, triggering this reaction if the result equals or exceeds the number of worshipers in the influenced area. After 1 minute without triggering, Azathoth instead rolls larger dice at the conclusion of each of the following periods in exploration mode: 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 Elder Influence whose area overlaps counts as 500 worshipers. **Effect** Azathoth becomes enraged, activating its aura and entering initiative.

Defeat combat, disinterest

AC 49; **Saves** +36

HP 395; **fast healing** 200; **Immunities** force, nucleus immunities; **Weaknesses** auditory susceptibility, mental 20, song susceptibility, weak-minded; **Resistances** fire 20, electricity 20, physical (except magic) 20

Cosmic Force (aura, curse) 60 feet. Once Azathoth is enraged, it fills its influence with withering cosmic energies. A creature that begins its turn in the influence must attempt a DC 49 Fortitude saving throw to resist the withering energy. On a failure, it takes a -1 status penalty on all saving throws. This penalty is cumulative to a maximum of -4 and lasts until the creature begins its turn outside the area of Azathoth's influence.

If the creature has spell slots or Focus Points,

it must also succeed on a DC 49 Will save or it rolls 1d8 and expends a spell slot of that level with no effect. If it has no spell slots of that level, it expends 1 Focus Point. If it also has no Focus Points, it expends one slot of the nearest lower level of spell slots it does have.

All-Around Vision

Auditory Susceptibility Azathoth's limited mind is vulnerable to many spells and effects that mortals might associate with music. Sonic damage and damage from any auditory effect reduces Azathoth's Fast Healing by the same amount it reduces the nucleus's Hit Point total.

Disinterest Azathoth struggles to pay attention to anything other than itself, which means it can lose interest even in things that enrage it. At initiative count 0 (losing any ties) on any round it is enraged, Azathoth rolls a d10. On a 1, Azathoth simply chooses to return to its throne at the center of the universe, forgetting why it was fleetingly agitated. When it does, the nucleus vanishes and the influence ends. If there is any other Elder Influence 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 rolls.

Song Susceptibility Azathoth can be calmed 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 172). A character can forestall Azathoth's Ruinous Growth on its next turn if they play this tune by succeeding at two DC 46 checks to Perform it with any wind instrument. A critical success on this check counts as two successes. Multiple characters can work together to play this tune if each plays a wind instrument, whether with the Aid reaction or by having each character play half the tune. Failed checks don't spoil the attempt as long as a total of two successes are accumulated before Azathoth's next turn.

In addition, whenever a character in the influence casts a spell with a wind instrument as a focus and Azathoth fails its Will save against the spell, Azathoth's Ruinous Growth likewise doesn't trigger on Azathoth's next turn.

Weak-Minded Azathoth's limited mind has a small chance of being turned away by mortal magic. Any spell or effect that would improve its attitude, calm it, make it lose actions (including falling unconscious), or fascinate it instead causes Azathoth to roll a smaller die instead of a d10 the next time it rolls for its Disinterest (see below) and then the effect ends. If Azathoth failed on its save, it rolls a d8. If Azathoth critically failed, it rolls a d6. You might rule that other musical spells or effects also affect Disinterest.

Routine (3 actions) After Azathoth becomes

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enraged, it uses Dispellling Force and Pseudopod Frenzy each round.

Melee ♦ pseudopod +47 (agile, magic), Damage 1d100 bludgeoning

Dispellling Force ♦ (abjuration, primal) One spell in the area chosen randomly among those closest to the nucleus is dispelled.

Pseudopod Frenzy ♦♦ (force, primal) Azathoth flails its pseudopods. Each creature and unattended object in the area takes 1d20 force damage (DC 49 basic Fortitude save). Azathoth then makes 1d4 pseudopod Strikes. Each Strike must target a different creature unless there are not enough targets in the area to do so. Azathoth targets creatures that damaged it in the previous round first. Azathoth's multiple attack penalty applies to these Strikes normally.

Ruinous Growth ◀ (transmutation) **Trigger** Azathoth's turn begins. **Requirements** Azathoth is enraged and this reaction wasn't prevented as described in Song Susceptibility since Azathoth's last turn. **Effect** Azathoth's influence grows rapidly in size. Its nucleus's radius doubles, and its aura's emanation distance also doubles. Thus, at the end of the first full round it spends enraged, its nucleus grows to a 30-foot burst and the emanation of its aura increases to 120 feet. At the end of the next round, its nucleus is a 60-foot burst (120 feet across) and its area emanates 240 feet from the burst. Creatures and objects that were in the area now occupied by the nucleus are pushed to the nucleus's new edge; any creature or object displaced in this way takes 1d20 force damage (DC 49 basic Fortitude save). If the area cannot contain the nucleus's increased dimensions, the obstructing terrain disintegrates and intervening structures shatter into fragments.

Sandy's Notes

Disinterest and Obliviousness in Action

To illustrate a hypothetical encounter with Azathoth, consider the following:

Under Nyarlathotep's personal tutelage, a reckless 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, so he cannot become enraged until at least 10 minutes have passed, at which point he rolls a d1,000. That's 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 of becoming enraged in a matter of rounds, after the first minute of obliviousness ends (rolling 57 or higher on d100). Even an utterly reckless 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 is enraged, Azathoth rolls two d10s and must roll 1 on both dice to spontaneously vanish due to disinterest.

Note that the same forces which keep Azathoth placated and (relatively) amicable tend to maintain its state of agitation once its rage is unleashed!



BOKRUG, THE WATER LIZARD

CN GREAT OLD ONE OF REVENGE, STORMS, AND WATER

Primary Sources: H. P. Lovecraft, "The Doom that Came to Sarnath"

CULTS

Edicts Punish or exact tribute from those who wrong you or yours, no matter how long it takes.

Anathema Forgive offenses hastily or without punishment or tribute.

Follower Alignments CG, CN, CE

Symbol green lizard with a long, coiling tail

Temple cathedrals, lakeshores, river banks, ruins reclaimed by nature

Worshippers boggards, deep ones, ghosts of Ib, gnorri, those seeking vengeance or hoping to stave off revenge against themselves

Servitors monstrous reptiles, ghosts of Ib

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Athletics

Favored Weapon ranseur

Domains air, oblivion (page 131), pain, water

Cleric Spells 1st: *gust of wind*, 4th: *stoneskin*, 5th: *control water*

Bokrug was originally the patron of a non-human amphibious species known only as the Beings from Ib, whose civilization was built in the Dreamlands. 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.

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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 worshipers 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, leaving only marshlands.

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 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 spend 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 or lash at them, as well as clawed arms he can use to hold and rake targets. 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'S IDOL

INFLUENCE 17

RARE STAGE 1 AURA COMPLEX EARTH OBJECT

Area 1-mile emanation; **Nucleus** Medium idol
Unnamable Doom DC 35

Perception Result 45, DC 35

Skill Result 43, DC 43

Portable Bokrug's stone idol weighs 50 Bulk. The idol can't be moved or teleported outside the area.

Defenders Bokrug's idol is typically defended by 5 ghosts of Ib.

Defeat combat

AC 43; **Saves** +35

Hardness 14; **HP** 155, worship healing; **Immunities** bleed, death, disease, doomed, drained, fatigued, healing, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** piercing 10, mental 14

Worship Healing Bokrug's idol regains 5 Hit Points per ghost of Ib in the area of its influence each round at the start of its turn.

Iconoclastic Awakening ♦ **Trigger** The idol is damaged. **Effect** Roll d100. If the number rolled is less than the triggering damage, Bokrug's influence escalates to stage 2.

Ultimate Revenge When an act of large-scale violence is visited upon Bokrug's cultists, Bokrug can choose to immediately manifest at influence stage 2.

Routine (1 action) Bokrug's idol Awakens Ghosts each round nearby unless known targets for revenge are currently retreating from the idol, in which case it places the ghosts to intercept them.

Escalation iconoclastic awakening (above), ritual, ultimate revenge (above); the idol transforms into his avatar with HP equal to the influence's current Hit Points plus 110 (up to the maximum of 265).

Awaken Ghost ♦ (necromancy, primal) 1 ghost of Ib (page 247) appears in the area of influence unless there are already 5 ghosts present.

Ritual (downtime, primal, transmutation) 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.

BOKRUG

INFLUENCE 19

UNIQUE STAGE 2 AURA COMPLEX

Area 10-mile emanation; **Nucleus proxy** (avatar of Bokrug)

Unnamable Doom DC 38

Perception Result 55

Deescalation combat; the avatar becomes Bokrug's idol with full HP but falls dormant until damaged or awakened by rituals

Routine (2 actions) Bokrug's influence Awakens Ghosts in the area of the avatar and Natural Reversion progresses every round.

Awaken Ghost ♦ (necromancy, primal) 1 ghost of Ib (page 247) appears in the area of influence unless there are already 3 ghosts present.

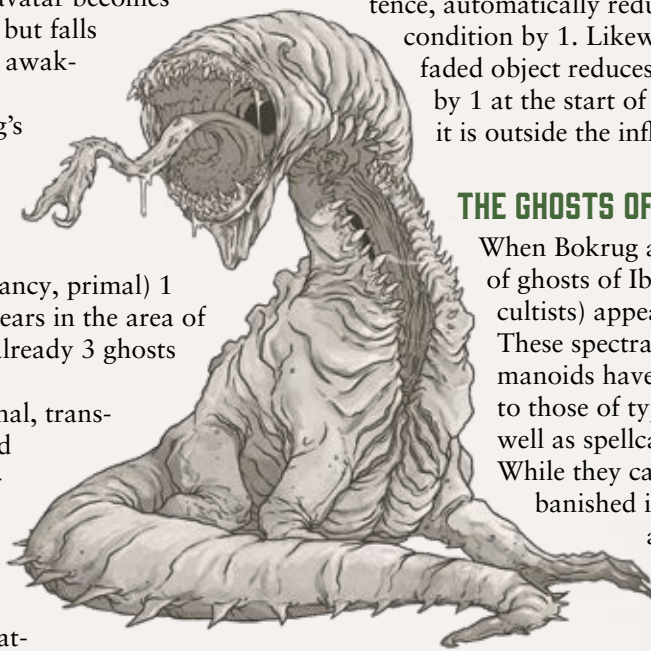
Natural Reversion ♦ (primal, transmutation) All creatures and objects in the area of influence at stage 2 suffer from a reversion to primeval nature. Creatures whose species existed before humanity, all plants and natural formations, and objects built by beings older than the advent of history (at the GM's discretion) are immune.

Each creature in the area must succeed at a DC 37 Fortitude saving throw or its drained value increases by 1 from this slow fading. A creature that would become drained 5 fades completely, along with all attended objects.

Unattended objects fade away based on their size. Nonmagical objects automatically fade when exposed for a certain number of rounds, but magic items only have a chance of fading at that point (and every time Natural Reversion is activated thereafter). Tiny or smaller objects fade on the 3rd round. Small objects fade on the 6th round. Medium objects fade on the 10th round. Large objects fade on the 15th round. Huge objects fade on the 20th round. On the 30th round, all affected objects and structures fade from existence and are replaced by natural terrain and vegetation. For each unattended magic

item, Natural Reversion attempts to counteract it on each round in which enough rounds have passed for an object of its size. If the item is counteracted, it fades away. Natural Reversion's counteract level is 9th and its counteract modifier is +30. 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 drained condition 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 reducing its drained condition by 1. Likewise, each partially faded object reduces its round count by 1 at the start of each round that it is outside the influence.



THE GHOSTS OF IB

When Bokrug appears, hordes of ghosts of Ib (his original cultists) appear with him. These spectral, frog-like humanoids have similar powers to those of typical ghosts as well as spellcasting abilities. While they can be driven off or banished individually, they always return and multiply while Bokrug manifests.

GHOST OF IB

CREATURE 11

CN MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Perception +23

Languages Aklo, Common, Draconic

Skills Intimidation +23, Religion +23, Stealth +20

Str -5, **Dex** +3, **Con** +0, **Int** +3, **Wis** +6, **Cha** +4
AC 28; **Fort** +18, **Ref** +21, **Will** +24

HP 150, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Stench (aura, olfactory) 30 feet. A creature that enters the area must attempt a DC 16 Fortitude save. On a failure, the creature is sickened 1, and on a critical failure, the creature also takes a -5-foot status penalty to its Speeds for 1 round. While within the aura, the creature takes a -2 circumstance penalty to saves to recover from

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the sickened condition. A creature that succeeds at its save is temporarily immune to the stench of all Ib folk for 1 minute.

Speed fly 25 feet

Melee ♦ ghostly hand +22 (agile, finesse, magical), **Damage** 2d10+12 negative

Cleric Domain Spells DC 30; **5th** (3 Focus Points) *downpour*, *forgetfulness* (page 131), *retributive pain*, *savor the sting*, *tidal surge*

Divine Prepared Spells DC 30, +20 attack; **6th** *harm* (5), *blade barrier*, *spellwrack*; **5th** *control water*, *shadow blast*, *spell immunity*; **4th** *anathematic reprisal*, *divine wrath*, *globe of invulnerability*; **3rd** *blindness*, *dream message*, *vampiric touch*; **2nd** *dispel magic*, *faerie fire*, *silence*; **1st** *bane*, *protection*, *sanctuary*; **Cantrips** (6th) *chill touch*, *daze*, *forbidding ward*, *guidance*, *prestidigitation*

AVATAR OF BOKRUG

CREATURE 18

UNIQUE CN LARGE BEAST AMPHIBIOUS PROXY

Perception +33; darkvision, scent (imprecise) 60 feet

Languages Aklo, Aquan, Draconic; telepathy 100 feet

Skills Athletics +35, Nature +33, Occultism +30, Stealth +30 (+33 in water), Yog-Sothothery +33
Str +10, **Dex** +5, **Con** +9, **Int** +5, **Wis** +8, **Cha** +7
AC 42, **Fort** +32, **Ref** +28, **Will** +31; +1 status bonus to all saves vs. magic

HP 265; **Immunities** confused, controlled, death effects, disease, fleeing, frightened, paralyzed, petrified, poison, unconscious; **Resistances** acid 14, bludgeoning 14, cold 14, fire 14, slashing 14
Cosmic Recovery

Influence (aura) 10 miles. The avatar emanates Bokrug's stage 2 influence. It can't teleport beyond the influence's edge.

Attack of Opportunity ➤ Tail only.

Speed 40 feet, swim 100 feet; *air walk*

Melee ♦ claw +35 (agile, reach 10 feet), **Damage** 4d8+18 slashing

Melee ♦ jaws +35 (reach 10 feet), **Damage** 4d12+18 piercing plus Improved Grab

Melee ♦ tail +35 (reach 10 feet), **Damage** 4d8+18 bludgeoning plus Improved Grab

Primal Innate Spells DC 40; **10th** *storm of vengeance*; **9th** *glyph of warding*, *telepathic demand*; **8th** *horrid wilting* (3), *warp mind*; **6th** *cloudkill*, *dispel magic* (at will); **5th** *hallucinatory terrain*; **4th** *nightmare*; **Constant** (4th) *air walk*

Primal Rituals DC 40; *control weather*

Constrict ♦ 4d8+10, DC 40

Swallow Whole ♦ any size, 2d8+10 bludgeoning plus 3d6 acid. The avatar's jaws can open impossibly wide to swallow creatures. When Bokrug's

avatar succeeds at its Athletics check to swallow a Huge or Gargantuan creature, the creature is only halfway swallowed and becomes restrained. The avatar must succeed again while the target is restrained in order to swallow the creature fully. Any creature swallowed by Bokrug's avatar arrives in an extradimensional stomach from which there is no physical escape. *Plane shift* and other methods of planar travel deposit the creature in a random unoccupied location within 30 feet of Bokrug's avatar. If Bokrug is defeated, any swallowed foes reappear in spaces near Bokrug's idol.



BYATIS, THE SERPENT-BEARDED

CE GREAT OLD ONE OF FORGETFULNESS, PRISONS, AND TOADS

Primary Sources: Ramsey Campbell, “The Room in the Castle”

CULTS

Edicts escape any prison you find yourself within; make full use of traps and prisons to gain knowledge

Anathema actively oppose Byatis’s release without appeasing it

Follower Alignments CN, NE, CE

Symbol coil of tentacles encircling a fanged mouth filled with darkness

Temple caverns, secret basements, ruined castles

Worshippers amphibious creatures, boggards, regretful people, spellcasters

Servitors monstrous amphibians and reptiles

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Yog-Sothothery (page 59)

Favored Weapon dagger

Domains darkness, oblivion (page 131), knowledge, secrecy

Cleric Spells cantrip: *tanglefoot*, 3rd: *like a dream* (page 119) 4th: *resilient sphere*, 8th: *maze*

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 is a mistake.

Byatis gradually grows spiritually and physi-

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cally 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, and 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 worshiping cult must come from 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 its proboscis, 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.

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 SHACKLED

INFLUENCE 13

UNIQUE STAGE 1 AURA

Area 120-foot emanation; **Nucleus proxy** (avatar of Byatis)

Unnamable Doom DC 30

Shackled Proxy Byatis's avatar is clumsy 2, drained 4, enfeebled 2, restrained, and slowed 1. It can attack with its proboscis despite being restrained. It can't be moved or freed except by escalating its influence.

Defeat combat

Quicken Influence (aura) 120 feet. Others that

overlap with Byatis's influence escalate faster than normal. If the influence has a time-related component to its escalation, time that passes toward that milestone counts as twice the actual time. If the influence's escalation is based on reaching a numerical milestone, progress it makes toward that milestone is doubled.

Escalation time (90 days; appeasement)

Appeasement At the end of any day Byatis is reduced to 0 HP or appeased by the sacrifice of a creature with Intelligence modifier -3 or higher, increase the number of days remaining by 1d4.

BYATIS STIRRING

INFLUENCE 15

UNIQUE STAGE 2 AURA

Area 500-foot emanation; **Nucleus proxy** (avatar of Byatis)

Unnamable Doom DC 33

Shackled Proxy Byatis's avatar is drained 4 and restrained but can still make proboscis attacks and use Lure. It can't be moved or freed except by escalating its influence.

Defeat combat

Deescalation appeasement

Amnesia (aura, curse, mental, occult) 500 feet. Whenever a creature first enters the area of influence since its last daily preparations or finishes daily preparations there, it must succeed at a DC 33 Will saving throw or lose all knowledge of Byatis, its influence, and associated lore (although the information can be relearned normally).

Quicken Influence (aura) As stage 1, but 500 feet.

Appeasement If a creature with Intelligence modifier -3 or higher is sacrificed to appease Byatis within the area of its influence, Byatis's avatar can't Lure for 24 hours. 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.

Escalation feed 20 (must be fascinated by its Lure)

BYATIS FREED

INFLUENCE 17

UNIQUE STAGE 3 AURA

Area 10-mile emanation; **Nucleus proxy** (avatar of Byatis)

Unnamable Doom DC 35

Defeat combat

Amnesia (aura, curse, mental, occult) 10 miles. Whenever a creature first enters the area of influence since its last daily preparations or finishes daily preparations there, it must succeed at a DC 35 Will saving throw or lose all knowledge of Byatis, its influence, and associated lore

(although the information can be relearned normally).

Quicken Influence (aura) As stage 1, but 10 miles.

AVATAR OF BYATIS

CREATURE 17

UNIQUE CE HUGE ABERRATION AMPHIBIOUS PROXY

Perception +32; greater darkvision, scent (precise) 60 feet, *true seeing*

Languages Aklo, Common; telepathy 100 feet

Skills Crafting +29, Occultism +29, Religion +30, Stealth +30, Yog-Sothothery +30

Str +10, **Dex** +7, **Con** +9, **Int** +6, **Wis** +7, **Cha** +5
AC 39, **Fort** +31, **Ref** +27, **Will** +29

HP 240, regeneration 30 (deactivated by cold);

Immunities confused, controlled, death effects, disease, fleeing, frightened, paralyzed, unconscious; **Resistances** acid 15, physical (except adamantite) 15

Influence (aura) varies. The avatar emanates Byatis's current influence.

Cosmic Recovery

Rejuvenation When Byatis's avatar is reduced to 0 HP while its regeneration is active, its body dissolves and reforms in its prison after 24 hours. If its influence is at stage 1, the number of days until it escalates increases by 1d4. If its influence is at stage 2, the number of creatures it must kill to escalate increases by 1.

Speed 40 feet, swim 40 feet

Melee ♦ proboscis +33 (extradimensional reach, magical, reach 15 feet), **Damage** 3d12+18 piercing plus Improved Grab

Melee ♦ talon +33 (agile, deadly 1d10, magical, reach 10 feet), **Damage** 3d8+18 piercing plus Improved Grab

Melee ♦ tentacle +33 (agile, magical, reach 20 feet), **Damage** 3d8+18 bludgeoning plus Improved Grab

Occult Innate Spells DC 38; **10th** *alter reality* (at will; only duplicate spells of 7th level or lower with no range); **8th** *glyph of warding*; **7th** *warp mind*; **6th** *modify memory* (at will); **5th** *dispel magic* (at will); **4th** *nightmare*, *resilient sphere* (3); **Constant** (6th) *true seeing*

Occult Rituals DC 38; *imprisonment*

Constrict ♦ 3d10+10, DC 38

Extradimensional Reach (conjunction, teleportation) The avatar's proboscis can reach anywhere in Byatis's influence by passing through an interdimensional portal that Byatis creates just for this purpose and which vanishes after the attack is attempted. The avatar can only use its Extradimensional Reach to target a creature fascinated by its Lure ability or that has attacked it or included it in the area of a spell or ability in the past 1 minute. If the target is fascinated with

Byatis, Byatis uses the attack outcome for one degree of success better. The portal can be counteracted (counteract level 9th, counteract DC 38) by *dimensional lock* and other effects that block or ward against planar travel in an area or by *dimensional anchor* cast on the avatar (but not *dimensional anchor* on the target creature). If the avatar Grabs a creature through the portal, the creature can avoid being pulled through to the avatar's location with a successful DC 38 Reflex save or with *dimensional anchor* on the creature that successfully counteracts Extradimensional Reach.

Feed ♦ (necromancy) **Frequency** once per round; **Requirements** The avatar has a creature grabbed by its proboscis. **Effect** The avatar drains blood and spirit from the grabbed creature. The creature becomes drained 1 and stupefied 1 or increases its drained and stupefied conditions by 1, to a maximum of 4. The creature takes 3d10 negative damage and the avatar regains Hit Points equal to the damage dealt.

Lure ♦ (enchantment, incapacitation, manipulate, mental, occult) **Frequency** once per day; **Effect** One creature of Byatis's choice (generally the most dangerous) anywhere in Byatis's influence that is under Byatis's Amnesia effect must succeed at a DC 35 Will saving throw or become fascinated by the avatar. This effect lasts for 1 round, but Byatis's avatar can extend the duration by 1 round by using an action, which has the concentrate trait, on subsequent rounds. While it is fascinated, the creature must spend each of its actions to move closer to Byatis's avatar as expediently as possible. The creature has only a dim awareness of its surroundings, seeking the most direct route that would not damage it. The creature doesn't avoid triggering reactions. 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. 1d8 hours after the target arrives, the avatar begins attacking it. This fascinated condition isn't automatically ended by hostile actions, but if the creature is harmed by Byatis, the creature can make a new saving throw at the end of its own turn, ending the effect on a success.

Mental Magic ♦ (concentrate) **Frequency** once per turn; **Effect** The avatar Casts any innate Spell using just a verbal component (expending a use as normal).

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CHAUGNAR FAUGN

CE GREAT OLD ONE OF BLOOD, PATIENCE, AND REMOTE HILLS

Primary Sources: Frank Belknap Long, “The Horror from the Hills”

CULTS

Edicts breed and train animals for food or useful work rain or otherwise modify your body to reach your goals ake what you want through violence

Anathema never act with unreasonable haste or work for lasting peace

Follower Alignments CN, NE, CE

Symbol elephantine visage with a bloody trunk

Temple caves, dilapidated shacks, remote hill-tops, ruined warehouses

Worshippers evil hill folk, Tcho-Tcho

Servitors blood drinkers, fleshwarps, mutants

DEVOTEE BENEFITS

Divine Font *harm* or *heal*

Divine Skill Athletics

Favored Weapon light pick

Domains mutation (page 130), nightmares, pain, zeal

Cleric Spells 2nd: *humanoid form*, 4th: *stone-skin*, 6th: *baleful polymorph*

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, which attaches to his victim to suck out their vital fluids. While he can feed 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, combining multiple creatures together to make a single mock-humanoid, and also to transform a person out of mockery or cruelty to resemble Chaugnar Faugn himself in appearance.

RARE STAGE 1 AURA COMPLEX EARTH OBJECT

Area 20-foot emanation; **Nucleus** Large idol**Unnamable Doom** DC 31**Perception Result** 42, DC 32**Skill Result** 32, DC 32**Portable** Chaugnar Faugn's stone-and-crystal idol weighs 80 Bulk. The idol can't be moved or teleported outside the area.**Defenders** Chaugnar Faugn's idol is typically located in a sturdy building and defended by 3 masked okkators (Tcho-Tcho) and 1 scion of Chaugnar Faugn. When building a new encounter with different defenders, treat Chaugnar Faugn's idol as a level 11 complex hazard provided there are multiple creatures or hazards that can immobilize creatures in the influence's area.**Defeat combat****AC** 33; **Saves** +24**Hardness** 12; **HP** 170; **Immunities** bleed, death, disease, doomed, drained, fatigued, healing, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** mental 12, piercing 7**Routine** (1 action) Chaugnar Faugn's idol **Feeds** each round if a creature in the area meets the requirements, choosing one at random if there are multiple. If the target survives, the idol places the Curse of Chaugnar Faugn upon it.**Escalation** feed (90)**Feed** ♦ **Requirements** An immobilized, unconscious, or willing living creature with Intelligence modifier -3 or higher is in the area. **Effect** The idol's trunk animates and touches the required creature. The trunk drains bodily fluids. The creature must attempt a DC 41 Fortitude save.**Critical Success** The creature is unaffected.**Success** The creature becomes drained 1, or its drained value increases by 1 if it was already drained. The influence can use Curse of Chaugnar Faugn.**Failure** As success, but the drained value is 2 instead of 1.**Critical Failure** As success, but the drained value is 3 instead of 1.**Curse of Chaugnar Faugn** ♦ (curse, polymorph, transmutation) **Trigger** The idol Fed upon a living creature and the target survived. **Effect** The Great Old One attempts to reshape the triggering creature's flesh. The creature must attempt a DC 34 Fortitude saving throw.**Critical Success** The target is unaffected.**Success** The target gains minor reptilian or amphibian features and its innards churn. It becomes sickened 1, and its features return to normal when it reduces the sickened condition.**Failure** The target mutates dramatically, typically gaining reptilian, amphibian, or elephantine

features as its body distorts. It becomes sickened 1 and whenever it attempts a save against the Curse of Chaugnar Faugn or another transmutation effect while the curse lasts, it uses the outcome for one degree of success worse than its result. If the cursed creature knowingly attempts to attack or damage Chaugnar Faugn's idol or avatar, it must succeed a DC 34 Will save or the action is disrupted. The curse is permanent and the sickened condition can't be reduced while it lasts.

Critical Failure Chaugnar Faugn transforms the target into something newypically a 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 either the outer mutant template or elite adjustments, but given time, Chaugnar Faugn can create other monsters such as fleshwarps from a cursed creature. In any event, the creature becomes unable to take actions that would attack or damage Chaugnar Faugn's idols or avatar. Unless it succeeds a DC 34 Will save, the creature also becomes completely loyal to Chaugnar Faugn, willing to give its life to defend his avatar or idols. This Will save has the incapacitation and mental traits. The curse is permanent.

SCION OF CHAUGNAR FAUGN

When Chaugnar Faugn's influence 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

CREATURE 11

CE LARGE ABERRATION

Perception +24; greater darkvision**Languages** Aklo, Common, Tcho-Tcho; telepathy 100 feet**Skills** Athletics +23, Religion +21, Stealth +19**Str** +7, **Dex** +3, **Con** +6, **Int** +3, **Wis** +5, **Cha** +3**AC** 31; **Fort** +22, **Ref** +19, **Will** +23**HP** 180; **Immunities** disease, paralyzed; **Resistances** cold 7, electricity 7**Speed** 25 feet**Melee** ♦ claw +24 (agile, reach 10 feet), **Damage** 2d10+13 slashingUSING
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Melee ♦ trunk +24 (reach 10 feet), **Damage** 2d10+13 piercing plus Grab
Melee ♦ tusks +24 (deadly d12, magical, reach 10 feet), **Damage** 2d12+13 piercing
Consume ♦ The scion chews on a creature it has grabbed, dealing 2d12+7 slashing damage (DC 29 basic Fortitude save).

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

INFLUENCE 16

UNIQUE STAGE 2 AURA

Area 30-foot emanation; **Nucleus proxy** (avatar of Chaugnar Faugn)

Unnamable Doom DC 34

Defeat combat

Curse of Chaugnar Faugn ♦ (curse, polymorph, transmutation) **Trigger** The avatar hits a creature with a trunk Strike. **Effect** As Chaugnar Faugn's idol, but the DC is 37.

AVATAR OF CHAUGNAR FAUGN

CREATURE 16

UNIQUE CE LARGE BEAST PROXY

Perception +32; darkvision, thoughtsense 60 feet, *true seeing*

Languages Abyssal, Aklo, Celestial, Common, Infernal, Tcho-Tcho; telepathy 300 feet

Skills Arcana +32, Athletics +34, Nature +32, Religion +32, Stealth +29, Yog-Sothothery +32
Str +10, **Dex** +5, **Con** +10, **Int** +8, **Wis** +8, **Cha** +7

Thoughtsense The avatar can use its telepathy as an imprecise sense to perceive creatures

with an Intelligence modifier of -4 or higher. A Wisdom-based Stealth check quiet thoughts enough to avoid the avatar's notice. Any bonus that would apply to saving throws against *mind reading* also apply to this Stealth check.

AC 39, **Fort** +30, **Ref** +25, **Will** +28

HP 280; **Immunities** confused, controlled, death effects, disease, fleeing, frightened, paralyzed, petrified, poison, unconscious; **Resistances** cold 15, electricity 15

Cosmic Recovery

Influence (aura) 30 feet. The avatar emanates Chaugnar Faugn's stage 2 influence. It can't teleport beyond the influence's edge.

Attack of Opportunity ♦ Claw only.

Speed 25 feet; fly

Melee ♦ claw +32 (agile, magical, reach 10 feet), **Damage** 3d10+16 slashing

Melee ♦ trunk +32 (magical, reach 10 feet), **Damage** 3d12+18 piercing plus Improved Grab

Melee ♦ tusks +32 (deadly d12, magical, reach 10 feet), **Damage** 3d12+18 bludgeoning

Ranged ♦ staggering bolt +30 (arcane, evocation, range 120 feet), **Damage** 6d12 electricity plus stunned 1

Arcane Innate Spells DC 40; 10th *wish* (self only, and only to replicate arcane spells of 8th level or lower); 8th *glyph of warding*, *harm*, *telepathic demand*; 6th *feeblemind*, *flesh to stone*, *slow*; 5th *command*, *dispel magic* (at will); 4th *nightmare*; 3rd *mind reading* (at will); **Constant** (6th) *true seeing*; (4th) *fly*

Energizing Bolt ♦ (arcane, evocation) The avatar fires a bolt of invigorating energy at an ally within 120 feet. The creature regains 6d12 Hit Points and becomes quickened until the end of its next turn.

Feed ♦ **Frequency** once per turn; **Effect** The avatar drains fluids from a creature grabbed by its trunk. The creature must attempt a DC 41 Fortitude save.

Critical Success The creature is unaffected.

Success The creature becomes clumsy 1, drained 1, enfeebled 1, or stupefied 1 (the avatar's choice). If the creature already had that condition, the value increases by 1. Until the condition is reduced to 0, the influence attempts to counteract any healing effect that would reduce the value of the condition. Its counteract level is 8th and its counteract modifier is +30. The influence can use Curse of Chaugnar Faugn.

Failure As success, but the condition value is 2 instead of 1.

Critical Failure As success, but the condition value is 3 instead of 1.

CTHUGHA

CE GREAT OLD ONE OF ARSON, DESTRUCTION, AND FIRE

Primary Sources: August Derleth, “The Dweller in Darkness” and “The House on Curwen Street”

CULTS

Edicts study and use fire, reignite dying heat and light, open your mind to fire vampires

Anathema extinguish a fire without saving an ember to ignite another flame

Follower Alignments NE, CE

Symbol vortex of fire

Temple burnt-out ruins, high buildings, mountaintops, regions devastated by fire

Worshippers arsonists, diviners who read fire, fire-using creatures, pyromaniacs

Servitors chosen of Cthugha, fire elementals, fire vampires

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Stealth

Favored Weapon torch

Domains destruction, emptiness (page 130), fire, nightmares

Cleric Spells cantrip: *produce flame*, 2nd: *flaming sphere*, 3rd: *hypnotic pattern*, 4th: *fire shield*, 7th: *fiery body*

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 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 in its presence, which happen in three stages.

At first, whether or not a 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. Alien comments slip into the victim's speech, along with 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, they are absorbed into the 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.

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.

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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.

CTHUGHA

INFLUENCE 18

RARE STAGE 1 AURA COMPLEX FIRE OOZE SWARM

Area 120-foot emanation; **Nucleus** Gargantuan swarm of fire vampires

Unnamable Doom DC 37

Perception Result 52, DC 42; greater darkvision
Skill Result 40, DC 40

Mobile The influence is centered on and moves with Cthugha's swarm nucleus, which can't be moved or teleported beyond the influence's edge.

Defenders Cthugha's influence is normally encountered with 7 fire vampire sorcerers (page 399). If alone, it is a level 15 influence.

Defeat combat

AC 34; **Saves** +29

HP 385; **Immunities** bleed, blinded, confused, controlled, deafened, disease, doomed, dying, fatigued, fire, fleeing, frightened, immobilized, incapacitation effects, paralyzed, petrified, precision, prone, restrained, slowed, stunned, unconscious, wounded; **Weaknesses** area damage 15, cold 10, splash damage 10, water 15; **Resistances** acid 10, electricity 10, piercing 10 (20 against nonmagical), slashing 10 (20 against nonmagical)

Cosmic Recovery

Heat Wave (aura, fire) 120 feet. The temperature in the influence is one step warmer than the prevailing temperature, to a maximum of incredible heat (so normal weather would become mild heat).

Hungry Swarm  **Trigger** A creature in the nucleus uses a move action; **Requirements** Cthugha didn't use Swarming Flames on its last turn; **Effect** Cthugha uses Swarming Flames.

Routine (2 actions) Cthugha's influence uses Gather Numbers if it can. It then Flies to consume annoying creatures or toward groups of fire vampires to escalate faster. Finally, it uses Spawn Fire Vampire if available, or Swarming Flames otherwise.

Escalation gather numbers

Speed fly 40 feet

Gather Numbers  **Trigger** Cthugha's turn begins; **Requirements** There are 9 or more fire vampires in the area; **Effect** Cthugha attempts a DC 19 flat check to organize itself into a greater form. On a success, it absorbs 9 fire vampires and escalates (increasing its current and maximum HP by); if it escalates and is defeated in the same encounter, it is worth only the XP for a level 18 influence. On a failure, Cthugha absorbs

the fire vampire in the area with the fewest HP and regains 25 HP.

Spawn Fire Vampire  **Frequency** every other round; **Requirements** There are 8 or fewer fire vampires in the area; **Effect** The influence creates a fire vampire in an open space within 60 feet of the nucleus or of another fire vampire.

Swarming Flames  (fire) Each creature in Cthugha's space takes 6d6 fire damage with a DC 40 basic Reflex save. On a failure or critical failure, the creature takes 1d6 persistent fire damage and must attempt a DC 40 Will save. If it fails or critically fails, it becomes stupefied 1, or its stupefied value increases by 1 if it was already stupefied. Cthugha regains 10 HP for each creature that becomes stupefied or increases its stupefied value.

CTHUGHA

INFLUENCE 20

RARE STAGE 2 AURA COMPLEX FIRE OOZE SWARM

Area 500-foot emanation; **Nucleus** 40-foot burst swarm of fire vampires

Unnamable Doom DC 39

Perception Result 54, DC 44; greater darkvision
Skill Result 45, DC 45

Mobile The influence is centered on and moves with Cthugha's swarm nucleus, which can't be moved or teleported beyond the influence's edge.

Defenders Cthugha's influence is normally encountered with 7 fire vampire sorcerers (page 399). If alone, it is a level 18 influence.

Defeat combat

AC 39; **Saves** +33

HP 460; **Immunities** bleed, blinded, confused, controlled, deafened, disease, doomed, dying, fatigued, fire, fleeing, frightened, immobilized, incapacitation effects, paralyzed, petrified, precision, prone, restrained, slowed, stunned, unconscious, wounded; **Weaknesses** area damage 15, cold 10, splash damage 10, water 15; **Resistances** acid 10, electricity 10, piercing 10 (20 against nonmagical), slashing 10 (20 against nonmagical)

Cosmic Recovery

Cthugha's Guidance (aura) 500 feet. Individual fire vampires in the area of influence get a +2 status bonus to checks and DCs (including attacks and AC). They deal an additional 2 fire damage with each Strike and have fast healing 5.

Heat Wave (aura, fire) 500 feet. The temperature in the influence is two steps warmer than the prevailing temperature, to a maximum of incredible heat (so normal weather would become severe heat).

Hungry Swarm  **Trigger** A creature in the nucleus uses a move action; **Requirements** Cthugha didn't use Swarming Flames on its last turn;

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Effect Cthugha uses Swarming Flames.

Routine (3 actions) Cthugha's influence uses Gather Numbers if it can. It then Flies to consume annoying creatures or toward groups of fire vampires to escalate faster. Finally, it uses Spawn Fire Vampire if available followed by Swarming Flames or else a fiery dart Strike. If Spawn Fire Vampire isn't available, it instead uses Fiery Salvo or makes two fiery dart Strikes at one target.

Escalation gather numbers

Speed fly 75 feet

Ranged ♦ fiery dart +35 (agile, fire, magical, range 500 feet), **Damage** 7d6 fire plus 2d6 persistent fire damage

Fiery Salvo ♦♦ Cthugha makes a fiery dart Strike against each of up to four targets.

Gather Numbers ♦ As stage 1 (it gains HP when it escalates), but if it escalates and is defeated in a single encounter, it is worth XP as a level 21 influence.

Spawn Fire Vampire ♦ As stage 1.

Swarming Flames ♦ (fire) As stage 1, but 8d6 fire damage and the save DC is 44.

CTHUGHA

INFLUENCE 22

RARE STAGE 3 AURA COMPLEX FIRE OOZE SWARM

Area 1-mile emanation; **Nucleus** 120-foot burst swarm of fire vampires

Unnamable Doom DC 42

Perception Result 58, DC 48; greater darkvision
Skill Result 50, DC 50

Mobile The influence is centered on and moves with Cthugha's swarm nucleus, which can't be moved or teleported beyond the influence's edge.

Defenders Cthugha's influence is normally encountered with 3 psychic inferno fire vampires (page 400). If alone, it is a level 21 influence.

Defeat combat

AC 43; **Saves** +38

HP 500; **Immunities** bleed, blinded, confused, controlled, deafened, disease, doomed, dying, fatigued, fire, fleeing, frightened, immobilized, incapacitation effects, paralyzed, petrified, precision, prone, restrained, slowed, stunned, unconscious, wounded; **Weaknesses** area damage 15, cold 10, splash damage 10, water 15; **Resistances** acid 10, electricity 10, piercing 10 (20 against nonmagical), slashing 10 (20 against nonmagical)

Cthugha's Guidance (aura) 1 mile. As stage 2, but +3 status bonus, 5 fire damage, and fast healing 10.

Heat Wave (aura, fire) 1 mile. The temperature in the influence is three steps warmer than the prevailing temperature, to a maximum of incredible heat (so normal weather would become extreme heat).

Captivating Pattern (aura, visual) 300 feet.

Cthugha's influence gradually takes over the minds of nearby creatures with Intelligence modifier -3 or higher that can see its nucleus. A creature that starts its turn in this aura is exposed to Captured Mind.

Cosmic Recovery

Telepathic Coordination (divination, magical) Cthugha gets a +2 circumstance bonus to its checks and DCs (including AC and saves) against creatures within reach of a fire vampire.

Hungry Swarm ⤵ **Trigger** A creature in the nucleus uses a move action; **Requirements** Cthugha didn't use Swarming Flames on its last turn;

Effect Cthugha uses Swarming Flames.

Captured Mind (curse, enchantment, incapacitation, mental, occult, virulent) The curse is suppressed while the creature is outside Cthugha's influence, pausing its interval and effects, and ends when the influence does. **Saving Throw** DC 41 Will; **Stage 1** constantly observes Cthugha's nucleus, even without line of sight or line of effect (1 round); **Stage 2** as stage 1, plus fascinated by Cthugha's nucleus and overhears fragments of Cthugha's thoughts (1 round); **Stage 3** as stage 1 plus controlled by Cthugha (1 round).

Routine (3 actions) Cthugha's influence uses Eruption of Vampires if it can. It then Flies to consume annoying creatures or toward groups of fire vampires to escalate faster. Finally, it uses Spawn Fire Vampire if available followed by Swarming Flames if swarming over at least two creatures or else a fiery dart Strike. If Spawn Fire Vampire isn't available, it instead uses Fiery Salvo or makes two fiery dart Strikes at one target.

Escalation gather numbers

Speed fly 180 feet

Ranged ♦ fiery dart +41 (agile, fire, magical, range 500 feet), **Damage** 9d6 fire plus 3d6 persistent fire damage

Fiery Salvo ♦♦ Cthugha makes a fiery dart Strike against each of up to five targets.

Eruption of Vampires ♦ **Trigger** Cthugha's turn begins; **Requirements** There are 4 or more psychic infernos within 500 feet; **Effect** Cthugha attempts a DC 19 flat check to organize itself into a greater form. On a failure, Cthugha absorbs the 1 psychic inferno in the area with the fewest HP and regains 50 HP. On a success, its nucleus disappears as it erupts into 1 additional psychic inferno per 100 HP the nucleus had and the influence escalates. The new fire vampires appear in open spaces within 60 feet and one becomes Cthugha's new proxy. If the total number of psychic infernos is then 6 or fewer and the influence both escalates and is defeated in the same encounter, it is worth XP as a level 23 influence. **Spawn Fire Vampire** ♦ As stage 1, but it spawns 1 psychic inferno.

Swarming Flames ♦ (fire) As stage 1, but 9d6 fire damage and the save DC is 48.

CTHUGHA

INFLUENCE 24

RARE STAGE 4 COMPLEX FIRE

Area 10-mile radius column into space; **Nucleus** proxy (fire vampire)

Unnamable Doom DC 45

Perception Result 64, DC 54; **greater darkvision** **Skill Result** 55, DC 55

Immobile The influence is immobile and doesn't move with its proxy; its proxy can't be moved or teleported outside its area.

Defenders Cthugha's stage 4 influence is normally encountered with 9 psychic inferno fire vampires (page 400). If alone, it is a level 21 influence.

Defeat eradication (all fire vampires)

Cthugha's Guidance (aura) 1 mile. As stage 2, but +4 status bonus, 8 fire damage, and fast healing 20.

Heat Wave (aura, fire) 10 miles. The temperature in the influence is four steps warmer than the prevailing temperature, to a maximum of incredible heat (so normal weather would become incredible heat).

Captivating Pattern (aura, visual) 300 feet. A creature with Intelligence modifier -3 or higher that starts its turn in this aura is exposed to Captured Mind.

Redundant Proxies When Cthugha's proxy dies, the nearest fire vampire in the influence within 60 feet becomes Cthugha's new proxy.

Telepathic Coordination (divination, magical) Cthugha gets a +2 circumstance bonus to its checks and DCs (including AC and saves) against creatures within reach of a fire vampire.

Captured Mind (curse, enchantment, incapacitation, mental, occult, virulent) As stage 3, but the DC is 47.

Routine (2 actions) Cthugha's influence uses Spawn Fire Vampire if available followed by a fiery dart Strike. If Spawn Fire Vampire isn't available, it instead uses Fiery Salvo or makes two fiery dart Strikes at one target.

Ranged ♦ fiery dart +43 (agile, fire, magical, range 120 feet), **Damage** 11d6 fire plus 3d6 persistent fire damage

Fiery Salvo ♦♦ Cthugha makes a fiery dart Strike against each of up to seven targets.

Spawn Fire Vampire ♦ As stage 1, but it spawns 1 psychic inferno.

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FATHER DAGON

CE ANCIENT ONE OF DEEP ONE SOCIETY, OCEANS, AND WARFARE

Primary Sources: H. P. Lovecraft, “Dagon” and “The Shadow Over Innsmouth”

CULTS

Edicts preserve deep one traditions, bribe useful pawns, conquer or subvert your rivals

Anathema never forsake deep one community or avert a lucrative conflict

Follower Alignments CN, NE, CE

Symbol fishlike eye under a golden crown of tentacles

Temple reefs, sea caves, underwater grottoes, waterfront churches

Worshippers deep ones, deep one hybrids, fishers, sailors

Servitors deep ones, sea monsters, shoggoths

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Society

Favored Weapon spear

Domains water, wealth, tyranny, zeal

Cleric Spells 1st: *kiss of Dagon* (page 119), 2nd: *speak with animals*, 8th: *tsunami* (page 125)

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 among their eldest leaders by simply feeding him and channeling worship to him, so a new "Father Dagon" will soon appear. Dagon's replacement would most likely 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'S CRYSTAL

INFLUENCE 14

UNCOMMON STAGE 1 AURA EARTH OBJECT

Area 90-foot emanation; **Nucleus** Medium crystal

Unnamable Doom DC 31

Perception Result 39, DC 29

Skill Result 33, DC 33

Portable Father Dagon's crystal weighs 40 Bulk. The crystal can't be moved or teleported outside the area.

Defenders Father Dagon's crystal is typically defended by 2 deep one scion priests, 1 deep one bishop, and 4 deep ones.

Defeat combat

AC 33; **Saves** +24

Hardness 10; **HP** 160; **Immunities** bleed, death, disease, doomed, drained, fatigued, healing, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** force 10, piercing 7, mental 10, sonic 15

Enhanced Faith (divine, enchantment, mental)

Worshipers of Cthulhu, Dagon, and Hydra in the influence get a +3 status bonus to AC, saving throws, spell attack rolls, spell DCs, and a +1 status bonus to the spell level of spells they cast.

Escalation summoning

Summoning A worshiper of Father Dagon can conjure him by casting *semblance of the Key and the Gate* (page 153), 6th-level *planar ally*, or *gate* in the area.

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FATHER DAGON

INFLUENCE 16

UNIQUE STAGE 2 AURA

Area 300-foot emanation; Nucleus proxy (Father Dagon)

Unnamable Doom DC 34

Defeat combat

Enhanced Faith (divine, enchantment, mental)

Worshippers of Cthulhu, Dagon, and Hydra in the influence get a +3 status bonus to AC, saving throws, spell attack rolls, spell DCs, and a +1 status bonus to the spell level of spells they cast. This benefit doesn't apply to Father Dagon, but does apply to Mother Hydra.

FATHER DAGON

CREATURE 16

UNIQUE CE HUGE ABERRATION AMPHIBIOUS DEEP ONE
PROXY

Perception +30; greater darkvision, tremorsense (imprecise) 60 feet

Languages Aklo, Common, Deep One, telepathy 100 feet

Skills Arcana +31, Athletics +33, Nature +32, Religion +32, Stealth +24, Survival +32

Str +9, Dex +6, Con +9, Int +7, Wis +8, Cha +7
AC 37, Fort +29, Ref +26, Will +28

HP 360; Immunities confused, controlled, disease, fleeing, frightened, paralyzed, petrified, poison, unconscious; Resistances acid 10, cold 20, fire 10

Unchained Influence (aura) 300 feet. Father Dagon emanates his stage 2 influence. He can teleport beyond the influence's edge.

Attack of Opportunity

Speed 25 feet, swim 70 feet

Melee ♦ jaws +33 (agile, magical, reach 15 feet),

Damage 3d8+17 piercing

Melee ♦ tail +29 (agile, magical, reach 15 feet, sweep), Damage 3d4+13 bludgeoning plus hallucinogenic venom, necrotic venom, and paralytic venom

Divine Prepared Spells DC 39; 8th *antimagic field*, *divine decree*, *harm* (8), *tsunami* (page 125); 7th *dimensional lock*, *dream sending of Cthulhu* (page 114), *eclipse burst*; 6th *dispel magic*, *heal*, *zealous conviction*; 5th *breath of life*, *command*, *drop dead*; 4th *air walk*, *dispel magic*, *spell immunity*; 3rd *dream message*, *heal*, *zone of truth*; 2nd *dispel magic*, *spiritual weapon*, *status*; 1st *command*, *heal*, *sanctuary*; Cantrips (8th) *daze*, *detect magic*, *guidance*, *shield*, *stabilize*

Primal Innate Spells DC 39; 8th *tsunami* (page 125); Constant (4th) *freedom of movement*

Primal Rituals DC 39; *control weather*, *geas*

Command Sea Monster ♦ (concentrate, divine, enchantment, incapacitation, mental) The avatar

casts *suggestion* without a somatic component and without expending a spell slot. He can only target an aberration, animal, beast, or dragon with a swim Speed. The duration is 1 hour on a failure or 24 hours on a critical failure.

Hallucinogenic Venom (incapacitation, mental, poison) Saving Throw DC 37 Fortitude; Maximum Duration 6 rounds; Stage 1 confused for 1 action (1 round); Stage 2 confused (1 round)

Necrotic Venom (poison) Saving Throw DC 37 Fortitude; Maximum Duration 4 rounds; Stage 1 3d6 poison and -10 feet status penalty to all Speeds from pain (1 round); Stage 2 4d6 poison and -15 feet status penalty to all Speeds from pain (1 round)

Paralytic Venom (incapacitation, poison) Saving Throw DC 37 Fortitude; Maximum Duration 6 rounds; Stage 1 slowed 1 (1 round); Stage 2 slowed 2 (1 round); Stage 3 paralyzed (1 round) Tail Sweep ♦♦ Father Dagon sweeps with his tail in a 15-foot cone. Each creature in the area must attempt a DC 39 Reflex save.

Critical Success The creature is unaffected.

Success The creature is barely touched by the tail and is exposed to necrotic venom.

Failure The creature is dealt a glancing blow by the tail. It takes 9 bludgeoning damage and is exposed to hallucinogenic venom, necrotic venom, and paralytic venom.

Critical Failure The creature is struck hard by the tail. It takes 3d4+13 bludgeoning damage and is exposed to hallucinogenic venom, necrotic venom, and paralytic venom.



GHATANOTHOA

NE GREAT OLD ONE OF DISASTERS, LOST ISLANDS, AND TRIBUTE

Primary Sources: H. P. Lovecraft and Hazel Heald, "Out of the Aeons"

CULTS

Edicts head off danger for those who pay you appropriately even if you are responsible for the danger, destroy those who dare to ignore you or deny you due tribute, placate those mightier than you

Anathema help others without something in it for you, allow others to thwart a danger you have power over without punishing or extorting them

Follower Alignments N, LE, NE, CE

Symbol waves parting around a rising jagged stone

Temple caverns, desolate shorelines, remote islands, ruined cathedrals

Worshippers despairing artists and sailors, doom-sayers, extortionists, those who pay or collect tribute, undead

Servitors mummified undead

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Intimidation

Favored Weapon morningstar

Domains earth, fire, nightmares, wealth

Cleric Spells 3rd: *paralyze*, 4th: *hallucinatory*

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terrain, 5th: gaze of *Ghatanothoa* (page 117), 7th: *volcanic eruption*

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.

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 generally greed rather than desperate survival, using the god's power to enhance their own prestige and wealth. The images of the god to support their cult status and to perform sacrifices.

Sandy's Notes

Using Ghatanothoa

Images of this horrendous deity retain 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, a creature which could move, attack, and mummify its opponents.

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 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 (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 hapless folk caught outside would be subject to mummification. Ghatanothoa's icons and statues in 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 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.

IMPERFECT IMAGE OF GHATANOTHOA INFLUENCE 17

UNCOMMON STAGE 1 AURA OBJECT

Area 60-foot emanation; **Nucleus** Medium image
Unnamable Doom DC 35

Perception Result 43, DC 33

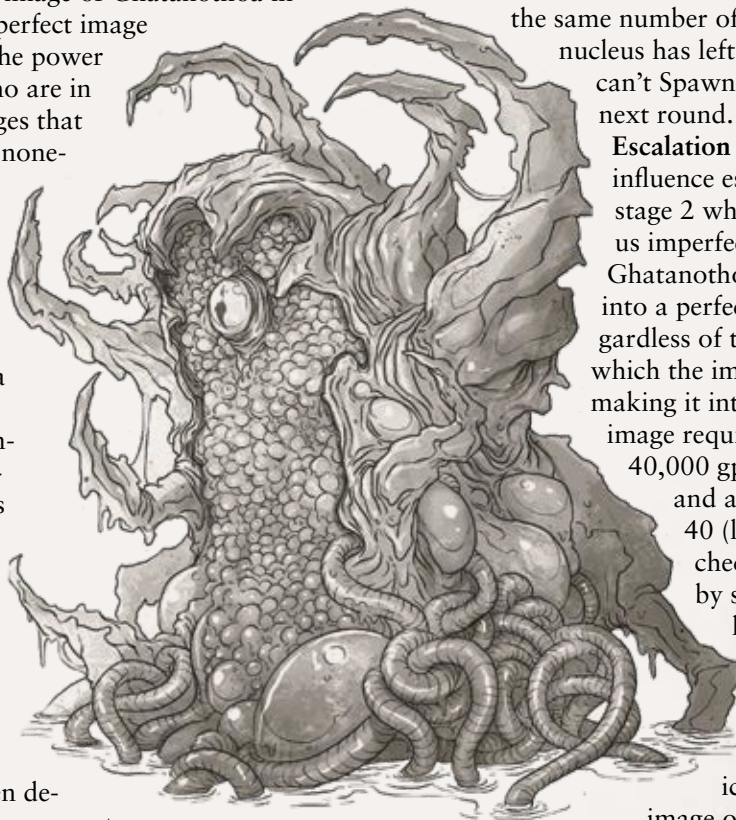
Skill Result 40, DC 40

Imperfect Image Ghatanothoa's influence is centered on an 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 merely has the potential to become a perfect image if a talented artisan who has seen Ghatanothoa completes the work.

If the image is a construct, it uses the construct's usual statistics except that it uses any of the following statistics if they are better than the construct's: AC 37, Fortitude +26, Reflex +26, Will +26, HP 225. It counts as a separate creature when determining the XP of an encounter.

Portable An imperfect image of Ghatanothoa is typically a stone sculpture that weighs 40 Bulk, but it can take another form. The influence is centered on the image, which can't be moved or teleported outside the area.

Rootling Proxy If the nucleus is destroyed while a rootling is in the area, the rootling becomes the influence's proxy until the image is replaced. Creating a new imperfect image in the area requires 8 hours, 7,500 gp in materials, and a successful DC 35 (master) skill check (Crafting or a magical skill, as befits the method of creation). The materials can be reused on a failure but are all ruined on a critical failure.



Defeat eradication (nucleus and rootling)

AC 37; Saves +26

Hardness 14; **HP** 225; **Immunities** bleed, death, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** piercing 7

Spawn Rootling (arcane, conjuration, teleportation) **Trigger** A creature begins to take a hostile action against an image or rootling. **Requirements** The number of rootlings in the area is below the maximum of 1 and the imperfect image hasn't been destroyed. **Effect** A new rootling (see below) Bursts Forth in the area before the triggering action. If the triggering creature critically fails its Reflex save against Burst Forth, its action is disrupted. The rootling rolls initiative, has its own turns, and appears with the same number of Hit Points the nucleus has left. The influence can't Spawn a Rootling next round.

Escalation Ghatanothoa's influence escalates to stage 2 when the nucleus 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 1 month, 40,000 gp in materials, and a successful DC 40 (legendary) skill check attempted by someone who has viewed

Ghatanothoa. The skill is Crafting for a physical imperfect

image or, in the case of

a spell such as an illusion,

the corresponding skill for the magic tradition. On a failed check, half the materials are ruined or the spell is ended. On a critical failure, all the materials are ruined.

PERFECT IMAGE OF GHATANOTHOA INFLUENCE 20

RARE STAGE 2 AURA OBJECT

Area 300-foot emanation; **Nucleus** Medium or larger image

Unnamable Doom DC 39

Perception Result 50, DC 40

Skill Result 48, DC 48

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Portable A perfect image of Ghatanothoa is typically a stone sculpture that weighs 40 Bulk, but it can be any image.

If the image is a construct, it uses the construct's usual statistics except it uses any of the following statistics if they are better than the construct's: AC 40, Fortitude +29, Reflex +29, Will +29, HP 225. It counts as a separate creature when determining the XP of an encounter.

Rootling Proxy As stage 1, but the imperfect image must be refined into a perfect image before it can become Ghatanothoa's new nucleus.

Defenders A perfect image of Ghatanothoa is usually protected by 2 rootlings.

Defeat eradication (nucleus and rootlings)

AC 40; **Saves** +29

Hardness 14; **HP** 225; **Immunities** bleed, death, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** piercing 7

Mummifying Image (arcane, aura, curse, necromancy) 300 feet. This aura requires line of sight but not line of effect to the perfect image, and affects creatures even if they can't see the image. When a creature ends its turn in the aura, it must attempt a DC 42 Fortitude save. If the creature fails, it becomes clumsy 1, or clumsy 2 on a critical failure. If the creature was already clumsy from mummifying image, a rootling's mummifying gaze, or the *gaze of Ghatanothoa* spell, instead its clumsy value increases by 1 (or 2 on a critical failure).

When the creature becomes clumsy 4, 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 it has the paralyzed condition. The mummification lasts until removed (such as by a high-level *remove paralysis*) and the target need not eat, drink, or breathe and does not age during that time.

Dispel magic can't counteract this effect. If the target was trapped for a long time, it will likely have gained the insane condition (see Chapter 4).

Spawn Rootling (arcane, conjuration, teleportation) As stage 1, but the maximum is 2.

Escalation time 30 days (with 50 or more mummified creatures in the area)

GHATANOTHOA'S GALLERY

INFLUENCE 22

RARE STAGE 3 AURA OBJECT

Area 1,000-foot emanation; **Nucleus** Medium or larger image

Unnamable Doom DC 42

Perception Result 53, DC 43

Skill Result 48, DC 48

Perfect Images Ghatanothoa's influence contains two perfect images with the same statistics.

One is the nucleus, but if it is destroyed another becomes the nucleus. Only when both are destroyed does a rootling become Ghatanothoa's proxy.

If an image is a construct, it uses the construct's usual statistics except it uses any of the following statistics if they are better than the construct's: AC 40, Fortitude +29, Reflex +29, Will +29, HP 225. It counts as a separate creature when determining the XP of an encounter.

Rootling Proxy As stage 1, but the imperfect image must be refined into a perfect image before it can become Ghatanothoa's new nucleus.

Defenders Ghatanothoa's stage 3 gallery is usually protected by 4 rootlings.

Defeat eradication (perfect images and rootlings)

AC 40; **Saves** +29

Hardness 14; **HP** 225; **Immunities** bleed, death, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** piercing 7

Mummifying Image (arcane, aura, curse, necromancy) 500 feet. As stage 2, but the aura emanates from both perfect images. A creature within both auras is only affected once but the DC is 45.

Spawn Rootlings (arcane, conjuration, teleportation) **Trigger** A creature takes a hostile action against an image or rootling. **Requirements** There fewer than the maximum of 4 rootlings in the area and the perfect images haven't both been destroyed. **Effect** One new rootling (see below) for each remaining perfect image Bursts Forth in the area before the triggering action. If the triggering creature critically fails its Reflex save against Burst Forth, its action is disrupted. Each rootling rolls initiative, has its own turns, and appears with Hit Points equal to a different image's HP. The influence can't Spawn Rootlings next round.

Escalation time 30 days (with 500 or more mummified creatures in the area)

GHATANOTHOA'S GALLERY

INFLUENCE 24

RARE STAGE 4 AURA OBJECT

Area 1-mile emanation; **Nucleus** Medium or larger image

Unnamable Doom DC 45

Perception Result 56, DC 46

Skill Result 48, DC 48

Perfect Images As stage 3, but there are four images.

Rootling Proxy As stage 1, but the imperfect image must be refined into a perfect image before it can become Ghatanothoa's new nucleus.

Defenders Ghatanothoa's stage 4 gallery is usually protected by 9 rootlings.

Defeat eradication (perfect images and rootlings) AC 40; **Saves** +29

Hardness 14; **HP** 225; **Immunities** bleed, death, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** piercing 7

Mummifying Image (arcane, aura, curse, necromancy) 800 feet. As stage 2, but the aura emanates from all perfect images. A creature within multiple auras is only affected once but the DC is 45.

Spawn Rootlings (arcane, conjuration, teleportation) As stage 3, but the maximum is 9. The new rootlings' HP are equal to that of the images with the highest HP.

ROOTLING

CREATURE 16

RARE NE HUGE ABERRATION PROXY

Perception +30; darkvision, tremorsense (imprecise) 120 feet

Languages Aklo (can't speak)

Skills Athletics +32

Str +10, **Dex** +8, **Con** +9, **Int** -1, **Wis** +6, **Cha** +5
AC 39, **Fort** +31, **Ref** +28, **Will** +24; +1 status bonus to all saves vs. magic

HP 250; **Immunities** disease, fire, petrified, poison, mental; **Weaknesses** slashing 10; **Resistances** cold 20, physical (except adamantine) 10

Mummifying Gaze (arcane, aura, necromancy, visual) 60 feet. Unlike Ghatanothoa, the rootlings mummify creatures with a conventional gaze attack. When a creature ends its turn in the aura, it must attempt a DC 34 Fortitude save. If the creature fails, it becomes clumsy 1. The rootling can deactivate or activate this aura by using a single action, which has the concentrate trait.

Alien Mind (mental) A rootling's mind is harmful to contact. A creature that contacts a rootling with any mental divination effect or similar magic (like *telepathic demand* or *telepathy*) must attempt a DC 30 Will save.

Critical Success The creature is unaffected.

Success The effect ends.

Failure The creature takes 3d6 mental damage and becomes stupefied 1. Until the stupefied condition ends, the creature takes a -4 status penalty to its saving throws against Ghatanothoa's and rootlings' auras.

Critical Failure As failure, but the creature takes double damage and is stupefied 2.

All-Around Vision

Brittle Hide When a rootling takes physical precision damage or physical damage from a critical hit, it loses its resistance to physical damage.

Immobile (arcane, conjuration, extradimensional) The rootling is rooted in a dimensional rift connecting it to Ghatanothoa. It can't be moved or teleported except by using *Burst Forth*.

Attack of Opportunity

Speed 0 feet

Melee talon +31 (agile, deadly d10, magical, reach 15 feet), **Damage** 3d10+14 plus *Grab*
Arcane Innate Spells DC 34; 8th *feeblemind*, *horrid wilting*

Arcane Rituals DC 34; *create undead*

Burst Forth (arcane, conjuration, extradimensional, move, teleportation) The rootling withdraws into an extradimensional space. At the start of its next turn, it emerges at a new location within Ghatanothoa's influence. The rootling must emerge from the ground or a magical portal at least 15 feet across (such as a *gate*). The destination can't be obstructed by Huge or larger creatures or objects. While the rootling emerges from a magical portal, no creature can travel through that portal.

If there are Large or smaller creatures or objects obstructing the destination, they are pushed to the nearest adjacent space. If an object or creature is pushed into a space already occupied by a creature, the occupant is pushed farther away until there is space. Each enemy moved by this effect it must succeed on a DC 41 Reflex save or it is knocked prone.

Focus Gaze (arcane, concentrate, curse, incapacitation, necromancy, visual) The rootling fixes its glare at a creature it can see within 60 feet. The target must immediately attempt a Fortitude save against the rootling's mummifying gaze. If the creature was already clumsy from mummifying gaze, Ghatanothoa's mummification, or *gaze of Ghatanothoa* before attempting its save, a failed save causes its clumsy value to increase by 1. When its clumsy value reaches 4, it is mummified as described in Ghatanothoa's mummification. After attempting its save, the creature is then temporarily immune until the start of the rootling's next turn.

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GHROTH, THE HARBINGER

CE OUTER GOD OF AWAKENING, MUSIC, AND DESTRUCTION

Primary Sources: Ramsey Campbell, “The Tugging”

CULTS

Edicts awaken those who sleep, free those who are bound, promise the coming of the end

Anathema none; all is permitted

Follower Alignments NE, CE

Symbol a red eye on a cracked moon

Temple observatories, mountains, temples to other Outer Gods or Great Old Ones

Worshippers astronomers, artists, criminals, and musicians

Servitors worms of Ghroth

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Performance

Favored Weapon blowgun

Domains destruction, emptiness (page 130), freedom, oblivion (page 131)

Cleric Spells 3rd: *enthrall*, 5th: *summon entity*, 6th: *teleport*, 9th: *disjunction*

Ghroth is a world-sized entity, a living planet which careens through space as it seeks out its kin to awaken them. It travels at tremendous speeds in the empty blackness, slowing only when it approaches 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 otherworldly barriers become thin and weak. Ghosts and demons multiply in number, and Ghroth's presence vastly empowers conjuring spells.

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, and only if heroes defeat these entities before they escalate to apocalyptic levels will things 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, though that frequently leads to 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 area 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. Excess magical energy bursts forth in an uncontrolled fashion, sparking a brilliant display that can have unpredictable effects.

As the worms progress with their feasting, the

planet's inhabitants see an expanding wall of absolute blankness in which the worms writhe 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, eating one another, then 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

INFLUENCE 23

UNIQUE	STAGE 1	CONJURATION	COMPLEX	DARKNESS
MENTAL	OCCULT	SONIC		

Area 300-mile-radius circle; Nucleus 200-foot-radius circle

Unnamable Doom DC 43

Perception Result 57, DC 47

Skill Result 53, DC 53

Intangible Nucleus (darkness) Ghroth's nucleus is the umbra of the shadow it casts on the planet below. The shadow has no physical form and can't be moved or teleported, although it can be affected by touch-range effects. The nucleus is dim light.

Waxing Eclipse As soon as it is established, Ghroth's influence expands rapidly in size. At

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the start of its turn each round, its nucleus's radius increases by 200 feet and its area's radius increases by 1 mile. Thus, at the start of its second turn, its nucleus grows to a 400-foot-radius circle and its area's radius increases to 301 miles. At the start of its next turn, 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.

Defenders Ghroth's influence is typically first encountered with 3 worms of Ghroth.

Defeat combat, departure

AC 35; Saves +34

HP 340; **Immunities** acid, bleed, cold, death effects, disease, doomed, drained, fatigued, healing, necromancy, negative, nonlethal, paralyzed, physical, poison, precision, sickened, unconscious; **Weaknesses** light 25, mental 15, sonic 15; **Resistances** fire 15, electricity 15

Positive Harm Ghroth's nucleus is damaged by positive energy as if it were undead.

Departure Ghroth is the Harbinger because it serves to bring forth other Elder Influences. Whenever another influence is established or escalates within the area, Ghroth must succeed at a DC 5 flat check or it simply leaves to sing its song elsewhere. Ghroth automatically departs if its influence is reduced to 0 HP. No matter why Ghroth leaves, if at least two of its worms survive, they can resume the influence at stage 2 as the Nothing (see escalation).

Resonance Susceptibility Although it can't be affected without extraordinary means, Ghroth's nucleus is in essence a magical effect. As a result, certain effects can hamper the influence's effects and harm the influence. To take advantage of Ghroth's resonance susceptibility, a creature or item must be at least 15th level. Ghroth is susceptible to all light effects, *silence*, *dispel magic*, *calm emotions*, and other spells and effects that meet certain criteria. The effect must counteract, suppress, reduce, or otherwise interfere with effects with any of Ghroth's traits.

Whenever a non-damaging effect of the listed kind takes effect targeting or including Ghroth's nucleus, the nucleus takes 1d6 damage per level of the spell if the effect had a duration or 1d12 damage if it didn't. If the effect had the light trait, this is positive damage. If the effect had

the mental trait, this is mental damage. If it had the sonic trait, this is sonic damage. The GM chooses if it qualifies for multiple damage types. Otherwise, this is force damage. Whenever Ghroth starts its turn with its nucleus targeted by or including a non-damaging effect it is susceptible to, it takes 1d6 damage per level of the spell and Ghroth attempts to counteract it. If the effect isn't a spell, use half the source's level. Ghroth's counteract level is 12th. If the effect would successfully counteract Ghroth's influence, Ghroth takes double damage instead of the usual counteract effect. This damage applies weakness normally.

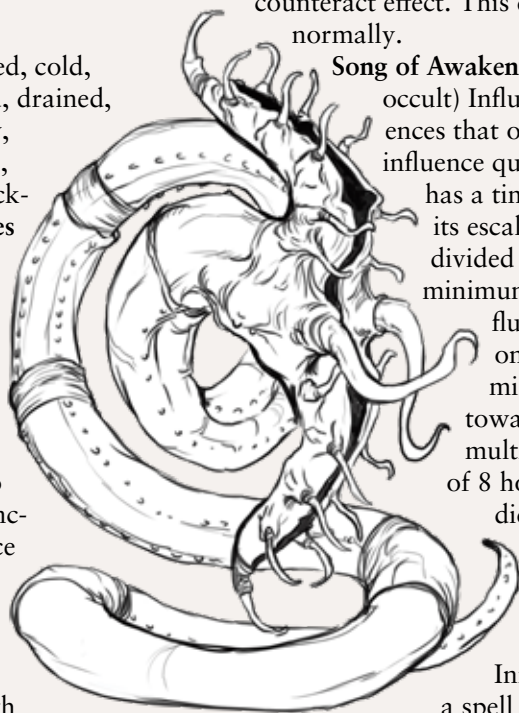
Song of Awakening (aura, conjuration, occult) Influence area. Other influences that overlap with Ghroth's influence quicken. If the influence has a time-related component to its escalation, the time period is divided by ten (round down to a minimum of 1 round). If the influence's escalation is based 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.

Unleashed Conjunctions (aura, conjuration) Influence area. Whenever a spell summons a creature in the area, any level limit on the spell

is increased by 1d4 and Ghroth chooses which creatures answer. If the spell has no level 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. The spell's duration changes to 1 hour, and the creature loses the summoned and minion traits.

Extinguish Spell (abjuration, occult) **Trigger** Ghroth takes damage from a normally non-damaging spell or effect with a duration due to its resonance susceptibility. **Effect** Ghroth attempts to counteract the triggering effect. Ghroth's counteract modifier is +43 and its counteract level is 12th.

Escalation After at least 8 worms of Ghroth feed for at least 24 hours within 20 miles of each other, Ghroth's nucleus becomes the Nothing. Note that Ghroth doesn't have to be present; re-



ardless of its presence, its worms can create the Nothing in any 20-mile-radius area, provided at least two worms survived Ghroth's departure. If fewer than 8 worms survive Ghroth's departure, it takes them at least 1 month to replace each missing worm.

Routine (2 actions) Ghroth's influence Spawns a Worm and uses Vulcanism each once per round, or if it can't Spawn a Worm it uses Vulcanism twice. It targets large, magically powerful groups unless a more pressing target makes itself known. It is careless about using Vulcanism near its worms.

Spawn Worm ◆ (conjuration, occult, teleportation) **Requirements** The number of worms of Ghroth in the area is below the maximum of 4. **Effect** A new worm of Ghroth (see below) coalesces from the shadows in an open space in the nucleus. The worm rolls initiative and has its own turns. If a worm leaves the nucleus, it ceases to defend Ghroth but also no longer counts against the maximum number of worms Ghroth can spawn. Ghroth can't Spawn a Worm the following round.

Vulcanism ◆ (occult) A 10th-level *earthquake* (save DC 47) takes effect centered at any point in its influence. A 7th-level *volcanic eruption* spell with a height of 120 feet takes effect from one fissure. Ghroth's nucleus can be damaged by this fire, but its resistance applies normally. Ghroth can't target the same area again with *volcanic eruption*.

THE NOTHING

INFLUENCE 25

RARE STAGE 2 CONJURATION COMPLEX EXTRADIMENSIONAL
OCCULT

Area 10-mile emanation; **Nucleus** 20-mile-radius burst

Unnamable Doom DC 46

Perception Result 48, DC 38

Skill Result 56, DC 56

Nucleus of Nothing (conjuration, extradimensional) Ghroth's stage 2 nucleus is a miles-wide hole in reality called the Nothing. Only worms of Ghroth can enter this space, which has no true interior. Other creature can move into the Nothing, but when they do, they emerge in the nearest open space on the opposite side of the Nothing.

Worms of Nothing The Nothing can contain up to 8 worms of Ghroth, each adjacent to an edge of the nucleus. A worm can spend an action, which has the move trait, to relocate to any other point on the edge of the nucleus. Worms within the nucleus have normal cover. The worms notice and immediately move to consume any creatures that significantly damage any of

them, as well as any creatures or items that they smell with their energy scent.

Defenders The Nothing is typically first encountered with 8 worms of Ghroth.

Defeat eradication (worms of Ghroth)

Energy Bolt ◆ (abjuration, force, light, occult)

Trigger A worm of Ghroth kills a creature or destroys an item. **Requirements** The creature or item's level is at least 13th. **Effect** 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. The Nothing grows and the potential energy of the killed creature or destroyed item is unleashed in a blast of incredible light. The bolt targets a creature of at least 13th level (not a worm of Ghroth) or any creature carrying a magic item of at least 13th level. If multiple possible targets are in the area, it targets the highest-level one, prioritizing the target nearest the triggering creature or item. If no suitable target is within the area, the bolt strikes a randomly chosen creature other than a worm of Ghroth in the area. Each creature within 30 feet of the triggering worm or the bolt's target must succeed on a DC 49 Will save or be blinded until the end of its turn, or for 1 minute on a critical failure. This Will save has the visual trait.

The bolt deals 1d6 force damage per level of the destroyed item or creature. If the target has at least the master proficiency rank in the skill of a magic tradition they can cast from, they can attempt a DC 49 check with that skill to reduce the damage by using it to fuel their magic. On a success, the target can choose a spent spell slot or previously cast prepared spell and regain the ability to use that slot or cast that spell. Subtract the regained spell level from the damage, or twice that spell level on a critical success. Then, the target must attempt a DC 49 basic Reflex save for the remaining damage.

Routine (1 action) The Nothing either Spawns a Worm or uses Sudden Expansion each round.

Spawn Worm ◆ (conjuration, occult, teleportation) As stage 1, but the maximum is 8.

Sudden Expansion ◆ **Requirements** The Nothing hasn't used Sudden Expansion since it last used Energy Bolt. **Effect** The Nothing expands, increasing its radius by 10 feet. Each creature in the absorbed space takes 10d6 force damage and must attempt a DC 49 basic Reflex save. The creature is pushed to the nearest open space unless it critically succeeds and chooses to instead Step through the Nothing (to the opposite side). On a failure or critical failure, it lands prone.

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WORM 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 reasons to do so would be hubris or nihilism.

The worms vary in size but are usually Huge. The worms' fundamental feature is that they devour the very existence and fabric of reality. The ravenous creatures use their mandibles, seething with apparently-rotating teeth, to feast endlessly 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

CREATURE 18

RARE N HUGE ABERRATION

Perception +28; energy scent (imprecise) 300 feet, motion sense (precise) 120 feet, no vision
Skills Athletics +35

Str +9, **Dex** +4, **Con** +7, **Int** -5, **Wis** +0, **Cha** -1

Energy Scent (divination, detection, olfactory, occult) A worm of Ghroth can use its sense of smell to locate magic items and creatures, provided they are of at least 13th level.

Motion Sense A worm of Ghroth can sense nearby motion through vibration and air movement.

AC 39, **Fort** +33, **Ref** +30, **Will** +26; +1 status bonus to all saves vs. magic

HP 335; **Immunities** disease, mental, paralyzed

Nothingness (conjuration, extradimensional, occult) The worm floats in a bubble of nothingness that unpredictably causes attacks to slip through its space as if it was not there. All creatures must succeed at a DC 5 flat check to affect the worm with most attacks or effects, as if the worm were concealed. *Ghost touch* weapons and force effects don't require a flat check. In addition, the worm's space does not count when measuring ranges for attacks, spells, and effects. Thus, 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.

Attack of Opportunity Body only.

Speed 40 feet, burrow 50 feet, fly 50 feet, swim 50 feet

Melee ♦ jaws +33 (force, magical, reach 10 feet), **Damage** 3d10+15 piercing plus 1d6 force, Annihilation, and Eat Item

Melee ♦ body +33 (backswing, force, magical, reach 15 feet, sweep), **Damage** 3d12+15 bludgeoning plus 2d6 force and Improved Knock-down

Annihilation (occult, transmutation) The worm of Ghroth's jaws eat away at its prey's very reality. Instead of leaving injuries, its bite leaves deformities as if the broken flesh were never there. A creature damaged by the worm's jaws is drained 1, or its drained value increases by 1 if it was already drained. This drained condition can't be reduced or removed until the target receives a *regenerate* spell.

Eat Item ♦ **Requirements** The worm's last action was a success with a jaws Strike, the worm can smell an item the creature has with its energy scent, and the target item isn't armor or an item held in hand. **Effect** The worm swallows the highest-level required item. If it was contained in a pack or other container, the worm swallows the container with all contents. At the start of each of the worm's turns, the highest-level item it has swallowed is broken, or destroyed if it was already broken. This might have additional effects if the worm is in Ghroth's stage 2 influence. If the worm is reduced to 0 Hit Points, it regurgitates all eaten items.

Rock Tunneler A worm of Ghroth can burrow through solid stone at a Speed of 20 feet. It can leave a tunnel if it desires, and it usually does.



GOBOGEG, THE MOON LADDER

**CE GREAT OLD ONE OF ASTRONOMICAL
ALIGNMENTS, EXTINCTIONS, AND MOONS**

Primary Sources: new

CULTS

Edicts utterly eradicate those who oppose you, study the moon and stars, create the destiny you want at any cost, periodically spread fear or confusion

Anathema none; all is permitted

Follower Alignments NE, CE

Symbol cracked and glowing moon rising over a jagged mountain range

Temple craters, mountain tops, ruins

Worshippers astronomers, doomsayers

Servitors dreamwacked creatures, most often elder things

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Yog-Sothothery (page 59)

Favored Weapon flail

Domains destruction, earth, emptiness (page 130), nightmares

Cleric Spells cantrip: *dancing lights*, 3rd: *hypnotic pattern*, 5th: *summon entity*, 9th: *meteor swarm*

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 un-

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checked, the ultimate result is that the continent upon which Gobogeg forms literally splinters, breaking off and spinning into space, forming a new moon and destroying the world. Gobogeg then becomes 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 is not subtle: the entity manifests early in the process and can be detected easily 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 brought into existence, the final stage is for it to emerge from its prison with such force that its continent is blasted off the planet to become 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. Once it is in its recognizable Moon Ladder form, the world has mere days left before a ruinous cataclysm.

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 a 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 the Gobogeg seed 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 SEED

INFLUENCE 17

RARE STAGE 1 AURA COMPLEX EARTH OBJECT

Area 1-mile emanation; **Nucleus** Huge mound of earth, heaving with magical energy

Unnamable Doom DC 35

Perception Result 52, DC 42

Skill Result 43, DC 43

Defenders The Gobogeg seed is typically defended by cultists made fanatical by its Dream-wrack. This most often includes three elder thing dilettantes (page 391). When building another encounter with Gobogeg’s stage 1 influence, calculate XP as if the creatures in the encounter were each 1 level higher if they have spells or abilities that require Will saves.

Defeat combat, dream drought

AC 40; **Saves** +32

Hardness 10; **HP** 255; **Immunities** bleed, death, disease, doomed, drained, fatigued, fire, healing,

necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** cold 10, force 10, magic bludgeoning 10

Elder Lights (arcane, aura, evocation, light, visual) 1 mile. 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 the elder lights attempt to counteract any magical darkness when their areas first overlap. The counteract level is 9th and the counteract modifier is +33. Due to the eldritch lighting, any sighted creature in the area that isn't under Gobogeg's control takes a -2 status penalty to Will saving throws.

Dream Drought At the end of every day that the Gobogeg seed doesn't activate Dreamwrack, it must succeed at a DC 3 flat check or it dissolves into ordinary dirt.

Routine (1 action) The Gobogeg seed Burrows in search of a good target for Dreamwrack. Once it finds one, it waits until the creature sleeps and then uses Dreamwrack.

Escalation Dreamwrack

Speed burrow 25 feet

Dreamwrack ♦ (arcane, illusion, mental)

Frequency once per day; **Effect** Gobogeg casts *nightmare* (DC 43) on a creature in the influence that isn't under its control, creating images of mass extinctions and the fiery end of the world. If possible, Gobogeg always chooses its target from among those that previously failed this save but are not yet controlled. In addition to the usual effects, failure causes the target to become stupefied 1, or stupefied 2 on a critical failure. Subsequent failures increase this stupefied value. A creature that becomes stupefied 3 or more gains a madness (see Chapter 4) and its stupefied condition ends. Until the madness or the influence ends, the creature is controlled by Gobogeg.

In addition, whenever a creature critically fails against Dreamwrack, Gobogeg attempts a DC 20 flat check. If the target can cast spells, the check is made with a bonus equal to the level of highest-level spell the target can cast. A successful flat check causes Gobogeg's influence to escalate to stage 2.

GOBOGEG SEED

INFLUENCE 20

RARE STAGE 2 AURA COMPLEX EARTH OBJECT

Area 10-mile emanation; **Nucleus** Huge mound of earth, heaving with magical energy

Unnamable Doom DC 39

Perception Result 56, DC 46

Skill Result 48, DC 48

Defeat combat

Deescalation Dream Drought

AC 45; **Saves** +36

Hardness 10; **HP** 315; **Immunities** bleed, death, disease, doomed, drained, fatigued, fire, healing, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** cold 10, force 10, magic bludgeoning 10

Elder Lights 10 miles. As stage 1, but the counteract level is 10th and the counteract modifier is +37.

Dream Drought At the end of every day that the Gobogeg seed doesn't activate Dreamwrack, it must succeed at a DC 3 flat check or it deescalates to stage 1.

Routine (2 actions) In combat, the Gobogeg seed Burrows then Erupts. If it finds a good target for Dreamwrack, it uses that instead of Erupting.

Escalation Dreamwrack

Speed burrow 50 feet

Dreamwrack ♦ (arcane, illusion, mental) As stage 1, but DC 47.

Erupt ♦ (arcane, earth, evocation, fire) The Gobogeg seed casts 8th-level *earthquake* centered on itself. It is unaffected by the spell. Then, it casts 7th-level *volcanic eruption*. Its spell save DC is 44.

GOBOGEG SEED

INFLUENCE 23

RARE STAGE 3 AURA COMPLEX EARTH OBJECT

Area 100-mile emanation; **Nucleus** Huge mound of earth, heaving with magical energy

Unnamable Doom DC 43

Perception Result 60, DC 50

Skill Result 53, DC 53

Defeat combat

Deescalation Dream Drought

AC 49; **Saves** +40

Hardness 10; **HP** 400; **Immunities** bleed, death, disease, doomed, drained, fatigued, fire, healing, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** cold 10, force 10, magic bludgeoning 10

Elder Lights 100 miles. As stage 1, but the counteract level is 10th and the counteract modifier is +41.

Dream Drought At the end of every day that the Gobogeg seed doesn't activate Dreamwrack, it must succeed at a DC 3 flat check or it deescalates to stage 2.

Escalation Dreamwrack

Routine (4 actions) In combat, the Gobogeg seed Burrows, then Casts a Spell that costs 2 or 3 actions. If it has at least one action left, it Erupts once. If it finds a good target for Dreamwrack, it uses that instead of Erupting. If a creature capable of Casting a Spell fails its save against Dreamwrack, the Gobogeg seed Steals Magic.

Speed burrow 80 feet

Arcane Innate Spells DC 48; 7th *blindness* (at will), *confusion* (at will), *dispel magic* (at will),

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lightning bolt (at will), *vampiric touch* (at will)
Dreamwrack ♦ (arcane, illusion, mental) As stage 1, but DC 51.

Erupt ♦ As stage 2, but DC 48.

Steal Magic ➤ **Trigger** A creature fails or critically fails on its save against Dreamwrack. **Effect** Gobogeg steals some of the triggering creature's magic. Gobogeg learns the names of all spells the target knows or has prepared at 7th level or lower. Gobogeg chooses one and adds that spell to the list of spells it can cast innately as 7th-level spells at will.

THE MOON LADDER

INFLUENCE 25

UNIQUE STAGE 4 ABERRATION AURA COMPLEX EARTH

Area 1,000-mile emanation; **Nucleus** Huge pillar of earth and flesh

Unnamable Doom DC 46

Perception Result 67, DC 57

Skill Result 51, DC 51

Defeat celestial upheaval, combat

Deescalation dream drought

AC 52; Saves +40

HP 550; **Immunities** blinded, confused, controlled, deafened, doomed, dying, fatigued, fire, fleeing, frightened, incapacitation effects, paralyzed, petrified, prone, restrained, slowed, stunned, unconscious, wounded; **Resistances** electricity 15

Cosmic Recovery

Elder Lights 1,000 miles. As stage 1, but the counteract level is 10th and the counteract modifier is +44.

Time-Burning Rays (arcane, aura, transmutation) 500 feet. Beams of intense, time-bending light shine from the top of the Moon Ladder to rake across the area. Each creature that enters the area for the first time on its turn or starts its turn there must succeed at a DC 46 Reflex save or be struck by a beam. A creature struck must attempt a DC 46 Will save. A creature who can't act due to this effect or whose maximum dying value is reduced to 0 by this effect is removed from existence, leaving behind only magic items it carried. (This prevents it being revived except by 9th-level *resurrect* or other effects that don't require any of the body.)

Critical Success If the creature was already doomed by this effect, its doomed value decreases by 1.

Success The creature is stunned 1.

Failure The creature becomes doomed 1 and slowed; its slowed value equals its doomed value. If it was already doomed, its doomed value increases by 1 (which causes its slowed value to increase).

Critical Failure As failure, but the doomed value is 2 or increases by 2.

Celestial Upheaval (arcane, aura, downtime, earth, evocation) When the Moon Ladder remains at stage 4 for 5 days without deescalating or being defeated, it completes its work. It rips the region within its influence free of the planet and hurls it into the sky to become a new moon. The influence immediately ends, but the planet is wracked with earthquakes, volcanic events, and tsunamis so extreme that most life is driven extinct.

Dream Drought (downtime) At the end of every day that the Moon Ladder doesn't activate Dreamwrack, it must succeed at a DC 3 flat check or it deescalates to stage 3.

Routine (3 actions) The Moon Ladder Erupts once every round. If it is in combat, it then Casts a Spell. Otherwise, it uses Dreamwrack (if available). If a creature capable of Casting a Spell fails its save against Dreamwrack, the Moon Ladder Steals Magic.

Arcane Innate Spells DC 50; 7th *blindness* (at will), *confusion* (at will), *dispel magic* (at will), *lightning bolt* (at will), *vampiric touch* (at will)

Dreamwrack ♦ (arcane, illusion, mental) As stage 1, but DC 50 and the Moon Ladder can't escalate.

Erupt ♦ As stage 2, but save DC 50 and the *earthquake* is 10th-level.

Steal Magic ➤ As stage 3.



GREAT CTHULHU

CE GREAT OLD ONE OF CATAclysms, DREAMS, AND THE STARS

Primary Sources: H. P. Lovecraft, “The Call of Cthulhu”

CULTS

Edicts study your dreams and those of others for hidden meanings, utterly eradicate those who oppose you, study the stars

Anathema never ignore a portentous dream, do not prevent a cataclysm out of concern for lesser beings

Follower Alignments NE, CE

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, Father Dagon, Mother Hydra, shoggoths, starspawn

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Yog-Sothothery (page 59)

Favored Weapon dagger

Domains dreams, emptiness (page 130), nightmares, water

Cleric Spells 1st: *sleep*, 5th: *control water*, 8th: *cursed slumber* (page 112)

Great Cthulhu is the leader of the starspawn civilization and one of the most dangerous of the Great Old Ones. Most of the time, Cthulhu exists in a sort of living death: while his body

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slumbers, his mind remains keenly active. A creature can summon Cthulhu's influence under certain circumstances, and with enough power, awaken him to end the world.

Cthulhu himself, with the rest of his species, lies buried in the vast corpse-city of R'lyeh beneath the sea. This city is covered by the Non-Euclidean effects of his stage 3 influence, even while Great Cthulhu lies dormant. In addition, the strange warping of space allows Cthulhu's servitors to appear suddenly to intercept intruders from unexpected angles and irrational vectors.

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, albeit vastly more powerful. And like the rest of his dread race, Cthulhu can plunge from world to world through space; he could theoretically travel to any planet or be conjured anywhere.

Sandy's Notes

Non-Euclidean Geometry

Cthulhu and especially his city of 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.

THE DEVOURING

When just awakened, Great Cthulhu manifests only part of his powers and focuses mostly on consuming nearby creatures for sustenance. When Cthulhu first rises, his tentacles and flabby claws can snatch people up and physically eat them.

As he grows, Cthulhu's tentacles and shape 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. In addition, he is a master of the strange geometry his influence evokes (see sidebar), allowing him to reach out for creatures from seemingly any direction. 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. If he is not stopped at this penultimate stage, where his hunger devours entire cities, eventually he grows beyond the reach of even the most powerful of mortals and reclaims his full godlike stature. Cthulhu grows to miles in height: 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 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 Cthulhu: 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

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.

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. At higher influence stages, Cthulhu's size and power outstrip those of a creature that can be confronted in the classic sense, but damage can still affect him, forcing him to deescalate to a lower stage from which he must devour anew to increase stage once again.

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

INFLUENCE 20

UNIQUE STAGE 1 AURA

Area 80-foot emanation; **Nucleus** proxy (a star-spawn)

Unnamable Doom DC 40

Defeat combat

Non-Euclidean Strikes (aura, occult, transmutation) 80 feet. Reality and the fundamental laws of physics go mad in the presence of Great Cthulhu. 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 for melee Strikes doubled while enemies of Great Cthulhu have their reach for melee Strikes halved, rounded down to the nearest multiple of 5. A creature with its reach reduced to 0 feet can only aim melee Strikes at a target it has grabbed or a target in the same space.

Devouring Proxy (attack) Whenever Great Cthulhu's proxy ends its turn, it can attempt an Athletics check against the Fortitude DC of a target within its reach. On a success, it Grabs the target. On a critical success, or if the target was already grabbed, the target is also restrained. If the target was already restrained and the result was a success, the target is utterly consumed, body and soul. All items of level 15 and lower on the target are consumed with it. Higher-level items are dropped. If someone attempts to cast a ritual to return a devoured target from the dead, use the outcome one degree of success worse than the result.

Telepathic Assault: Fear (aura, divination, emotion, fear, mental, occult) 80 feet. Each creature that starts its turn within the area of Cthulhu's influence must attempt a DC 40 Will save to

resist the consuming terror and madness. Subsequent failed saves increase the frightened value, to a maximum of 4. As long as the creature is frightened 4, it is also fleeing. A creature that has this frightened condition when Cthulhu's influence escalates is no longer affected by the previous effect but must make an immediate saving throw against the new effect; it uses the outcome one degree of success worse than its result.

Critical Success The creature is unaffected; if it was already frightened, its frightened value decreases by 1.

Success The creature becomes frightened 1, or its frightened value increases by 1.

Failure The creature becomes frightened 2, or its frightened value increases by 2.

Critical Failure The creature becomes frightened 3, or its frightened value increases by 3.

Escalation feed (10, only counting those Devoured)

GREAT CTHULHU

INFLUENCE 22

UNIQUE STAGE 2 AURA ABERRATION COMPLEX

Area 300-foot emanation; **Nucleus** Gargantuan starspawn-like entity whose space is a 50-foot burst

Unnamable Doom DC 42

Perception Result 59, DC 49

Skill Result 52, DC 52

Deescalation combat, reality alteration
AC 47; **Saves** +38

HP 315; **Immunities** blinded, controlled, deafened, doomed, dying, fatigued, incapacitation effects, mental, paralyzed, petrified, prone, restrained, slowed, stunned, unconscious, wounded; **Resistances** cold 20, poison 20

Non-Euclidean Routes (aura, occult, transmutation) 300 feet. In addition, physical routes change, becoming dead ends or circles. The terrain and architecture an affected creature traveled the previous round will be different if they 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. **Non-Euclidean Strikes** (aura, occult, transmutation) 300 feet. As stage 1.

Telepathic Assault: Despair (aura, divination, emotion, fear, incapacitation, mental, occult) 300 feet. Each creature that starts its turn within the area of Cthulhu's influence must attempt a DC 42 Will save to resist the consuming terror and madness. Once a creature is slowed by the telepathic assault, subsequent failed saves increase the slowed value, to a maximum of 3. A creature that has this slowed condition when Cthulhu's influence escalates or deescalates is no

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longer slowed but must immediately attempt a saving throw against the new telepathic assault; it uses the outcome one degree of success worse than its result.

Critical Success The creature is unaffected, and if it is already slowed its slowed value decreases by 1.

Success The creature is stunned 1.

Failure The creature becomes slowed 1, or its slowed value increases by 1.

Critical Failure The creature becomes slowed 2, or its slowed value increases to 3.

Cosmic Recovery

Reality Alteration If Great Cthulhu is forced to deescalate by combat, he regains Hit Points equal to half his new Hit Point maximum. He can be forced to deescalate with an *alter reality*, *miracle*, *primal phenomenon*, or *wish* spell. If he succeeds at a saving throw against the spell, he instead takes 50 damage (which can force him to deescalate anyway).

Routine (3 actions) Great Cthulhu moves once, then Devours up to twice, choosing a different target for each action.

Escalation feed (100)

Speed 200 feet, fly 300 feet, swim 200 feet

Devour ♦ (attack) Great Cthulhu attempts to grab a target within his influence with one of his two flabby claws. The target must attempt a DC 50 Reflex save. On a failure, the target is grabbed. On a critical failure, or if the target was already grabbed, the target is also restrained. If the target was already restrained and the result was a failure, the target is utterly consumed, body and soul. All items of level 16 and lower on the target are consumed with it. Higher-level items are dropped. If someone attempts to cast a ritual to return a devoured target from the dead, use the outcome one degree of success worse than the result.

GREAT CTHULHU

INFLUENCE 24

UNIQUE STAGE 3 AURA ABERRATION COMPLEX

Area 1-mile emanation; **Nucleus** Gargantuan starspawn-like entity whose space is a 150-foot burst

Unnamable Doom DC 45

Perception Result 62, DC 52

Skill Result 55, DC 55

Deescalation combat, reality alteration
AC 50; Saves +40

HP 370; **Immunities** blinded, controlled, deafened, doomed, dying, fatigued, incapacitation effects, mental, paralyzed, petrified, prone, restrained, slowed, stunned, unconscious, wounded; **Resistances** cold 20, poison 20

Non-Euclidean Routes (aura, occult, transmutation) 300 feet. As stage 2.

Non-Euclidean Spaces (aura, occult, teleportation, transmutation) 300 feet. If a foe of Cthulhu moves more than 5 feet during a move action it is using, that creature must attempt a DC 5 flat check. On a failure, it enters an area of geometry where it physically cannot exist. When a creature is exposed to such a reality, it must attempt a DC 48 Reflex save. On a failure, it vanishes and is transported to somewhere else in the universe (randomly or at the GM's discretion). On a critical failure, the victim instead winks out of existence, along with its items of less than 20th level. (Items of at least 20th level are not destroyed by this effect but are instead transported elsewhere.) Creatures lost in this way can only be restored to life via *wish*.

Non-Euclidean Strikes (aura, occult, transmutation) 300 feet. As stage 1.

Telepathic Assault: Anarchy (aura, divination, emotion, fear, incapacitation, mental, occult) 1 mile. Each creature that starts its turn within the area of Cthulhu's influence must attempt a DC 45 Will save to resist the consuming terror and madness. A creature that is confused by this ability when Cthulhu's influence deescalates is no longer confused and its unnerved value decreases by 2, but the creature must attempt an immediate saving throw against the new telepathic assault; it uses the outcome one degree of success worse than its result.

Critical Success The creature is unaffected.

Success The creature becomes unnerved 1 (or its unnerved value increases by 1).

Failure The creature is confused on its next action and becomes unnerved 1 (or its unnerved value increases by 1).

Critical Failure The creature is confused for 1 round and becomes unnerved 1 (or its unnerved value increases by 1).

Cosmic Recovery

Reality Alteration If Great Cthulhu is forced to deescalate by combat, he regains Hit Points equal to half his new Hit Point maximum. Great Cthulhu can be forced to deescalate with an *alter reality*, *miracle*, *primal phenomenon*, or *wish* spell. If he succeeds at a saving throw against the spell, he instead takes 50 damage (which can force him to deescalate anyway).

Routine (4 actions) Great Cthulhu moves once, then Devours up to three times, choosing a different target for each action.

Speed 400 feet, fly 900 feet, swim 400 feet

Devour ♦ (attack) As stage 2, but DC 52.



HASTUR THE UNSPEAKABLE

CE GREAT OLD ONE OF DECADENCE, DISORDER, AND NIHILISM

Primary Sources: Ambrose Bierce, “Haita the Shepherd” and “An Inhabitant of Carcosa;” August Derleth, “The Return of Hastur”

CULTS

Edicts break patterns and norms, learn and share terrible truths

Anathema never censor art, do not deny your appetites, never give meaning to others

Follower Alignments CE

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

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Performance

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Favored Weapon rapier

Domains creation, emptiness (page 130), nightmares, undeath

Cleric Spells 1st: *charm*, 4th: *shriek of the byakhee* (page 122), 7th: *warp mind*, 9th: *power word kill*

Hastur is one of the vilest entities within the Cthulhu Mythos. He is cosmic in origin and dangerous even to name. His prophet or avatar is the King in Yellow, though it's not clear exactly what their relationship is, 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 any 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 commonly understood natural laws of perspective but not really doing so. 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 distance to the area of his influence, regardless of the actual position of the viewer. Even if the observer moves away from 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 categories, as described below.

IMPERCEPTIBLE

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). 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 or weather). 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.

IMAGE

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 he 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 its own form. Such a possessed being attacks nearby targets, albeit without Hastur's special distance-defying abilities.

TANGIBLE

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.

OVERWHELMING

Insurmountable to the reach of even the mightiest mortals, Hastur's final size seems to crush in on all sides. This applies only to creatures within 300 feet of Hastur's true horrific form.

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 is, 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.

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, 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 Aid reaction).

Once everyone in the area lies dead, 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, beginning the process 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

INFLUENCE 22

UNIQUE | STAGE 1 | ABERRATION | COMPLEX

Area 1-mile burst; **Nucleus** Tiny avatar constantly adjacent to viewer

Unnamable Doom DC 42

Perception Result 52, DC 42

Skill Result 43, DC 43

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's quantum nucleus 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 the creature and can interact with it from that range.

No creature can perceive or interact with a quantum nucleus linked to another creature; each creature must face their own Hastur one-on-one. Each quantum nucleus has its own Hit Point total, but they spend spell slots from a shared pool of innate spells. 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. A quantum nucleus likewise vanishes when the creature it is linked to dies. The same quantum nucleus remains linked to each creature as Hastur's influence escalates, so if a creature has already defeated their linked quantum nucleus when the influence escalates, no new quantum nucleus appears.

Subjective 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 20 Perception check. The creature must have line of sight to Hastur to observe him. When a creature

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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.

Defeat eradication (Quantum Nuclei)

AC 37; Saves +30

Quantum Nucleus HP 135; **Immunities** controlled, mental, petrified, prone, restrained, unconscious; **Weaknesses** fire 10; **Resistances** cold 10, negative 10

Routine (3 actions) In combat, each quantum nucleus regains and spends its own actions only at the end of its linked creature's turns. It uses Psychic Assault, then it Casts a Spell (typically chosen randomly by rolling d8).

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 10 Hit Points when it escalates.)

Occult Innate Spells DC 40; **9th** *dominate*, *paralyze* (at will), *power word kill*, *power word stun*; **8th** *harm* (at will), *spirit blast* (at will), *spiritual epidemic* (at will); **7th** *dispel magic* (at will), *phantasmal killer* (at will), *vampiric touch* (at will)

Psychic Assault ♦ (enchantment, mental, occult) The quantum nucleus attacks the linked creature's mind. The linked creature must attempt a DC 42 Will save. If your game uses dread (see Chapter 4), the creature becomes unnerved 1 on a failed save. If your game doesn't, the creature is stupefied on a failed save, or its stupefied value increases by 1 if it was already stupefied.

HASTUR

INFLUENCE 23

UNIQUE STAGE 2 ABERRATION COMPLEX

Area 2-mile burst; **Nucleus** Large avatar constantly adjacent to viewer

Unnamable Doom DC 43

Perception Result 54, DC 44

Skill Result 45, DC 45

Quantum Nucleus As stage 1.

Subjective Influence As stage 1.

Defeat eradication (Quantum Nuclei)

AC 39; Saves +30

Quantum Nucleus HP 145; **Immunities** controlled, mental, petrified, prone, restrained, unconscious; **Weaknesses** fire 10; **Resistances** cold 10, negative 10

Routine (4 actions) In combat, each quantum nucleus regains and spends its own actions only at the end of its linked creature's turns. It uses Psychic Assault and Convert Body, then it Casts a Spell (typically chosen randomly by rolling d10).

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 10 Hit Points when it escalates.)

Occult Innate Spells DC 41; **9th** *dominate*, *paralyze* (at will), *power word kill*, *power word stun*; **8th** *harm* (at will), *spirit blast* (at will), *spiritual epidemic* (at will); **7th** *dispel magic* (at will), *phantasmal killer* (at will), *vampiric touch* (at will); **3rd** *slow* (at will)

Convert Body ♦ (incapacitation, necromancy, occult) The linked creature must succeed at a DC 43 Fortitude save or be physically transformed by Hastur's presence. On a failure, the creature is drained 1, or increases its drained value by 1 if it was already drained. On a critical failure, the drained value or increase is 2. If the value would become 5, instead the creature dies. A creature killed this way transforms over the next 1 round into a boneless undead mockery of its former shape. It becomes a chaotic evil Mythos undead (see page 476) under Hastur's control.

Psychic Assault ♦ (enchantment, mental, occult) The quantum nucleus attacks the linked creature's mind. The linked creature must attempt a DC 43 Will save. If your game uses dread (see Chapter 4), the creature becomes unnerved 1 on a failed save. If your game doesn't, the creature is stupefied on a failed save, or its stupefied value increases by 1 if it was already stupefied.

HASTUR

INFLUENCE 24

UNIQUE STAGE 3 ABERRATION COMPLEX

Area 4-mile burst; **Nucleus** Huge avatar constantly adjacent to viewer

Unnamable Doom DC 45

Perception Result 56, DC 46

Skill Result 47, DC 47

Quantum Nucleus As stage 1.

Subjective Influence As stage 1.

Defeat eradication (Quantum Nuclei)

AC 40; Saves +32

Quantum Nucleus HP 155; **Immunities** controlled, mental, petrified, prone, restrained, unconscious; **Weaknesses** fire 10; **Resistances** cold 10, negative 10

Routine (4 actions) In combat, each quantum nucleus regains and spends its own actions only at the end of its linked creature's turns. It uses Psychic Assault and Convert Body, then it either Strikes twice or Casts a Spell (typically chosen randomly by rolling d10).

Escalation Hastur's influence escalates to stage 4 when Hastur approaches within 300 feet of the area's center, which generally takes 3d6 rounds after the influence reaches stage 3. (Each quan-

tum nucleus gains 15 Hit Points when it escalates.)

Melee ♦ tentacle +38, **Damage** 4d8+20 bludgeoning

Occult Innate Spells DC 42; 9th *dominate*, *paralyze* (at will), *power word kill*, *power word stun*; 8th *harm* (at will), *spirit blast* (at will), *spiritual epidemic* (at will); 7th *dispel magic* (at will), *phantasmal killer* (at will), *vampiric touch* (at will); 3rd *slow* (at will)

Convert Body ♦ (incapacitation, necromancy, occult) As stage 2, but DC 45.

Psychic Assault ♦ (enchantment, mental, occult)

The quantum nucleus attacks the linked creature's mind. The linked creature must attempt a DC 45 Will save. If your game uses dread (see Chapter 4), the creature becomes unnerved 1 on a failed save. If your game doesn't, the creature is stupefied on a failed save, or its stupefied value increases by 1 if it was already stupefied.

HASTUR

INFLUENCE 25

UNIQUE STAGE 4 ABERRATION COMPLEX

Area 16-mile burst; **Nucleus** Gargantuan avatar constantly adjacent to viewer

Unnamable Doom DC 46

Perception Result 58, DC 48

Skill Result 50, DC 50

Quantum Nucleus As stage 1.

Subjective Influence As stage 1.

Defeat eradication (Quantum Nuclei)

AC 42; **Saves** +33

Quantum Nucleus HP 170; **Immunities** controlled, mental, petrified, prone, restrained, unconscious; **Weaknesses** fire 10; **Resistances** cold 10, negative 10

Routine (4 actions) In combat, each quantum nucleus regains and spends its own actions only at the end of its linked creature's turns. It uses **Psychic Crush**, then it either uses **Convert Body** and **Strikes** once or **Casts a Spell** (typically chosen randomly by rolling d10).

Melee ♦ tentacle +39, **Damage** 4d8+20 bludgeoning

Occult Innate Spells DC 44; 9th *dominate*, *paralyze* (at will), *power word kill*, *power word stun*; 8th *harm* (at will), *spirit blast* (at will), *spiritual epidemic* (at will); 7th *dispel magic* (at will), *phantasmal killer* (at will), *vampiric touch* (at will); 3rd *slow* (at will)

Convert Body ♦ (incapacitation, necromancy, occult) As stage 2, but DC 46.

Psychic Crush ♦♦ (death, enchantment, mental, occult) The quantum nucleus attempts to extinguish the linked creature's mind with own. The linked creature must attempt a DC 46 Will save.

Critical Success The creature is unaffected.

Success The creature takes 25 mental damage.

Failure The creature takes 50 mental damage. If it still has at least 2 HP, it is reduced to 1 Hit Point and stunned 3.

Critical Failure The creature instantly dies.

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ITHAQUA

CE GREAT OLD ONE OF CANNIBALISM, COLD, AND WIND

Primary Sources: August Derleth, "The Thing that Walked on the Wind"

CULTS

Edicts eat your own kind, take what you want by force, master the forces of air and cold
Anathema never depend on warm feelings or generosity, do not dispose of corpses you could eat, eschew the use of fire unless strictly necessary

Follower Alignments NE, CE

Symbol antlered wooden humanoid effigy

Temple frozen mountaintops, glaciers, ice caves, snowy forests

Worshippers arctic-dwelling raiders, cannibals, isolated or desperate explorers and hunters, those who seek to walk the wind

Servitors wendigos

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Survival

Favored Weapon hatchet

Domains air, indulgence, might, mutation (page 130)

Cleric Spells cantrip: *ray of frost*, 3rd: *wall of wind*, 5th: *cone of cold*, 7th: *hibernation of Ithaqua* (page 117), 8th: *wind walk*

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 arms that end in claws, 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 an entity some 10-15 feet in height that forms a sort of semi-solid outer body made of plasma, snow, ice, and arcane energy. Ithaqua entirely controls the senses and movements of this outer shell, which reflects its power in the world. As the god grows in size and influence, this outer body takes on greater size and solidity; 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 strongly 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 pervasive presence fills 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 486) 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 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

Sandy’s Notes

Caught in the Storm

As Ithaqua’s influence spreads across the land, groups may encounter Ithaqua, even if none among them have ever been infected by the wendigo soul virus (the corruptive influence that turns humanoids into wendigos).

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 fight the Windwalker physically, who is literally miles high, his head in the stratosphere.

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

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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 per night when Ithaqua's influence is at stage 3, it seeks out a single creature raging as a result of failing its saving throw against the Eyes of Ithaqua. The victim is ripe with primal rage, so 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.

What You See

This twisting white entity has no legs, two emaciated arms that end in claws, a skull-like head, and icy clouds of breath. It lurks in the midst of the storm of roiling fury.

ITHAQUA

INFLUENCE 16

UNIQUE STAGE 1 AURA

Area 100-mile emanation; **Nucleus** proxy (a windwalker wendigo)

Unnamable Doom DC 34

Defeat combat, storm

Snowstorm (air, aura, cold, evocation, primal) 100 miles. 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 aura is severe cold.

Snow makes the ground difficult terrain and obscures vision. Anything viewed from more than 30 feet away is concealed and creatures in the area take a -2 circumstance penalty to visual Perception checks and DCs.

Strong wind makes the air difficult terrain for Flying creatures. Attack rolls for ranged weapons that aren't siege weapons take a -2 circumstance penalty if the attack passes through the influence.

If a creature inside Ithaqua's influence casts *control weather* or a similar ritual to calm the storm, the DC is 34 and a success suppresses all

effects of this aura except for temperature. On a critical 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.

Howl  (incapacitation, mental, primal)

Frequency twice per day; **Trigger** A creature in the area acts against Ithaqua (even indirectly) or feels lonely or hungry. **Effect** The triggering creature hears the howl of Ithaqua and must succeed at a DC 41 Will save or it becomes fascinated by Ithaqua for 24 hours. This fascinated condition would end as a result of a hostile action, Ithaqua attempts a DC 5 flat check. On a success, the condition doesn't end. Until the fascinated condition ends, the creature is compelled to commit an act of cannibalism if it sees a dead body of the same kind of creature. If the creature is a humanoid, all humanoids count as the same kind for this purpose. Whenever the fascinated creature starts its turn able to see or smell such a dead body, the creature's fascinated condition changes to focus on the dead body and the creature must succeed at another Will save or it must spend its actions this turn approaching the dead body using the most direct route. It can repeat the saving throw against the compulsion before moving into damaging terrain such as a pit or lava or whenever it takes damage from a source other than Ithaqua's influence. On a critical success, the fascinated condition ends. If the fascinated creature has an action available while within 5 feet of the body, the creature uses an Interact action to feed on the body. Once a creature feeds in this way the fascinated condition ends. This Interact action counts as an act of cannibalism for the purposes of Eyes of Ithaqua and Abduction (see below).

Once 12 different targets have failed on the saving throw against this effect, Ithaqua's influence escalates to stage 2.

Escalation howl (12 failures), time (1 week)

ITHAQUA

INFLUENCE 18

UNIQUE STAGE 2 AURA ABERRATION COMPLEX SWARM

Area 200-mile emanation; **Nucleus** Gargantuan mob of wendigos

Unnamable Doom DC 37

Perception Result 53, DC 43

Skill Result 45, DC 45

Nucleus Mob Ithaqua's influence emanates from a Gargantuan mob of ravenous wendigos surrounding a windwalker-like avatar of Ithaqua. The nucleus can enter creatures' spaces as difficult terrain (although it might trigger reactions),

and creatures can likewise move through it as difficult terrain. The mob can move through any space large enough for a Medium humanoid. The mob can't be affected by conditions that don't apply to the entire group of about two dozen wendigos.

Deescalation snowstorm

Defeat combat

AC 39; **Saves** +30

HP 380; **Immunities** blinded, confused, cold, controlled, deafened, doomed, fatigued, fleeing, frightened, grabbed, immobilized, incapacitation effects, paralyzed, petrified, poison, prone, restrained, slowed, stunned, swarm mind, and unconscious; **Weaknesses** area damage 15, fire 15, splash damage 15; **Resistances** bludgeoning 10, piercing 10, slashing 5

Eyes of Ithaqua (aura, emotion, enchantment, incapacitation, mental, primal) 300 feet. All within the center of the influence can see the Great Old One's immense yellow eyes burning through the sleet and hail. When a creature ends its turn in this aura (even if it can't see the eyes), it must attempt a DC 37 Will save. A creature that hasn't committed cannibalism before is then temporarily immune for 24 hours. A creature that has committed cannibalism before uses the outcome one degree of success worse than its result.

Critical Success The creature is unaffected.

Success The creature is unnerved 1 for 1 hour (or frightened 1, if your game doesn't use the dread rules in Chapter 4).

Failure The creature is unnerved 2 for 1 hour (or stupefied 2 for 1 hour and frightened 2, if your game doesn't use the dread rules in Chapter 4).

Critical Failure As failure and the creature is confused for 1 minute or until it leaves the

influence. While it is confused, it gets a +4 status bonus to attack rolls, a +4 status bonus to unarmed and weapon damage rolls, and a +5-foot status bonus to its Speed. The confused creature prioritizes attacking and eating creatures of the same kind (or all humanoids, in the case of humanoids). Once four different creatures have critically failed since Ithaqua's influence became stage 2, the influence escalates to stage 3.

Gale (air, aura, evocation, primal) 1 mile.

Near Ithaqua's proxy, winds grow to gale force. The air is greater difficult terrain to Flying creatures. The howling winds give non-siege ranged weapon attacks and auditory Perception checks and DCs a -3 circumstance penalty.

Snowstorm 200 miles. As stage 1, but critical success on a *control weather* ritual causes the influence to deescalate to stage 1.

Cosmic Recovery

Howl ♫ As stage 1, but DC 44, can't cause escalation, and **Frequency** three times per day.

Routine (4 actions) Ithaqua performs one of the following routines:

- Fly then Cast a Spell,
- use Feeding Frenzy twice,
- or use Feeding Frenzy then Cast a Spell.

Escalation eyes of Ithaqua (4 critical failures), time (1 week)

Speed fly 60 feet

Curse of the Wendigo As windwalker (page 488).

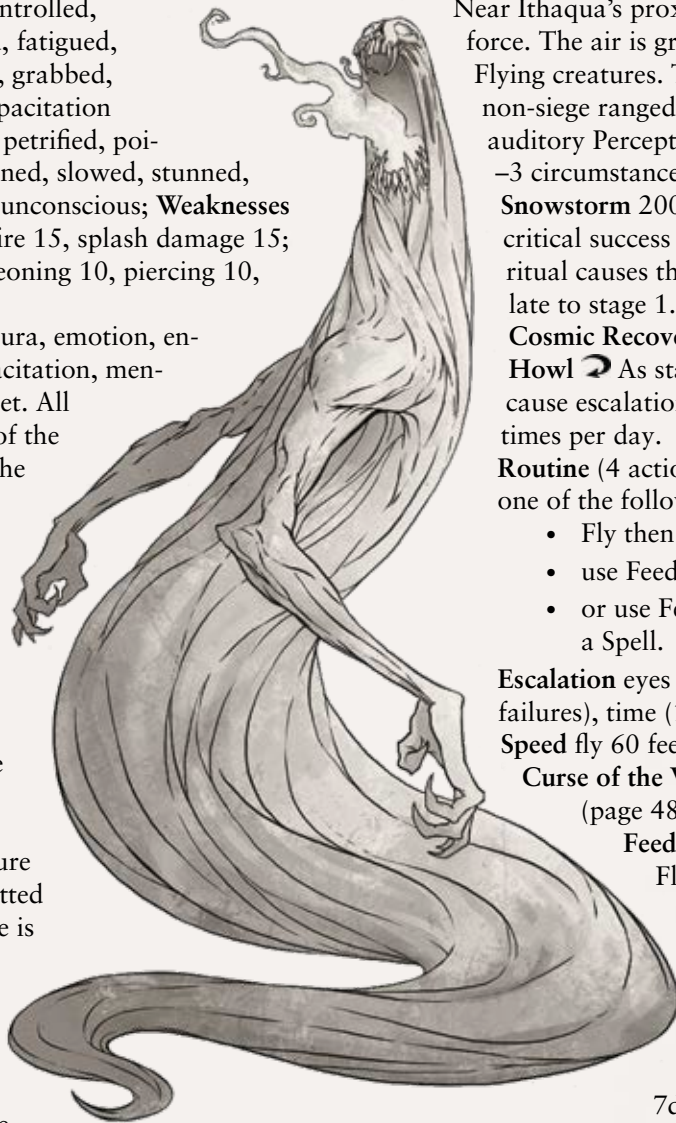
Feeding Frenzy ♫ Ithaqua Flies. Each enemy whose space the nucleus occupies when the movement begins or whose space the nucleus enters during this movement takes

7d6 piercing damage

and 2d6 cold damage (DC 40 basic

Reflex save) and is exposed to the curse of the wendigo. A successful save negates the curse exposure. Each creature only takes damage and curse exposure from each Feeding Frenzy once, even if Ithaqua Flies through the same enemy's space repeatedly during the same activity.

Primal Innate Spells DC 37; 8th *punishing winds* (2), *suggestion*, *wind walk* (at will); 7th *cone of cold* (2), *wall of ice* (2)



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ITHAQUA

INFLUENCE 20

UNIQUE STAGE 3 AURA ABERRATION COMPLEX SWARM

Area 400-mile emanation; **Nucleus** Gargantuan mob of wendigos

Unnamable Doom DC 39

Perception Result 56, DC 46

Skill Result 48, DC 48

Nucleus Mob As stage 2.

Immense The space of Ithaqua's nucleus is a 50-foot square.

Deescalation Abduct, snowstorm

Defeat combat

AC 42; **Saves** +33

HP 430; **Immunities** blinded, confused, cold, controlled, deafened, doomed, fatigued, fleeing, frightened, grabbed, immobilized, incapacitation effects, paralyzed, petrified, poison, prone, restrained, slowed, stunned, swarm mind, unconscious; **Weaknesses** area damage 15, fire 15, splash damage 15; **Resistances** bludgeoning 10, piercing 10, slashing 5

Blizzard (aura, cold, evocation, primal) 1 mile. Near Ithaqua's proxy, snowfall grows heavy and temperatures drop further. The area is extreme cold. Anything viewed from more than 10 feet away is concealed and creatures in the area take a -3 circumstance penalty to visual Perception checks and DCs.

Eyes of Ithaqua As stage 2, except DC 39 and can't cause escalation.

Gale (air, aura, evocation, primal) 5 miles. Near Ithaqua's proxy, winds grow to gale force. The air is greater difficult terrain to Flying creatures. The howling winds give non-siege ranged weapon attacks and auditory Perception checks and DCs a -3 circumstance penalty.

Snowstorm 400 miles. As stage 1, but the ritual DC is 36 and critical success causes the influence to deescalate to stage 2.

Cosmic Recovery

Abduct (enchantment, incapacitation, mental, primal) **Frequency** once per day; **Trigger** A creature that has committed cannibalism before and is confused by the eyes of Ithaqua starts its turn within 90 feet of Ithaqua's proxy. **Effect** The triggering creature must attempt a DC 47 Will save. On a failed save, it flees but believes the proxy as the only safe direction to run. Once it enters the proxy's reach, it is whisked into the sky to ride on the storm with Ithaqua and can't be retrieved short of *wish* or similarly powerful magic. A creature that is Abducted vanishes without a trace and returns 1d100 months later. Upon returning, the victim has become a ravenous wendigo (see page 487) that slowly sheds the appearance and behavior of its former self over the next 1d4 weeks. At influence stage 3, a

successful abduction causes Ithaqua's influence to deescalate to stage 1.

Howl As stage 1, but DC 47, can't cause escalation, and with **Frequency** five times per day. **Routine** (4 actions) Ithaqua performs one of the following routines:

- Fly then Cast a Spell,
- use Feeding Frenzy twice,
- or use Feeding Frenzy then Cast a Spell.

Escalation time (1 week)

Speed fly 60 feet

Curse of the Wendigo As windwalker (page 488).

Feeding Frenzy Ithaqua Flies. Each enemy whose space the nucleus occupies when the movement begins or whose space the nucleus enters during this movement takes 8d6 piercing damage and 2d6 cold damage (DC 42 basic Reflex save) and is exposed to the curse of the wendigo. A successful save negates the curse exposure. Each creature only takes damage and curse exposure from each Feeding Frenzy once, even if Ithaqua Flies through the same enemy's space repeatedly during the same activity.

Primal Innate Spells DC 39; **9th suggestion**; **8th cone of cold** (2), **punishing winds** (2), **wind walk** (at will); **7th wall of ice** (2)

ITHAQUA

INFLUENCE 23

UNIQUE STAGE 4 AURA ABERRATION COMPLEX SWARM

Area 600-mile emanation; **Nucleus** Gargantuan mob of wendigos

Unnamable Doom DC 43

Perception Result 60, DC 50

Skill Result 53, DC 53

Nucleus Mob As stage 2.

Immense The space of Ithaqua's nucleus is a 30-foot burst.

Deescalation snowstorm

Defeat combat

AC 46; **Saves** +37

HP 515; **Immunities** blinded, confused, cold, controlled, deafened, doomed, fatigued, fleeing, frightened, grabbed, immobilized, incapacitation effects, paralyzed, petrified, poison, prone, restrained, slowed, stunned, swarm mind, unconscious; **Weaknesses** area damage 20, fire 20, splash damage 20; **Resistances** bludgeoning 15, piercing 15, slashing 7

Blizzard (aura, cold, evocation, primal) 5 miles. Near Ithaqua's proxy, snowfall grows heavy and temperatures drop further. The area is extreme cold. Anything viewed from more than 10 feet away is concealed and creatures in the area take a -3 circumstance penalty to visual Perception checks and DCs.

Eyes of Ithaqua As stage 2, except DC 39 and can't cause escalation.

Gale (air, aura, evocation, primal) 100 miles. Nearer Ithaqua's proxy, winds grow to gale force. The air is greater difficult terrain to Flying creatures. The howling winds give non-siege ranged weapon attacks and auditory Perception checks and DCs a -3 circumstance penalty.

Snowstorm 600 miles. As stage 1, but the ritual DC is 39 and critical success causes the influence to deescalate to stage 2.

Unearthly Cold (aura, cold, evocation, primal) 1 mile. Nearest Ithaqua's proxy, the chill of the upper atmosphere is brought to ground. The area is incredibly cold.

Abduct ☞ As stage 3, but DC 51 and can't cause deescalation.

Great Talons of Opportunity ☞ **Trigger** A creature enters a square within 150 feet of the proxy during a move action it's using or a creature within 150 feet of the proxy uses a manipulate action. **Effect** Ithaqua's titanic form looming above his proxy lashes out directly. Ithaqua makes a claws unarmed melee Strike against the triggering creature with an attack modifier of +40 that deals 4d12+23 slashing damage and 3d10 cold damage. Additionally, the target must succeed on a DC 43 Reflex 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 40 bludgeoning damage from the fall—although it falls hundreds of feet, the snow softens the fall.

Howl ☞ As stage 1, but DC 51, can't cause escalation, and **Frequency** eight times per day.

Routine (3 actions) Ithaqua performs one of the following routines:

- Fly and Cast a 2-action Spell (either order),
- use Feeding Frenzy and Fly (either order),
- or Cast a 3-action Spell (the nucleus to descends safely to the ground since it didn't Fly).

Speed fly 60 feet

Curse of the Wendigo As windwalker (page 488).

Feeding Frenzy ♦♦ Ithaqua Flies. Each enemy whose space the nucleus occupies when the movement begins or whose space the nucleus enters during this movement takes 9d6 piercing damage and 2d6 cold damage (DC 48 basic Reflex save) and is exposed to the curse of the wendigo. A successful save negates the curse exposure. Each creature only takes damage and curse exposure from each Feeding Frenzy once, even if Ithaqua Flies through the same enemy's space repeatedly during the same activity.

Primal Innate Spells DC 43; 10th *suggestion*; 9th *cone of cold* (2), *wall of ice* (2); 8th *punishing winds* (2), *wind walk* (at will)

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THE KING IN YELLOW

CE GREAT OLD ONE OF DECADENCE, DISORDER, AND NIHILISM

Primary Sources: Robert Chambers, *The King in Yellow* stories

CULTS

Edicts break patterns and norms, create and share art containing terrible truths

Anathema censor art, deny your appetites, give meaning to others

Follower Alignments CE

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 byakhee, undead, those who have found the *Yellow Sign*

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Performance

Favored Weapon rapier

Domains cities, creation, undeath, truth

Cleric Spells 1st: *item facade*, 2nd: *invisibility*, 5th: *subconscious suggestion*, 6th: *grace of the King in Yellow* (page 117)

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 over 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, but 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

The touch of the ribbons and dangling scraps of the King's bandages leaves a mark, one spiritual rather than physical. Those so marked will dream of the King 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. The mask vitalizes and energizes the human form wearing it; 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 (page 179).

THE DESECRATION

The King's immediate goal is to harvest souls to bring about glorious destruction. He employs 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 footsteps bring 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. This horde always accompanies the King.

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*.

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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 they are 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, such as 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

INFLUENCE VARIES

RARE AURA

Area 20-foot emanation; Nucleus proxy (the *Pallid Mask*)

Unnamable Doom varies

Pallid Mask The *Pallid Mask* manifests within

an active *Yellow Sign* when an appropriate host finds any *Yellow Sign*. At this point, the appropriate host is compelled to touch it. When the destined wearer does so, the *Pallid Mask* manifests on the host's face, granting it the King in Yellow adjustments (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 34 when the mask is not worn; when it is worn, the DC increases to equal the wearer's highest save DC – 7, if that is greater (40 for the example King in Yellow).

Defeat combat

Rising of the Dead (aura, occult, necromancy) 20 feet. At the start of the King in Yellow's turn each round, all dead bodies within the aura arise as undead creatures of the King in Yellow's choice. The XP value of all undead created this way at once can't exceed the King in Yellow's XP value, and the king can't create an undead with a level higher than his level – 5 (16 for the example King in Yellow).

CREATING A KING IN YELLOW

You can turn an existing Small or Medium living creature with a human-like face into a King in Yellow by completing the following steps. 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 (at least 15th level in most worlds), preferring spellcasters and those with creative abilities.

Increase the creature's level by 1 and change its statistics as follows.

- They gain the fiend trait and become chaotic evil.
- Increase their Perception, skills, Fortitude, spell attacks, and DCs by 3.
- Increase their Yog-Sothothery modifier to match their Perception modifier unless that skill modifier was already higher.
- Increase their Will bonus by 2.
- Increase their Hit Points by 20.
- Increase their damage with offensive abilities by 2. If the creature is limited in how often it can use an ability (such as a breath weapon), increase the damage by 4 instead.

KING IN YELLOW ABILITIES

Each King in Yellow gains the following abilities. It loses all natural attacks and weapon attacks it had.

Senses greater darkvision; *true seeing*

Skills The King in Yellow has the legendary proficiency rank in Deception, Diplomacy, and Performance. His modifiers for each of those skills should be about equal to his Perception modifier minus the difference between his Wisdom and the skill's key ability modifier. For example, if a creature's Per-

ception modifier was +43, its

Wisdom modifier was +5, and its Charisma modifier

was +7, its Deception and Diplomacy modifiers would each increase to +45 (2 higher than its Perception, since its Charisma modifier is 2 higher than its Wisdom modifier).

Immunities blinded, confused, controlled, fleeing, frightened, incapacitation effects, paralyzed

Cursed Tatters (aura, abjuration, occult) 5 feet. Upon becoming the King in Yellow, the 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 investment, nor do they interfere with worn magic items. Whenever a creature attempts a melee weapon Strike against the King in Yellow or enters a space within the aura during a move action that creature is using, that creature must succeed at a Reflex saving throw (DC equals the King's highest save DC) or be touched by one of these animated tatters of cloth and exposed to the pallid curse. A creature that hits the king is automatically exposed.

Unchained Influence (aura) 20 feet. The King in Yellow emanates his influence. He can teleport beyond the influence's edge.

Blessing of the Yellow Sign (abjuration, occult) Undead are always friendly toward the King in Yellow and never take hostile actions against

him unless he takes a hostile action against them first.

Pallid Curse (contact, curse, occult, illusion) An affected creature can't recover beyond stage 1.

Saving Throw Will DC equals the King's highest save DC; **Stage 1** –3 status penalty on saves against mental effects from undead and from the King in Yellow (1 day); **Stage 2** As stage 1, and the creature's dreams are haunted by the King in Yellow's whispers and poisonous truths. It treats its saving throw outcomes against mental illusions and against effects that cause fatigue as one degree of success worse. (1 day)

The King's Voice  (auditory, linguistic, mental) **Trigger** A creature enters a space within 30 feet of the King in Yellow during a move action it's using, or a creature whose location the King in Yellow knows starts its turn within 30 feet.

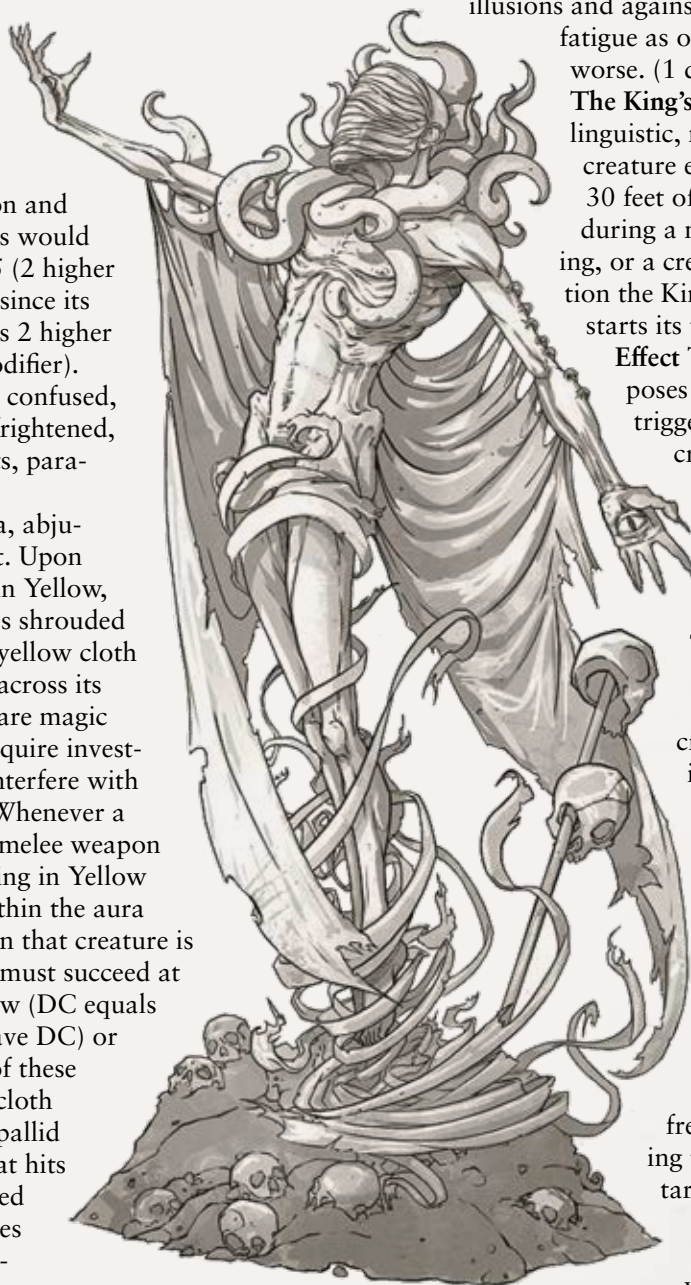
Effect The King in Yellow poses a question to the triggering creature. The creature must attempt a Will save. The DC is equal to the King's highest save DC.

Critical Success

The creature is unaffected.

Success The creature must stop if it was moving and is forced to answer before it can take any other actions, but it doesn't have to be clear or truthful. The answer must be either efficiently and completely telling the truth as a free action, or spending the Lie action. If the target wants to stall, it can spend between 0 and 4 actions, which have the concentrate trait, prevaricating before answering.

Failure The creature must stop if it was moving and is forced to answer efficiently and truthfully as a free action. The creature then wastes its next action elaborating in a poetic manner.



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Critical Failure As success but the creature must tell the truth immediately and it wastes its next 2 actions elaborating in a poetic manner. **Decaying Touch** The King in Yellow gains a hand Strike. This is a magical unarmed attack that deals 1d6 negative damage and 1d6 mental damage per 4 levels the king has. It has the agile and finesse traits. Creatures struck feel concentrated pain of ennui, rot, and aging. **Occult Innate Spells** DC equals highest save DC; **Constant (6th) true seeing**

EXAMPLE KING IN YELLOW

The King in Yellow presented below assumes a full-level campaign setting and is a 20th-level human bard.

KING IN YELLOW

CREATURE 21

RARE CE MEDIUM FIEND PROXY

Perception +37; greater darkvision, *true seeing*
Languages Common, three others
Skills Bardic Lore +29, Diplomacy +39, Deception +39, Occultism +33, Performance +39, Stealth +36, Yog-Sothothery +37
Str +0, **Dex** +6, **Con** +7, **Int** +3, **Wis** +7, **Cha** +9
AC 43, **Fort** +37, **Ref** +32, **Will** +35
HP 300; **Immunities** blinded, confused, controlled, fleeing, frightened, incapacitation effects, paralyzed
Unchained Influence (aura) 20 feet. DC 41
Cursed Tatters (aura, abjuration, occult) 5 feet. DC 47 Reflex
Blessing of the Yellow Sign (abjuration, occult)
Pallid Curse (contact, curse, occult, illusion)
Saving Throw DC 47 Will
The King's Voice  (auditory, linguistic, mental) DC 47 Will
Speed 25 feet
Melee  hand +38 (agile, finesse, magical, mental, negative), **Damage** 5d6 mental plus 5d6 negative
Occult Spontaneous Spells DC 47; **10th** (1 slot) *fabricated truth*; **9th** (3 slots) *overwhelming presence*, *unfathomable song*, *wail of the banshee*; **8th** (3 slots) *disappearance*, *dream council*, *spirit song*^s; **7th** (3 slots) *duplicate foe*^s, *project image*, *warp mind*; **6th** (3 slots) *grace of the King in Yellow*^s (page 117), *teleport*, *zealous conviction*; **5th** (3 slots) *crushing despair*, *hallucination*^s, *tongues*; **4th** (3 slots) *fly*, *nightmare*, *song of Hastur*^s (page 122); **3rd** (3 slots) *dream message*, *heroism*, *vampiric touch*^s; **2nd** (3 slots) *dispel magic*^s, *illusory creature*, *mirror image*; **1st** (3 slots) *charm*^s, *grim tendrils*, *soothe*; **Cantrips (10th)** *daze*, *detect magic*, *guidance*, *ghost sound*, *prestidigitation*
^sSignature spell

Bard Composition Spells DC 47; **10th** (3 Focus Points) *counter performance*, *fatal aria*, *inspire heroics*, *philosopher's mantra*; **Cantrips (10th)** *dirge of doom*, *inspire courage*, *inspire defense*, *third eye masterpiece* (page 127)

Occult Innate Spells DC 47; **Constant (6th) true seeing**

Occult Rituals DC 47; *dream guide* (page 147), *He Who Must Not Be Named* (page 149), *Yellow Sign* (page 154)

Eternal Composition The King in Yellow is permanently quickened; he can use his extra action only to cast a composition cantrip that requires 1 action to cast. Even before his first turn in any combat encounter, he has an eligible composition cantrip active (typically *inspired defense* if he is expecting combat, or *third eye masterpiece* otherwise).

Obsessive Spellcasting If a reaction would disrupt the king's spellcasting action or Perform action, he attempts a DC 14 flat check. If he succeeds, the action isn't disrupted.



MOTHER HYDRA

CE ANCIENT ONE OF EVOLUTION, FECUNDITY, AND MUTATION

Primary Sources: H. P. Lovecraft, “Dagon” and “The Shadow Over Innsmouth”

CULTS

Edicts alter your body and those of your servants to suit your goals, adapt to exploit changing situations, arrange deep one marriages

Anathema cling to old ways of being that are no longer useful

Follower Alignments CN, NE, CE

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

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DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Medicine

Favored Weapon spear

Domains healing, might, mutation (page 130), water

Cleric Spells 1st: *magic fang*, 2nd: *enlarge*, 3rd: *feet to fins*, 8th: *monstrosity form*

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 hind-quarters 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 secure their dominance. She decides how many deep ones are allowed to grow to greater size and handpicks 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), Mother Hydra 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 viperfish than anything human. The fetid stench of rotting fish washes from her bulbous body.

MOTHER HYDRA'S CRYSTAL

INFLUENCE 15

UNCOMMON STAGE 1 AURA EARTH OBJECT

Area 90-foot emanation; Nucleus Medium crystal

Unnamable Doom DC 33

Portable Mother Hydra's crystal weighs 40 Bulk. The crystal can't be teleported outside the area.

Defenders Mother Hydra's crystal is typically defended by 4 deep one scion priests, 1 deep one bishop, and 2 deep ones (page 376-384).

Defeat combat

AC 34; Saves +26

Hardness 10; HP 170; Immunities bleed, death, disease, doomed, drained, fatigued, healing, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; Weaknesses force 10, piercing 7, mental 10, sonic 15

Brutal Strikes (aura, divine, transmutation) 90 feet. Worshipers of Cthulhu, Dagon, and Hydra in the influence get a +4 status bonus to unarmed and weapon damage rolls. Each Strike also deals 1d10 persistent bleed damage.

Enhanced Vitality (aura, divine, transmutation) 90 feet. Worshipers of Cthulhu, Dagon, and Hydra in the influence get a +3 status bonus to Fortitude saves and have regeneration 15 (deactivated by fire).

Escalation A worshiper of Mother Hydra can call her by casting *semblance of the Key and the Gate* (page 153), 6th-level *planar ally*, or *gate* in the area.

MOTHER HYDRA

INFLUENCE 17

UNIQUE STAGE 2 AURA

Area 300-foot emanation; Nucleus proxy (Mother Hydra)

Unnamable Doom DC 35

Defeat combat

Brutal Strikes (aura, divine, transmutation) 300 feet. Worshipers of Cthulhu, Dagon, and Hydra in the influence get a +4 status bonus to unarmed and weapon damage rolls. Each Strike also deals 1d10 persistent bleed damage. This aura doesn't affect Mother Hydra but does affect Father Dagon.

Enhanced Vitality (aura, divine, transmutation) 300 feet. Worshipers of Cthulhu, Dagon, and Hydra in the influence get a +3 status bonus to Fortitude saves and have regeneration 15 (deactivated by acid and fire). This aura doesn't affect Mother Hydra but does affect Father Dagon.

MOTHER HYDRA

CREATURE 17

UNIQUE CE HUGE ABERRATION AMPHIBIOUS DEEP ONE

PROXY

Perception +32; greater darkvision, tremorsense (imprecise) 60 feet

Languages Aklo, Common, Deep One

Skills Arcana +30, Athletics +31, Intimidation +30, Nature +31, Religion +31, Stealth +33, Survival +31

Str +7, **Dex** +9, **Con** +7, **Int** +6, **Wis** +7, **Cha** +6

Items +2 *greater striking keen wounding spear*

AC 37, **Fort** +29, **Ref** +31, **Will** +27

HP 340, regeneration 30 (deactivated by fire);

Immunities confused, controlled, disease, fleeing, frightened, paralyzed, petrified, poison, unconscious; **Resistances** acid 10, cold 20

Unchained Influence (aura) 300 feet. Mother Hydra emanates her stage 2 influence. She can teleport beyond the influence's edge.

Speed 25 feet, swim 70 feet

Melee ♦ *spear* +35 (*keen* rune, magical, reach 30 feet, thrown 20 feet), **Damage** 3d8+18 piercing plus 1d6 bleed (1d12 on a critical hit)

Melee ♦ *claw* +33 (agile, magical, reach 15 feet), **Damage** 3d10+16 slashing

Melee ♦ *jaws* +33 (agile, magical, reach 15 feet), **Damage** 3d10+16 piercing

Melee ♦ *tail* +33 (magical, reach 20 feet, sweep), **Damage** 3d12+16 bludgeoning plus **stun**
Arcane Spontaneous Spells DC 38; **9th** (3 slots) *implosion*, *monstrosity form*, *telepathic demand*; **8th** (4 slots) *chain lightning*, *dragon form*, *horrid wilting*, *maze*; **7th** (4 slots) *dominate*^s, *dream sending of Cthulhu* (page 114), *plane shift*, *warp mind*; **6th** (4 slots) *baleful polymorph*^s, *collective transposition*, *flesh to stone*, *teleport*; **5th** (4 slots) *black tentacles*, *cone of cold*^s, *control water*, *sending*; **4th** (4 slots) *dimension door*, *fly*, *nightmare*, *phantasmal killer*^s; **3rd** (4 slots) *blindness*^s, *dream message*, *mind reading*, *slow*; **2nd** (4 slots) *deafness*, *dispel magic*^s, *humanoid form*, *mirror image*; **1st** (4 slots) *create water*, *grease*, *magic missile*^s, *mending*; **Cantrips** (9th) *detect magic*, *ghost sound*, *message*, *read aura*, *shield*

^sSignature spell

Primal Innate Spells DC 38; **6th** *restoration*; **Constant** (4th) *freedom of movement*

Stun (incapacitation) Mother Hydra's tail Strike causes the target to be stunned 1 on a hit, or stunned 2 on a critical hit.

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NODENS OF THE DEEP ABYSSES

LN ELDER GOD OF WAR, SEA, AND HEALING

Primary Sources: H. P. Lovecraft, “The Strange High House in the Mist”

CULTS

Edicts thwart the influence of Great Old Ones, preserve fading things and dying creatures, provide prosthetics or healing to creatures missing body parts

Anathema never rebel against a legitimate authority, never eat the flesh of swimming or flying creatures, never violate agreed rules of war

Follower Alignments LG, LN, N, LE

Symbol silver hand with a sunburst in its palm

Temple mansions, fortresses, or stone temples centered around arches or doors on sea cliffs

Worshippers loyalists to deposed governments, warriors nostalgic for the mythic past, commanders, aged and disabled people, healers, sailors, merfolk, storm giants, tritons

Servitors nightgaunts, neutral and sometimes good swimming and flying animals (like griffons and sea serpents), beasts (like thunderbirds), dragons (like dragon turtles), and fey (like nixies)

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Crafting

Favored Weapon spear

Domains Elder Sign (page 129), healing, might, water

Cleric Spells 1st: *summon animal* (only those with fly or swim Speeds, but can also summon common non-evil beasts), 4th: *shadow of the nightgaunt* (page 122), 8th: *tsunami* (page 125)

Like the other Elder Gods, Nodens is a being out of another time with considerable but fading power. So ancient are he and his kin that they are said to remember all of history since before time began. Nodens was once among the mightiest of gods, but conflict with the Outer Gods and their Great Old One servants and allies broke much of his power. Nyarlathotep has usurped much of his authority, including taking over some religions once centered around the Elder Gods. However, the Crawling Chaos has not yet dared to fight Nodens directly.

When Nodens stirs himself to action, he relies on ancient tools of an unknown silvery metal including his famous shining sword (called *Nodens's Torch*, sometimes given to mortals to wield; see page 180) and his silver hand. So powerful are his gifts of healing that he can restore

the dead to life at a touch. Like all the Elder Gods, Nodens is associated with the *Elder Sign*. Many creatures believe that the *Elder Sign* was first inscribed by the Elder Gods, hedging out the Outer Gods and Great Old Ones by extending beyond all known dimensions and times.

Nodens follows and demands others follow rules whose underlying logic is unclear to mortals and even younger gods. For example, creatures restored to life by Nodens must forever after avoid some unique new taboo such as never eating asymmetric food or never resting for more hours in a day than working or traveling.

DREAMLANDS

Nodens sits upon the seat of his power in the Dreamlands, where he supersedes Nyarlathotep for authority over the nightgaunts. He and the other Elder Gods sometimes offer assistance to creatures subjugated by the Great Old Ones and their cults. Nodens' greatest allies are the titan-like humanoid demigods of the Dreamlands called the Great Ones, primary patrons of Dreamlands humans. The Great Ones chafe under the rule of Nyarlathotep and the more distant Outer Gods, who shepherd them and protect them from destruction by the ascendant Great Old Ones. The Great Ones in turn help those who serve Nodens, hoping that someday the Outer Gods might be dethroned and the Elder Gods returned to power in their place.

When encountered by Dreamers, Nodens is willing to offer aid, but he demands quests (often poorly explained) on his behalf in exchange. Typically, a quest for Nodens pits the Dreamer against Great Old Ones directly or against places of power that the Outer Gods have influence over. In practical terms, the goal might require destroying mysterious glyphs, knocking down defended dolmens, or banishing an Elder Influence. Nodens sometimes intervenes to foil the schemes of Great Old Ones, Outer Gods, and especially Nyarlathotep.

Nodens doesn't often fight Outer Gods directly, but with aid from high-level heroes over the course of a prolonged battle (generally at least 1 minute), he might gather power enough to banish an Elder Influence too powerful for him to vanquish without their help.

NODENS IN COMBAT

Nodens prefers to have his army of monsters fight for him as he soars above a battle on his ammonite shell. Although they serve him, these creatures are not restrained or necessarily heroic and can pose a threat to creatures caught in the area. When confronted by a quarry whose power

rivals his own, Nodens blasts at them with his artificial silver hand. If he wishes to capture a creature, he soars into melee, softening up the target with his weapons before seizing it with his silver hand and carrying it off in his shell.

NODENS

INFLUENCE 22

RARE AURA STAGE 1

Area 300-foot emanation; **Nucleus** proxy (avatar of Nodens)

Unnamable Doom DC 39

Defeat combat

Summon Servants (divine, conjuration) At the start of Nodens's turn each round, he summons 4 servitors of level 13 or less. They don't have the minion trait and fight his apparent enemies on their own turns.

Rising Tide of War (aura, conjuration, divine) 300 feet. If Nodens remains in combat with an Elder Influence for at least 4 rounds, ancient treaties come into effect and Nodens can call forth more numerous and mightier servants. Armies of minor monsters arrive in the area, making his lower-level enemy combatants

What You See

From a huge, soaring ammonite shell emerges a hooded humanoid torso. He has at least six long, spindly arms. His uppermost left hand is made of a shining silvery metal.

flat-footed but also damaging the surrounding area and potentially harming bystanders.

Escalation Nodens remains in combat for 1 minute.

NODENS

INFLUENCE 23

RARE AURA STAGE 2

Area 1-mile emanation; **Nucleus** proxy (avatar of Nodens)

Unnamable Doom DC 40

Defeat combat

Summon Servants (divine, conjuration) At the start of Nodens's turn each round, he summons 2 servitors of level 16 or less. They don't have the minion trait and fight his apparent enemies on their own turns.

Rising Tide of War (aura, conjuration, divine) 1,100 feet. Armies of monsters no higher than 10th level maraud in the area, making his lower-level enemy combatants flat-footed but also damaging the surrounding area and potentially harming bystanders.

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RARE	LN	HUGE	AIR	BEAST	WATER	PROXY

Perception +40; low-light vision, scent (imprecise) 30 feet, true seeing

Languages Aklo, Aquan, Auran, Common, Jotun; *speak with animals, tongues*

Skills Athletics +39, Arcana +34, Diplomacy +39, Nature +38, Occultism +36, Religion +38, Society +34, Stealth +35, Survival +40

Str +9, **Dex** +9, **Con** +7, **Int** +6, **Wis** +10, **Cha** +9
Items *Piercing Light* (page 180), *Nodens's Torch* (page 180)

AC 47, **Fort** +33, **Ref** +37, **Will** +40; +3 status bonus to all saves vs. light and poison

HP 415; **Immunities** controlled, death, disease, fleeing, frightened, paralyzed, petrified; **Resistances** fire 15

Influence (aura) 1 mile. The avatar emanates Nodens's influence.

Attack of Opportunity ➤ Nodens regains 1 reaction at the end of the turn.

Cosmic Recovery

Reaction Spells Nodens can innately cast *breath of life*.

Shell Block ➤ **Trigger** Nodens would take damage from an attack. **Requirements** Nodens has cover from Shell Retreat. **Effect** Nodens blocks the triggering damage with his shell. The shell's Hardness of 20 is subtracted from the damage. The indestructible shell never takes damage, but Nodens takes any remaining damage.

Speed 40 feet, fly 50 feet, swim 50 feet

Melee ➤ *Nodens's Torch* +40 (light, magical, reach 15 feet), **Damage** 4d8+12 slashing plus 1d6 fire, 1d6 persistent bleed (1d12 on a critical hit), and dazzled on a critical hit

Melee ➤ *Piercing Light* +40 (ignores circumstance bonus to AC, light, magical, reach 30 feet), **Damage** 4d8+12 piercing plus 1d6 fire, 1d6 persistent bleed (1d12 on a critical hit), 7th-level *dimensional anchor*, and breaks cover or shield on a critical hit

Melee ➤ silver hand +40 (agile, magical, reach 15 feet), **Damage** 4d6+12 bludgeoning plus 1d6 electricity, 1d6 fire, and Improved Grab

Ranged ➤ silver light +37 (evocation, light, magical, range 120 feet), **Damage** 2d12 electricity plus 8d6 fire and dazzling sunlight

Divine Innate Spells DC 48; 10th *banishment*, *glyph of warding*, *heal* (2), *remake*; 9th *dimensional anchor* (3), *disjunction*, *mariner's curse*, *nature's enmity*, *neutralize poison* (2), *remove disease* (2), *remove paralysis*, *restore senses*;

8th *dispel magic* (2); 7th *sunburst*, *regenerate* (replaced body parts appear silver); 6th *creation*, *restoration*; 5th *breath of life* (2), *command* (2), *control water*; 4th *nightmare*; 3rd *dream mes-*

sage; **Constant** (8th) *true seeing*; (5th) *tongues*; (4th) *freedom of movement*; (2nd) *speak with animals*

Divine Rituals DC 48; *Elder Sign* (page 148), *geas* (doesn't require secondary casters)

Change Shape ➤ (concentrate, polymorph, primal, transmutation) The avatar changes into its natural form or a Huge or smaller humanoid. Its statistics don't change except for its size.

Dazzling Sunlight (evocation, light, primal, visual) A creature hit by Nodens's silver light is dazzled (blinded on a critical hit) until the start of Nodens's next turn. Creatures harmed by sunlight take maximum fire damage from the silver light (48 on a hit, or 96 on a critical hit).

Light of Vitality (evocation, light, primal, visual) ➤ **Trigger** Nodens casts a healing spell. **Effect** Nodens releases a flash of blinding light. Each creature within 30 feet must succeed at a DC 42 Reflex save or be blinded until the start of Nodens's next turn.

Shell Retreat ➤ Nodens hides in his shell until he becomes unconscious, emerges as a free action, or attacks a creature he doesn't have restrained. He instantly repairs all damage to all his items and has cover while inside. Nodens can attempt to Grapple and apply his single Athletics result to the Fortitude DC of each Medium or smaller creature he has grabbed, treating each success as a critical success. While in his shell, Nodens can Take Cover to gain greater cover normally.

NYARLATHOTEP, THE CRAWLING CHAOS

CE OTHER GOD OF CONSPIRACIES, DANGEROUS SECRETS, AND FORBIDDEN MAGIC

Primary Sources: H. P. Lovecraft, “Nyarlathotep,” The Dream-Quest of Unknown Kadath, “Dreams in the Witch House”

CULTS

Edicts purchase power or knowledge from those more powerful than you, plus additional edicts for each form

Anathema divulge a secret to someone unworthy to know it, plus additional anathema for each form

Follower Alignments CN, NE, CE

Symbol varies by form

Temple varies by form

Worshipers doomsayers, power-hungry spellcasters, misanthropes, unethical scientists

Servitors favored ones of Nyarlathotep (page 397), flying polyps (page 403), hunting horrors (page 421), servitors of the Outer Gods (page 454)

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill varies by form

Favored Weapon varies by form

Domains destruction, magic, secrecy, one additional for each form

Cleric Spells 5th: *summon entity*, 7th: *plane shift*, two additional for each form

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.

Nyarlathotep’s influence 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 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 they can summon forth to assist them 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

INFLUENCE VARIES

RARE AURA

Area 2,000-foot burst; **Nucleus proxy** (form of Nyarlathotep)

Unnamable Doom DC 42

Thousand Forms Nyarlathotep’s influence is centered on one of his thousand forms. The level of the influence matches that of the form.

Defeat combat

Intensify Influences (aura, divine, conjuration) 2,000 feet. Creatures in the area take a –2 status penalty to 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 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 Nyarlathotep’s forms are listed below, and the GM is encouraged to invent others.

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THE BLOATED WOMAN

ASPECT OF TREACHERY

CULTS

Additional Edict indulge your impulses

Additional Anathema show mercy to enemies

Symbol a black fan

Temple dens of crime, remote estates

DEVOTEE BENEFITS

Divine Skill Deception

Favored Weapon sickle

Additional Domain trickery

Additional Cleric Spells 1st: *illusory disguise*, 4th: *veil*

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 as well as her famous *Black Fan*, and a row of six magical sickles typically hangs from her belt.

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, one 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'S TREASURES

The Bloated Woman uses her treasures to trick and tempt mortals into furthering her schemes. The *Black Fan* and her *divine silk tunic* are artifacts, beyond the capabilities of most mortals to create. These artifacts are described in Chapter 6.

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 that are separated from her, however.

SICKLE OF NYARLATHOTEP

ITEM 19

RARE CURSED DIVINE NECROMANCY POISON

Usage held in 1 hand; **Bulk** L

This yellow-handled +3 *greater striking sickle* is carved from bone and deals an extra 1d6 poison damage to living targets. Each hit also exposes the target to the Bloated Woman's kiss. When you critically succeed at an attack roll with the *sickle of Nyarlathotep*, the target uses the save outcome against the Bloated Woman's kiss one degree of success worse than its save result.

Bloated Woman's Kiss (disease, divine, injury) The conditions can't be reduced, and the creature can't regain Hit Points until the disease ends. **Saving Throw** Fortitude DC 41; **Stage 1** drained 1, enfeebled 1, and stupefied 1 (1 day); **Stage 2** drained 2, enfeebled 2, and stupefied 2 (1 day); **Stage 3** drained 3, enfeebled 3, and stupefied 3 (1 day); **Stage 4** drained 4, enfeebled 4, and stupefied 4 (1 day).

Curse of the Bloated Woman (contact, curse, divine, enchantment, mental) A creature that holds the *sickle of Nyarlathotep* without the Bloated Woman's permission must attempt a DC 41 Will save.

Critical Success The creature is unaffected and temporarily immune for 1 week.

Success The creature is unaffected and temporarily immune for 24 hours.

Failure The cursed creature is unwilling to part with the sickle, keeping it within reach at all times. It also has a -2 status penalty to attack rolls with weapons other than the sickle, unless no foe is within 60 feet that it can detect. The Bloated Woman and her most powerful cultist in the world both constantly know the direction of the shortest route to the cursed creature.

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.

THE BLOATED WOMAN

CREATURE 21

UNIQUE CE LARGE ABERRATION PROXY

Perception +38; greater darkvision, *true seeing*
Languages Aklo, Common; telepathy 300 feet
Skills Athletics +39, Crafting +39, Deception

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+40, Intimidation +40, Religion +37, Yog-Sothothery +37

Str +8, **Dex** +7, **Con** +9, **Int** +8, **Wis** +6, **Cha** +9
Items *Black Fan* (page 179), *divine silk tunic* (page 179), *sickles of Nyarlathotep* (6; page 305)
AC 46, **Fort** +36, **Ref** +34, **Will** +35; +1 status bonus to all saves vs. magic

HP 290, enduring stain; **Immunities** confused, controlled, death effects, disease, fleeing, frightened, paralyzed, poison, unconscious

Influence (aura) The Bloated Woman emanates Nyarlathotep's influence. She can't teleport beyond its edge.

Cosmic Recovery

Enduring Stain The Bloated Woman regains 20 Hit Points at the start of her turn each round if her dying value is 2 or less. When the Bloated Woman starts her turn with 0 Hit Points and dying value 3 or 4, 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 ability is deactivated until the end of her next turn. The Bloated Woman dies permanently only if she reaches dying 5.

Attack of Opportunity ☞ The Bloated Woman gains 5 extra reactions at the start of her turn each round, which she can use only to make **Attacks of Opportunity** with weapons. She can't use more than one on the same triggering action, even if a creature leaves several squares in the Bloated Woman's reach, and the Bloated Woman must use a different weapon for each Attack of Opportunity.

Speed 25 feet, climb 25 feet, swim 25 feet

Melee ♦ jaws +39 (magical), **Damage** 4d6+16 piercing plus Feed on Brains

Melee ♦ sickle +39 (agile, disease, magical, poison, reach 10 feet), **Damage** 4d4+14 piercing plus 1d6 poison and Bloated Woman's Kiss

Melee ♦ tentacle +39 (agile, magical, reach 15 feet), **Damage** 4d10+14 bludgeoning plus Improved Grab

Divine Innate Spells DC 44; 10th *miracle* (2; only duplicate spells), *dominate* (2; astral, celestial, elemental, ethereal, fiend, or monitor only), *glyph of warding*, *summon entity* (flying polyp with 2 bodies); 9th *charm* (3), *phantasmal killer* (at will), *telepathic demand*, *warp mind*; 7th *dispel magic* (at will); 5th *black tentacles* (at will); 4th *dimension door*, *nightmare*; 3rd *dream message* (at will); **Constant** (7th) *true seeing*

Divine Rituals DC 44; *commune*, *inveigle*, *semblance of the key and the gate* (page 153)

Constrict ♦ 4d10+14, DC 49

Extract Brain ☞ **Trigger** A creature within the Bloated Woman's reach becomes stupefied 4 from her Feeding on Brains. **Effect** The Bloated Woman extracts the triggering creature's brain, instantly killing it.

Feed on Brains ♦ **Trigger** The Bloated Woman damages a living creature with a jaws Strike.

Effect The Bloated Woman eats a bit of the target's brain, dealing 3d6 mental damage to it. The Bloated Woman gains 20 temporary Hit Points and the target must succeed at a DC 44 Will save or become stupefied 1. Subsequent failures increase the stupefied value by 1, to a maximum of 4.

Graceful Double Slice ♦ The Bloated Woman makes two sickle Strikes, each with a different weapon. They count as one attack toward her multiple attack penalty, and the multiple attack penalty doesn't increase until after she makes both attacks.

Hungering Frenzy ♦♦ The Bloated Woman makes three Strikes: one with each of her two tentacles and one with her jaws. They count toward her multiple attack penalty, but the multiple attack penalty doesn't increase until after she makes all three attacks.

Sixfold Draw ♦ The Bloated Woman Interacts to retrieve or store up to six items.



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THE DARK DEMON

ASPECT OF CURSES

CULTS

Additional Edict commit to your goals with reckless abandon

Additional Anathema take back a curse or gift

Symbol a stylized boar

Temple caverns and ruins where sunlight never reaches, dark places associated with any other Crawling Chaos cult

DEVOTEE BENEFITS

Divine Skill Crafting

Favored Weapon claw or spiked gauntlet

Additional Domain mutation (page 130)

Additional Cleric Spells 1st: *magic fang*, 2nd: *animal form*

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 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 their 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 incapacitates 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

CREATURE 18

RARE CE LARGE BEAST PROXY

Perception +32; greater darkvision
Languages Aklo, Common; telepathy 300 feet
Skills Athletics +33, Crafting +35, Deception +34, Intimidation +34, Religion +32, Yog-Sothothery +32

Str +7, **Dex** +7, **Con** +7, **Int** +9, **Wis** +6, **Cha** +8
AC 41, **Fort** +30, **Ref** +28, **Will** +32; +1 status bonus to all saves vs. magic

HP 335; **Immunities** confused, controlled, death effects, disease, fleeing, frightened, morph effects, paralyzed, petrified, polymorph effects, unconscious

Influence (aura) The Dark Demon emanates Nyarlathotep's influence. It can't teleport beyond the edge.

Cosmic Recovery

Accursed Riposte (curse, divine, transmutation) **Trigger** An opponent attacks the Dark Demon with a magical weapon. **Requirements** The Dark Demon has a circumstance bonus to

AC against the triggering opponent. **Effect** The Dark Demon makes a claws Strike against the triggering opponent. On a hit, the opponent's weapon becomes cursed. The cursed weapon has a -1 item penalty to attack rolls. Each subsequent hit with this curse increases the penalty by 1, to a maximum of -4. The curse's counteract level is 10th and its counteract DC is 45.

Attack of Opportunity

Speed 50 feet

Melee tusk +35 (magical, reach 10 feet),

Damage 4d12+15 piercing plus Improved Knockdown

Melee claw +35 (agile, magical, parry, reach 10 feet), **Damage** 4d8+15 slashing plus Curse Armor

Divine Innate Spells DC 40, attack +30; 10th *miracle* (2; only duplicate spells), *summon entity* (flying polyp with 2 bodies); 9th *dominate* (2; astral, celestial, elemental, ethereal, fiend, or monitor only), *glyph of warding*, *telepathic demand*; 8th *phantasmal killer* (at will), *warp mind*; 6th *dispel magic* (at will); 4th *darkness*, *dimension door*, *nightmare*; 3rd *dream message* (at will)

Divine Rituals DC 40; *commune*, *semblance of the key and the gate* (page 153)

Curse Armor (curse, divine, transmutation)

Trigger The Dark Demon damages a creature wearing magical armor or clothing with a claw Strike. **Effect** The Dark Demon cuts away some of the item's magic. The item gives a -1 item penalty to its wearer's AC in addition to any bonus. Subsequent hits increase the penalty by 1, to a maximum of -4. If the penalty exceeds the armor's item bonus, the armor also becomes broken. The curse's counteract level is 10th and its counteract DC is 45.

Wall of Claws The Dark Demon makes two claw Strikes, each with a different claw, on the same target. They count as one attack toward the Dark Demon's multiple attack penalty, and the multiple attack penalty doesn't increase until after they make both attacks. Then, the Dark Demon gains a +2 circumstance bonus to AC against the target until the start of their next turn.

HUSKS OF THE DARK DEMON

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.

CREATING HUSKS

You can turn an existing living creature capable of summoning the Dark Demon into a husk of the Dark Demon by completing the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the beast trait.
- Increase its Perception, Fortitude, Reflex, DCs, and skills by 1.
- Increase its AC and attack bonuses by 2.
- Increase its Hit Points as shown on the table.
- Increase its damage with Strikes and other offensive abilities by 2. If the creature is limited in how often it can use an ability (such as a breath weapon), increase the damage by 4 instead.

Starting Level	HP Increase
4 or lower	10
5-7	15
8-14	20
15+	30

HUSK ABILITIES

All husks gain the following abilities. 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.

Senses greater darkvision

Saving Throws +1 status bonus to all saves vs. magic

Immunities morph effects, petrified, polymorph effects

Claws The husk gains a claw Strike (an agile unarmed attack that deals slashing damage). If it had any agile attacks, the damage dealt by its claws should be roughly the same as the damage dealt by those attacks. If it had only non-agile attacks, its claws should deal three-quarters that damage.

Tusk The creature gains a tusk Strike (an unarmed attack that deals piercing damage). If it had any non-agile attacks, the damage dealt by its tusk should be roughly the same as the damage dealt by those attacks. If it had only agile attacks, its tusk should deal one-third more damage.

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THE HAUNTER OF THE DARK

ASPECT OF HUNGER

CULTS

Additional Edict provide regular victims to the Haunter

Additional Anathema expose the truth of the *Shining Trapezohedron* to the uninitiated
Symbol a dark, multifaceted stone containing a three-lobed black eye

Temple pitch-dark caverns, grand windowless structures

DEVOTEE BENEFITS

Divine Skill Stealth

Favored Weapon spear

Additional Domain darkness

Additional Cleric Spells 1st: *grim tendrils*, 2nd: *invisibility*

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 cast all in 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. Its ephemeral touch strikes its victims dead as though by lightning. The Haunter can also manipulate the feelings of other creatures both subtly and overtly. It delights in concocting elaborate ways to exploit the interests, urges, and fears of other creatures so that they accomplish its aims without any overt direction from the Haunter itself.

THE SHINING TRAPEZOHEDRON

The artifact known as the *Shining Trapezohedron* is linked to the Haunter in Darkness. Cultists of the Haunter generally store the trapezohedron in a lidded metal box that is kept open in a place with constant dim light. They also keep it 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 Haunter 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.

SHINING TRAPEZOHEDRON

ITEM 19

RARE ARTIFACT MAGICAL TRANSMUTATION

Usage held in 1 hand; Bulk 1

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 an open, lidded metal box that can be opened or closed with an Interact 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 Dark.

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 (an avatar form of Nyarlathotep described below). The Haunter is not controlled or a minion and is likely to attack and eat the summoner 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.

Activate 4 rounds (envision); **Effect** You gaze

into the *Shining Trapezohedron*, and it casts *read omens* on the topic closest to the surface of your thoughts; when you do this, you must also succeed at a DC 30 Will saving throw or become frightened 1 of the *Shining Trapezohedron* for 1 hour (or unnerved 1 if your game uses the dread rules in Chapter 4). 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 critically fail or are already frightened (or unnerved) and fail on your saving throw, for the next hour, you become fleeing as long as you can see the *Shining Trapezohedron*. If you critically fail and already were frightened of the *Shining Trapezohedron*, you gain a second-degree madness (see page 74). If you watch for 4 minutes (40 rounds) straight, the *Shining Trapezohedron* calls forth the Haunter of the Dark.

Destruction A *Shining Trapezohedron* can be damaged in complete darkness. It has AC 43, Hardness 33, 125 HP, fast healing 100, object immunities, and immunity to acid, bludgeoning, piercing, and slashing damage. It has weakness to damage from light effects. If destroyed, 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 burst with those within 10 miles of whatever location it glimpsed as part of the trapezohedron's last activation.

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 HAUNTER

CREATURE 19

RARE CE HUGE ABERRATION INCORPOREAL PROXY

Perception +34; greater darkvision
Languages Aklo, Common; telepathy 300 feet
Skills Intimidation +38, Religion +34, Stealth +38 (+41 in light), Survival +34, Yog-Sothothery +34
Str -5, **Dex** +10, **Con** +8, **Int** +7, **Wis** +6, **Cha** +10

Harmless Invisibility While in any light, the Haunter is invisible but can't take non-mental hostile actions. (It can still Urge Emotions or cast *dispel magic*, *telepathic demand*, or *warp mind*.)

Visible in Darkness The Haunter's darker-than-dark eye burns with magical darkness. In

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non-magical darkness, it remains visible even to creatures without darkvision, although it is concealed. The Haunter can close its eye to suppress this effect, but it is blinded while its eye is closed. **AC** 42, **Fort** +33, **Ref** +35, **Will** +31; +1 status bonus to all saves vs. magic

HP 280; **Immunities** confused, controlled, death effects, disease, fleeing, frightened, paralyzed, petrified, poison, unconscious; **Weaknesses** light 20; **Resistances** all 20 (except fire, force, *ghost touch*, mental, or positive; double resistance vs. non-magical)

Influence (aura) The Haunter emanates Nyarlathotep's influence. It can't teleport beyond its edge.

Cosmic Recovery

Attack of Opportunity ⚡

Counter Light ⚡ (abjuration, arcane, darkness)

Trigger A creature Casts a Spell with the light trait while the Haunter has line of sight to it.

Effect The Haunter attempts to counteract the spell, with a counteract level of 10th and a counteract modifier of +37.

Sunlight Vulnerability When the Haunter starts its turn in bright sunlight, it takes 20 fire damage.

Speed 30 feet, climb 30 feet, fly 50 feet

Melee ⚡ spectral claw +38 (electricity, finesse, magical, negative, reach 15 feet), **Damage** 3d8+18 negative plus 2d12 electricity and fatal shock

Arcane Innate Spells DC 42; 10th *darkness*, *dominate* (2; astral, celestial, elemental, ethereal, fiend, or monitor only), *glyph of warding*, *summon entity* (flying polyp with 2 bodies), *wish* (2; only duplicate spells); 9th *telepathic demand*, *warp mind*; 8th *dispel magic* (at will), *earthquake*, *punishing winds*; 5th *telekinetic haul* (at will); 4th *dimension door*, *nightmare*; 3rd *dream message* (at will)

Arcane Rituals DC 42; *commune*, *control weather* (no secondary casters required), *semblance of the key and the gate* (page 153)

Call Eclipse ⚡ (arcane, darkness, transmutation)

Frequency once per day; **Effect** The Haunter diverts space debris to block out the sun nearby. Sunlight in a 10-mile-radius circle centered on the Haunter is reduced to dim light for 10 minutes.

Fatal Shock (arcane, necromancy) When the Haunter critically hits a creature with its spectral claw, that creature becomes doomed 1, or if it was already doomed its doomed value increases by 1.

Spark Curiosity ⚡ (arcane, emotion, enchantment, mental) The Haunter targets a creature it can see within 60 feet. If the target can see the Haunter, the target must succeed at a DC 47

Will save or become helpful to the Haunter for 1 week. The helpful target regards the Haunter as harmless and compelling. Although the target isn't under the Haunter's control, it takes the Haunter's words or actions in the most favorable way it can. The Haunter can then Urge Emotions in the target. The effect ends early if the Haunter is no longer on the same plane of existence as the target or if the Haunter takes a hostile action observed by the target. On a critical success, the target is temporarily immune for 24 hours.

Urge Emotions ⚡ (arcane, emotion, enchantment, incapacitation, mental) **Requirements** The Haunter has made a creature helpful with Spark Curiosity. **Effect** The Haunter inspires an emotion in the required target which causes it to rationalize a reason to take a specific, reasonable-sounding course of action as if under the spell *suggestion* (save DC 45) except that it is not a linguistic effect. On a critical success, the target is temporarily immune for 24 hours.

Warded by Light The Haunter can't target creatures in areas of light with its non-mental hostile actions and can't include areas of light in the areas of its non-mental hostile actions. It can Call Eclipse or cast *control weather* in any illumination.



THE HOWLER IN DARKNESS

ASPECT OF BATTLE CULTS

Additional Edict hurt others in Nyarlathotep's name

Additional Anathema negotiate when you could reasonably achieve your ends by force

Symbol a bloody, dripping rune

Temple abandoned churches, caverns, and secluded forest glens

DEVOTEE BENEFITS

Divine Skill Athletics

Favored Weapon dagger

Additional Domain zeal

Additional Cleric Spells 1st: *grim tendrils*

One of his 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. It also has claws, three or more legs, and a gaping, almost sexual maw in the middle of its chest from which light emits. Inside this opening can be seen the swirling faces and souls of those the Howler has devoured. It drips a magical sap from its chest-cavity, which its worshippers seek to harvest.

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THE MILLION FAVORED ONES

One of the destinies of favored worshipers is to become mindless wraiths in Nyarlathotep's service. In any combat 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 literally consists of 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. A mass of wraith-like souls churns 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

CREATURE 22

RARE CE HUGE ABERRATION PROXY

Perception +39; greater darkvision

Languages Aklo, Common; telepathy 300 feet

Skills Arcana +40, Intimidation +41, Religion +39, Yog-Sothothery +39

Str +10, **Dex** +6, **Con** +9, **Int** +7, **Wis** +6, **Cha** +8

Breathless The Howler doesn't need to breathe.

AC 45, **Fort** +38, **Ref** +35, **Will** +35; +1 status bonus to all saves vs. magic

HP 410; **Immunities** confused, controlled, death effects, disease, fleeing, frightened, paralyzed, petrified, poison, unconscious; **Resistances** cold 15, electricity 15, negative 15, sonic 15

Influence (aura) The Howler emanates Nyarlathotep's influence. It can't teleport beyond its edge.

Cosmic Recovery

Attack of Opportunity 3

Million Favored Ones 3 (auditory, aura, curse, mental, necromancy) **Trigger** The Howler takes damage, resulting in a total of 200 or fewer hit points. **Effect** A cloud of shrieking souls erupts from the Howler's chest cavity. Once released, they surround the Howler in a 60-foot emanation. Each creature in the area when it appears takes 3d6 mental damage and must attempt a DC 42 basic Will save. On a failure, the creature becomes unnerved 1 until the end of the Howler's next turn. On a critical failure, the creature is also confused on its next action.

Whenever a creature starts its turn in the aura, it takes 3d6 negative damage (DC 42 basic Reflex saving throw). On a failure, it becomes cursed until the start of its next turn. Whenever the cursed creature is affected by a healing effect during that round, the Million Favored Ones attempts to counteract the effect (counteract level 10th, counteract modifier +35).

Speed 50 feet; *air walk*

Melee ♦ jaws +41 (magical, negative, reach 10 feet), **Damage** 4d8+18 piercing plus 2d6 negative and vampirism

Melee ♦ claw +41 (agile, magical, negative, reach 15 feet), **Damage** 4d4+18 slashing plus 2d6 negative and vampirism

Melee ♦ tentacle +41 (magical, negative, reach 20 feet), **Damage** 4d8+18 bludgeoning plus 2d6 negative, vampirism, and Improved Grab

Arcane Innate Spells DC 45; **10th** *dominate* (2; astral, celestial, elemental, ethereal, fiend, or monitor only), *feeblemind*, *glyph of warding*, *summon entity* (flying polyp with 2 bodies), *wish* (2; only duplicate spells); **9th** *phantasmal killer* (at will); **8th** *dispel magic* (at will); **5th** *black tentacles* (at will); **4th** *dimension door*, *nightmare*; **3rd** *dream message* (at will); **Constant** (8th) *true seeing*; (4th) *air walk*, *freedom of movement* **Arcane Rituals** DC 45; *commune*, *semblance of the key and the gate* (page 153)

Howl ♦ (arcane, auditory, concentrate, mental, necromancy, negative, sonic) **Frequency** once per turn; **Effect** The Howler raises its tentacle to the sky and emits a supernatural howl. The howl blesses creatures of the Howler's choice within 90 feet, granting them a fly Speed of 60 feet until the end of the Howler's next turn. The sound blasts the minds and souls of all other hearing creatures within 90 feet: each takes 2d6 mental damage and 2d8 sonic damage and must attempt a DC 50 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and becomes drained 1.

Failure The creature takes full damage and becomes drained 1, or its drained value increases by 1 (maximum 4) if it was already drained.

Critical Failure The creature takes double damage and becomes drained 2, or its drained value increases by 2 (maximum 4) if it was already drained.

Vampirism (arcane, necromancy) When the Howler deals negative damage with an unarmed attack, it gains 20 temporary Hit Points.



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THE SHADOW PHARAOH

ASPECT OF SEDITION

CULTS

Additional Edict undermine institutions and bonds of trust

Additional Anathema build new institutions

Symbol a sphinx with a scorpion's tail

Temple grand monuments, especially those subverted from other uses

DEVOTEE BENEFITS

Divine Skill Deception

Favored Weapon staff

Additional Domain knowledge

Additional Cleric Spells 1st: *charm*, 6th: *spellwrack*

The Shadow Pharaoh 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 diverges from the form of the majestic sphinx with stingers, tentacles, and other bizarre and sometimes indescribable aspects. 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 upon, 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.

RARE CE HUGE ABERRATION PROXY

Perception +37; dweomer vision, greater darkvision, *true seeing*

Languages Aklo, Common; telepathy 300 feet, *tongues*

Skills Arcana +36, Intimidation +37, Religion +38, Yog-Sothothery +38

Str +9, **Dex** +5, **Con** +7, **Int** +7, **Wis** +9, **Cha** +8

Dweomer Vision (arcane, divination) The Shadow Pharaoh automatically notices all spells other than illusions within line of sight and knows their school of magic. He identifies all non-illusion spells and magic effects with counteract level 9th or lower that he has line of sight to. He recognizes any magic item he sees and knows its school of magic. If the item's level is 19th or lower, he also knows its properties. He also identifies illusions that his *true seeing* successfully counteracts.

AC 42, **Fort** +33, **Ref** +31, **Will** +35; +1 status bonus to all saves vs. magic

HP 470; **Immunities** confused, controlled, death effects, disease, fleeing, frightened, inhaled, paralyzed, petrified, unconscious, visual

Ensnaring Visage (arcane, aura, enchantment, incapacitation, mental, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 39 Will save. If the creature fails, it becomes fascinated and unnerved 1 by the sight for 1 hour. As long as it is fascinated, it is also slowed 2. Once a creature succeeds at a Will save against the ensnaring visage, it becomes immune for 1 minute.

Influence (aura) The Shadow Pharaoh emanates Nyarlathotep's influence. He can't teleport beyond its edge.

Cosmic Recovery

Attack of Opportunity ⚔

Bark Order ⚔ (arcane, enchantment, mental)

Trigger The Shadow Pharaoh sees a creature within 30 feet use a concentrate or manipulate action. **Effect** The Shadow Pharaoh casts his innate 5th-level *command* but only targets the triggering creature. On a failure, the target's turn ends after the triggering action, and on a critical failure the triggering action is also disrupted.

Speed 40 feet; *air walk*

Melee ⚔ claw +37 (agile, magical, reach 10 feet), **Damage** 4d6+17 slashing plus energy drain

Melee ⚔ stinger +37 (magical, reach 15 feet), **Damage** 4d8+17 piercing plus 2d6 persistent poison

Arcane Innate Spells DC 42, attack +32; **10th** *dominate* (2; astral, celestial, elemental, ethereal, fiend, or monitor only), *glyph of warding*, *summon entity* (flying polyp with 2 bodies), *wish* (3;

only duplicate spells); **9th** *phantasmal killer* (at will), *warp mind*; **8th** *dispel magic* (at will); **5th** *black tentacles*, *command*; **4th** *dimension door* (at will), *nightmare*; **3rd** *dream message* (at will); **Constant** (8th) *true seeing*; (5th) *tongues*; (4th) *air walk*

Arcane Rituals DC 42; *commune*, *semblance of the key and the gate* (page 153)

Energy Drain (arcane, necromancy) When the Shadow Pharaoh deals damage with a claw Strike, the target must succeed at a DC 39 Fortitude save or become drained 1. Subsequent failed saves increase the drained value by 1, to a maximum of drained 4.

Hinder Magic ⚔ (abjuration, arcane, concentrate, curse) **Frequency** once per turn; **Effect** The Shadow Pharaoh attempts to counteract up to three magic items and/or spells of his choice that he is observing (counteract level 10th, counteract modifier +32). A spell that is counteracted ends. An item that is counteracted becomes unreliable for 1 minute. When an unreliable item is activated, the user must succeed at a DC 11 flat check or the activation is disrupted. When an unreliable item's constant benefit or effect is applied (such as when its bonus is applied to a check or DC), that constant benefit or effect is suppressed for 1 round.

Instantly Identify ⚔ (arcane, divination) **Trigger** The Shadow Pharaoh's turn begins. **Effect** The Shadow Pharaoh attempts one Yog-Sothothery check to Identify Magic on an item, location, or ongoing magical effect of 20th level or higher (or of counteract level 10th or higher) that he has line of sight to.

Twist Magic ⚔ (arcane, curse, divination, manipulate) **Trigger** The Shadow Pharaoh successfully counteracts a spell or effect using Hinder Magic. **Effect** If the triggering target is an item, the item's effects are all suppressed. The Shadow Pharaoh replaces the triggering item or spell's effect with the effect of a spell of 6th level or lower, preferring a spell with a similar theme. For example, he might replace a *stoneskin* spell with *flesh to stone*, replace *heroism* with *crushing despair*, or replace a *ring of protection*'s effect with a *resilient sphere*. The new effect treats the Shadow Pharaoh as its caster and allows saving throws or requires an attack roll as usual (using the Shadow Pharaoh's statistics). The new effect uses the original spell or item's range and remaining duration. The substitution ends, returning the spell or item to its previous functionality, when the Shadow Pharaoh no longer has line of sight to it.



NYOGTHA, THE ABSENCE OF LIGHT

CE GREAT OLD ONE OF CAVE NETWORKS, IMPOSSIBILITY, AND OBLIVION

Primary Sources: Henry Kuttner, “The Salem Horror”

CULTS

Edicts create voids, feed Nyogtha, and make minions in your own image
Anathema none; all is permitted

Follower Alignments CN, NE, CE

Symbol inkstain with spiraling pattern radiating outward

Temple deep basements, caverns, lightless places

Worshippers blind creatures who resent the advantage sighted enemies have over them, cave-dwelling monsters, cultists who wish to destroy themselves and others with them

Servitors oozes, shadows, wraiths

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DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Yog-Sothothery (page 59)

Favored Weapon club

Domains darkness, emptiness (page 130), nightmares, oblivion (page 131)

Cleric Spells 1st: *grim tendrils*, 4th: *hole in reality* (page 118), 7th: *project image*

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 mouths and sharp teeth, though its utterly black outline seems blurry to mortal eyes.

Nyogtha inhabits the depths of a planet normally, but it has no fear of the surface. Light does not harm it; instead, Nyogtha absorbs any light directed at it. Worshipers of Nyogtha make their shrines at entrances to the underworld or build 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 and also attack their hometown at the same time. 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

INFLUENCE 19

UNIQUE STAGE 1 AURA

Area 500-foot emanation; **Nucleus** proxy (Nyogtha body)

Unnamable Doom DC 38

Defeat combat

Manifest Body ♦ (conjunction, occult) **Trigger** Nyogtha disintegrates a creature with *disintegrate* or *Obliterate*. **Frequency** once per day; **Effect** Another Nyogtha body appears in an unoccupied location of Nyogtha’s choice within the area, and Nyogtha’s influence escalates to stage 2.

Obliterate ⚡ (arcane, evocation) **Trigger** Nyogtha’s body critically hits a target, or a target ends its turn swallowed by Nyogtha’s body.

Effect Nyogtha exposes the triggering target to the utter impossibility of the Thing That Should Not Be. If the target is a Large or smaller unattended 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 takes 12d10 damage plus 1d6 chaotic damage (DC 41 basic Fortitude save). If the creature is reduced to 0 Hit Points, it dies and is disintegrated, but objects it wears or carries are not. Nyogtha can’t *Obliterate* for 1d4+1 rounds or until it escalates.

Escalation manifest body

NYOGTHA

INFLUENCE 21+

UNIQUE STAGE 2 AURA

Area 1-mile emanation; **Nucleus** proxy (Nyogtha body)

Unnamable Doom DC 41

Redundant Proxies Nyogtha’s influence is centered on one Nyogtha body. If that body is reduced to 0 HP, 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.

With two bodies, Nyogtha’s influence is level 21. If Nyogtha has three bodies across the span of a single combat, its influence is level 22.

Shared Consciousness All Nyogtha bodies are semi-autonomous extensions of a single entity. When multiple are in the same combat, they each roll initiative but all use the highest result among them. Each experiences what the others do, so all Nyogtha bodies use the highest level of awareness among them for each subject (so if even one body is observing an enemy, all Nyogtha bodies everywhere are).

Deescalation eradication (all Nyogtha bodies other than the current proxy)

Manifest Body ♦ (conjunction, occult) **Trigger** Nyogtha disintegrates a creature. **Frequency** once per day; **Effect** Another Nyogtha body appears in an unoccupied location of Nyogtha’s choice within the area. Then, if Nyogtha has four or more bodies, its influence escalates to stage 3.

Obliterate ⚡ (arcane, evocation) **Trigger** A Nyogtha body critically hits a target, or a creature ends its turn swallowed by a Nyogtha body. **Effect** Nyogtha exposes the triggering target to the utter impossibility of the Thing That Should Not Be. If the target is a Large or smaller unattended 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 takes 20d10 damage plus 3d6 chaotic damage (DC 45 basic Fortitude save). If the creature is reduced to 0 Hit Points, it dies and is disintegrated, but objects it wears or carries are not. Nyogtha can't Obliterate again until all its bodies have ended their turns next round.

Escalation manifest body

NYOGTHA

INFLUENCE 23+

UNIQUE STAGE 3 AURA

Area 100-mile emanation; **Nucleus proxy** (Nyogtha body)

Unnamable Doom DC 43

Redundant Proxies As stage 2. With four or five bodies, Nyogtha's influence is level 23. With six or seven bodies, it is level 24.

Shared Consciousness As stage 2.

Deescalation eradication (all Nyogtha bodies beyond 3)

Manifest Body ♦ (arcane, conjuration) **Frequency** once per day; **Trigger** Nyogtha disintegrates a creature. **Requirements** Nyogtha has 6 or fewer bodies. **Effect** Another Nyogtha body appears in an unoccupied location of Nyogtha's choice within the area.

Obliterate ◀ (arcane, evocation) **Frequency** once per round; **Trigger** A Nyogtha body critically hits a target, or a creature ends its turn swallowed by a Nyogtha body. **Effect** Nyogtha exposes the triggering target to the utter impossibility of the Thing That Should Not Be. If the target is a Large or smaller unattended 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 takes 23d10 damage plus 4d6 chaotic damage (DC 46 basic Fortitude save). If the creature is reduced to 0 Hit Points, it dies and is disintegrated, but objects it wears or carries are not.

NYOGTHA BODY

CREATURE 19

RARE CE HUGE NEGATIVE OOZE PROXY

Perception +28; motion sense (precise) 120 feet, tremorsense (imprecise) 300 feet

Languages Aklo; telepathy 100 feet

Skills Arcana +33, Athletics +38, Occultism +33, Religion +33, Stealth +37, Yog-Sothothery +34
Str +11, **Dex** +10, **Con** +9, **Int** +6, **Wis** +7, **Cha** +7

Motion Sense Nyogtha's body can sense nearby creatures through vibration and air or water movement.

AC 41, **Fort** +34, **Ref** +31, **Will** +28; +1 status bonus to all saves vs. magic

HP 295, fast healing 20, negative healing;

Immunities blinded, confused, controlled, death effects, disease, drained, fleeing, frightened, paralyzed, petrified, precision, poison, unconscious; **Weaknesses** lawful 10; **Resistances** acid 20, cold 20, fire 10

Influence (aura) varies. One body emanates Nyogtha's current influence. No body can move, be moved, or teleport outside Nyogtha's influence.

All-Around Vision

Cosmic Recovery

Darker than Darkness (visual) Light doesn't reflect properly off Nyogtha's body, making it difficult to target by sight. Nyogtha's body is concealed to all vision other than greater dark-vision.

Attack of Opportunity ▶

Dissolution (death) When Nyogtha's body is reduced to 0 Hit Points, it dissolves and leaves behind any swallowed creatures.

Dazzled by Sunlight As long as Nyogtha's body is in direct sunlight, it's dazzled.

Speed 40 feet, climb 40 feet

Melee ♦ jaws +37 (agile, magical, reach 15 feet),

Damage 4d4+11 piercing plus Improved Grab

Arcane Innate Spells DC 41, attack +31; **10th disintegrate** (2), *feeblemind*, *power word blind*, *telepathic demand*; **9th disjunction**; **7th dispel magic** (at will); **5th black tentacles**; **4th darkness**, *nightmare*

Constrict ♦ 3d10+10, DC 38

Fast Swallow ▶ (necromancy) **Trigger** The body Grabs a creature. **Effect** The body uses Swallow Whole.

Swallow Whole ♦ Large, 10d10 damage, Rupture 36

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QUACHIL UTtaus

NE GREAT OLD ONE OF DUST, ELAPSING TIME, AND IMMORTALITY

Primary Sources: Clark Ashton Smith, “Treader of the Dust”

CULTS

Edicts reduce objects to dust, fulfill death wishes

Anathema wish for death or oblivion

Follower Alignments NE, CE

Symbol handful of dirt

Temple abandoned buildings, weathered ruins

Worshippers seekers of immortality, undead

Servitors none

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Yog-Sothothery (page 59)

Favored Weapon dagger

Domains death, destruction, nightmares, oblivion (page 131)

Cleric Spells 1st: *ray of enfeeblement*, 2nd: *invisibility*, 6th: *disintegrate*

Quachil Uttaus, called the “Treader of the Dust,” has great power but lacks a formal cult and seemingly has no purpose other than oblivion. Others say it is naught but a violent demon.

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 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 creature 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.

Although Quachil Uttaus is difficult to locate normally, a simple incantation can draw it forth from hiding. Unfortunately, the incantation changes each time it is performed. 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 within which the entity lurks.

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 any others present. It brings destruction and devastation to all, even to those who hate and fear death and annihilation with their whole souls.

QUACHIL UTTAUS

INFLUENCE IS

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.

UNIQUE STAGE 1 COMPLEX UNDEAD

Area 100-foot burst; Nucleus Tiny avatar
Unnamable Doom DC 33

Perception Result 49, DC 39

Skill Result 36, DC 36

Hidden Nucleus When Quachil Uttaus's influence settles over a region, its nucleus does not manifest at the center of its area. Instead, it manifests at some point chosen by Quachil Uttaus (typically in a well-hidden area). Even then, the nucleus is under an 8th-level *disappearance* (spell DC 40). Once removed, this effect 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

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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 15 Occultism or Yog-Sothothery 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 change each time Quachil Uttaus is summoned.

Defeat combat, languish in isolation

AC 36; Saves +26

HP 210, negative healing; **Immunities** nucleus immunities, persistent damage, poison; **Resistances** acid 15, cold 10, electricity 10, fire 15, physical (except magical) 10

Overwhelming Ennui (aura, emotion, enchantment, incapacitation, mental, occult) 30 feet. A non-construct creature that ends its turn within 30 feet must attempt a DC 33 Will saving throw.

Critical Success The creature is unaffected.

Success The creature can't take reactions until the end of its next turn.

Failure As success and the creature is stunned 1.

Critical Failure As success and the creature is stunned 3.

Cosmic Recovery

Apathy (emotion, enchantment, incapacitation, mental, occult) A non-construct creature that ends its turn in the area must attempt a DC 33 Will saving throw. On a failure, it is overcome by apathy until it leaves the area. It can't leave the area of its own volition, but it does not resist being led out by others. It is then temporarily immune until it leaves the area and returns.

Deterioration (necromancy, occult) At sunset each day, each non-construct creature that has been in the area since the previous sunset feels its mind, body, and soul wither as if from long years of deprivation. It must succeed at a DC 33 Fortitude saving throw or be drained 1. Subsequent failed saves increase the drained value by 1.

Languish in Isolation Quachil Uttaus's influence ends when there are no living or undead creatures in the area for 1 month.

Accelerate Duration ♦ (abjuration, occult)

Trigger A spell with a duration targets Quachil Uttaus. **Effect** Quachil Uttaus attempts a counteract check (counteract level 7th, counteract modifier +30) to counteract the triggering spell. Counteracting the spell reduces its duration to 1 round, or 2 rounds if its normal duration is at least 1 hour.

Reactive Ruination ⤿ (necromancy, occult)

Trigger A melee or thrown weapon damages

Quachil Uttaus. **Effect** Erosion dramatically accelerates on the weapon while it touches the nucleus. If the weapon is wielded, the wielder can negate this effect with a successful DC 36 Reflex save. On a failure or if the weapon is not wielded, it gains a -2 item penalty to damage rolls. If it already has an item penalty, the penalty increases by 2. If the penalty would become -8, instead the weapon becomes broken.

Routine (3 actions) Quachil Uttaus pursues a creature or uses *dimension door* to appear before one that has invoked it or has taken a hostile action against it. It then uses Touch of Dust. In rare cases, if the creature has no desire for death or oblivion, has not harmed Quachil Uttaus, and meets Quachil Uttaus's other secret criteria, Quachil Uttaus instead uses Touch of Immortality.

Escalation time (2d6 weeks)

Occult Innate Spells DC 40; 4th *dimension door* (at will)

Pursue (conjunction, move, occult, teleportation)

Requirements A creature is within 30 feet. **Effect** The nucleus Flies up to 30 feet. At the end of its turn, it instantly returns to the location it flew from.

Touch of Dust ♦ (death, manipulate, necromancy, negative, occult); **Frequency** once per turn; **Effect** The weight of years falls upon a non-construct creature the nucleus touches. The target must attempt a DC 40 Fortitude save. If the damage reduces the target to 0 HP, it dies and its body crumbles to dust.

Critical Success The creature is unaffected and ceases to age for 1d8 years.

Success The creature takes 10d8 negative damage and is cursed with the Weight of Years until the start of Quachil Uttaus's next turn.

Failure The creature takes 100 negative damage and is cursed with the Weight of Years.

Critical Failure The creature takes 10d8+100 negative damage, is fatigued, and is cursed with the Weight of Years.

Touch of Immortality ♦ (manipulate, necromancy, occult) The nucleus touches a living creature, granting it immunity to aging and disease.

Weight of Years (curse, necromancy, occult) A creature that succeeds, fails, or critically fails against Quachil Uttaus's Touch of Dust is cursed. On a success, the curse lasts 1 round. On a failure or critical failure, it lasts until the creature is healed to its maximum HP. The cursed creature can't regain HP except via magic, and anyone casting a spell to heal the creature must succeed at a DC 36 counteract check (counteract level 8th) or the healing has no effect.

QUACHIL UTtaus

INFLUENCE 18

UNIQUE STAGE 2 COMPLEX UNDEAD

Area 1,200-foot burst; **Nucleus** Tiny avatar
Unnamable Doom DC 37
Perception Result 53, DC 43
Skill Result 40, DC 40
Hidden Nucleus As stage 1, but 9th-level *disappearance* (spell DC 44).
Defeat combat, languish in isolation
AC 41; **Saves** +32
HP 260, negative healing; **Immunities** blinded, controlled, death effects, deafened, disease, doomed, dying, fatigued, incapacitation effects, paralyzed, persistent damage, petrified, poison, prone, restrained, slowed, stunned, unconscious, wounded; **Resistances** acid 20, cold 10, electricity 10, fire 20, physical (except magical) 10
Overwhelming Ennui (aura, emotion, enchantment, incapacitation, mental, occult) 30 feet. A non-construct creature that ends its turn within 30 feet must attempt a DC 37 Will saving throw.
Critical Success The creature is unaffected.
Success The creature can't take reactions until the end of its next turn.
Failure As success and the creature is stunned 1.
Critical Failure As success and the creature is stunned 3.

Cosmic Recovery

Apathy (emotion, enchantment, incapacitation, mental, occult) As stage 1, but Will DC 37.
Deterioration (necromancy, occult) As stage 1, but Fortitude DC 37.
Languish in Isolation Quachil Uttaus's influence ends when there are no living or undead creatures in the area for 1 month.
Accelerate Duration ♦ (abjuration, occult)
Trigger A spell with a duration targets Quachil Uttaus. **Effect** Quachil Uttaus attempts a counteract check (counteract level 8th, counteract modifier +34) to counteract the triggering spell. Counteracting the spell reduces its duration to 1 round, or 2 rounds if its normal duration is at least 1 hour.
Reactive Ruination ◀ (necromancy, occult) As stage 1, but Reflex DC 40.
Routine (3 actions) Quachil Uttaus Pursues a creature or uses *dimension door* to appear before one that has invoked it or taken a hostile action against it. It then uses Touch of Dust. In rare cases, if the creature has no desire for death or oblivion, has not harmed Quachil Uttaus, and meets Quachil Uttaus's other secret criteria, Quachil Uttaus instead uses Touch of Immortality.
Escalation time (1d6 months)
Occult Innate Spells DC 44; 4th *dimension door* (at will)

Pursue (conjuration, move, occult, teleportation)
Requirements A creature is within 30 feet. **Effect** The nucleus Flies up to 30 feet. At the end of its turn, it instantly returns to the location it flew from.

Touch of Dust ♦ (death, manipulate, necromancy, negative, occult); **Frequency** once per turn; **Effect** The weight of years falls upon a non-construct creature the nucleus touches. The target must attempt a DC 44 Fortitude save. If the damage reduces the target to 0 HP, it dies and its body crumbles to dust.

Critical Success The creature is unaffected and ceases to age for 2d12 years.

Success The creature takes 12d8 negative damage and is cursed with the Weight of Years until the start of Quachil Uttaus's next turn.

Failure The creature takes 120 negative damage and is cursed with the Weight of Years.

Critical Failure The creature takes 12d8+120 negative damage, is fatigued, and is cursed with the Weight of Years.

Touch of Immortality ♦ (manipulate, necromancy, occult) The nucleus touches a living creature, granting it immunity to aging and disease.

Weight of Years (curse, necromancy, occult) As stage 1, but counteract check DC 44 and counteract level 9th.

QUACHIL UTtaus

INFLUENCE 21

UNIQUE STAGE 3 COMPLEX UNDEAD

Area 1-mile burst; **Nucleus** Tiny avatar
Unnamable Doom DC 41
Perception Result 58, DC 48
Skill Result 40, DC 40
Hidden Nucleus As stage 1, but 10th-level *disappearance* (spell DC 44).
Defeat combat, languish in isolation
AC 45; **Saves** +38
HP 330, negative healing; **Immunities** blinded, controlled, death effects, deafened, disease, doomed, dying, fatigued, incapacitation effects, paralyzed, persistent damage, petrified, poison, prone, restrained, slowed, stunned, unconscious, wounded; **Resistances** acid 20, cold 10, electricity 10, fire 20, physical (except magical) 10
Overwhelming Ennui (aura, emotion, enchantment, incapacitation, mental, occult) 30 feet. A non-construct creature that ends its turn within 30 feet must attempt a DC 41 Will saving throw.
Critical Success The creature is unaffected.
Success The creature can't take reactions until the end of its next turn.
Failure As success and the creature is stunned 1.
Critical Failure As success and the creature is stunned 3.
Cosmic Recovery

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Apathy (emotion, enchantment, incapacitation, mental, occult) As stage 1, but Will DC 41.

Deterioration (necromancy, occult) As stage 1, but Fortitude DC 41.

Languish in Isolation Quachil Uttaus's influence ends when there are no living or undead creatures in the area for 1 month.

Accelerate Duration ♦ (abjuration, occult)

Trigger A spell with a duration targets Quachil Uttaus. **Effect** Quachil Uttaus attempts a counteract check (counteract level 9th, counteract modifier +38) to counteract the triggering spell. Counteracting the spell reduces its duration to 1 round, or 2 rounds if its normal duration is at least 1 hour.

Reactive Ruination ⤿ (necromancy, occult) As stage 1, but Reflex DC 44.

Routine (3 actions) Quachil Uttaus Pursues a creature or uses *dimension door* to appear before one that has invoked it or taken a hostile action against it. It then uses Touch of Dust. In rare cases, if the creature has no desire for death or oblivion, has not harmed Quachil Uttaus, and meets Quachil Uttaus's other secret criteria, Quachil Uttaus instead uses Touch of Immortality.

Occult Innate Spells DC 48; 5th *dimension door*; 4th *dimension door* (at will)

Pursue (conjunction, move, occult, teleportation)

Requirements A creature is within 30 feet. **Effect** The nucleus Flies up to 30 feet. At the end of its turn, it instantly returns to the location it Flew from.

Touch of Dust ♦ (death, manipulate, necromancy, negative, occult); **Frequency** once per turn; **Effect** The weight of years falls upon a non-construct creature the nucleus touches. The target must attempt a DC 48 Fortitude save. If the damage reduces the target to 0 HP, it dies and its body crumbles to dust.

Critical Success The creature is unaffected and ceases to age for 3d12 years.

Success The creature takes 14d8 negative damage and is cursed with the Weight of Years until the start of Quachil Uttaus's next turn.

Failure The creature takes 140 negative damage and is cursed with the Weight of Years.

Critical Failure The creature takes 14d8+140 negative damage, is fatigued, and is cursed with the Weight of Years.

Touch of Immortality ♦ (manipulate, necromancy, occult) The nucleus touches a living creature, granting it immunity to aging and disease.

Weight of Years (curse, necromancy, occult) As stage 1, but counteract check DC 48 and counteract level 10th.



RHAN-TEGOTH

CE GREAT OLD ONE OF HIBERNATION, IMMORTALITY, AND WARPED SPACE

Primary Sources: H. P. Lovecraft and Hazel Heald, “The Horror in the Museum”

CULTS

Edicts feed Rhan-Tegoth

Anathema none; all is permitted

Follower Alignments CN, NE, CE

Symbol three black stars

Temple caverns, museums, private collections

Worshippers obsessed antiquarians and historians, doomsayers, explorers

Servitors dimensional shamblers, gugs

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Yog-Sothothery (page 59)

Favored Weapon sickle

Domains dreams, emptiness (page 130), indulgence, might

Cleric Spells 1st: *sleep*, 2nd: *false life*, 4th: *clairvoyance*

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 branch of evolution that gave rise to the fungi

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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 is provided and the proper vociferous rites performed, 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 by relatively normal means, but eventually 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 delirium or worse.

Ultimately, Rhan-Tegoth begins to open an interdimensional gate to the Outside, 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 god in a meaningful way.

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. It is marked with three eyes and a row of gill-like lateral lines along its neck.

RHAN-TEGOTH

INFLUENCE 18

UNIQUE STAGE 1 AURA

Area 120-foot emanation; **Nucleus proxy** (Rhan-Tegoth)

Unnamable Doom DC 35

Defeat combat, starvation

Light-Warping Aura (aura, occult, transmutation, visual) 120 feet. Reality begins to warp, altering the way light travels. Creatures other than Rhan-Tegoth and its worshipers take a -1 status penalty to Perception checks and attack rolls.

Sharpened Sight (aura, divination, occult) 120 feet. Rhan-Tegoth and its worshipers in the area ignore circumstance penalties to Perception checks and DCs. Nothing can be concealed from their vision.

Starvation If Rhan-Tegoth takes at least 20 damage from starvation, its influence effects (including unnamable doom) are suppressed, it is reduced to 0 HP, and its Regeneration puts it into hibernation. Its influence resumes at stage 1 if its hibernation ends.

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 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.

RHAN-TEGOTH

INFLUENCE 19

RARE STAGE 2 AURA

Area 1-mile emanation; **Nucleus proxy** (Rhan-Tegoth)

Unnamable Doom DC 38

Deescalation combat, starvation

Growing Might Rhan-Tegoth gets a +2 circumstance bonus to its checks and DCs (including attacks and AC, but not unnamable doom) and its Strikes deal an extra 1d10 damage.

Intensify Influences (aura, conjuration, occult) 1 mile. Creatures in the area take a -1 status penalty to saving throws against a spell or effect created by an Elder Influence other than Rhan-Tegoth's or an influence's proxy other than Rhan-Tegoth's.

Perception-Warping Aura (aura, occult, transmutation) 300 feet. Reality warps significantly, affecting light, sound waves, and other forms of energy creatures rely on for their senses to function. Creatures in the area other than Rhan-Tegoth and its worshipers are dazzled and must successfully Seek in order to locate an undetected creature that is perceptible with any imprecise sense (such as hearing).

Sharpened Sight (aura, divination, occult) 300 feet. Rhan-Tegoth and its worshipers in the area ignore circumstance penalties to Perception checks and DCs. Nothing can be concealed from their vision.

Sight Beyond Light (aura, divination, occult) 300 feet. Rhan-Tegoth's worshipers in the area gain greater darkvision and get a +2 status bonus to Perception checks and DCs.

Starvation If Rhan-Tegoth takes at least 20 damage from starvation, it heals all damage from starvation and its influence deescalates to stage 1.

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.

RHAN-TEGOTH

INFLUENCE 22

UNIQUE STAGE 3 AURA

Area 25-mile emanation; **Nucleus proxy** (Rhan-Tegoth)

Unnamable Doom DC 42

Deescalation combat, starvation

Engorged Rhan-Tegoth is Gargantuan. Its reach increases to 20 feet and its Hit Point maximum increases to 350.

Growing Might Rhan-Tegoth gets a +3 circum-

stance bonus to its checks and DCs (including attacks and AC, but not unnamable doom) and its Strikes deal an extra 4d10 damage.

Anchor Influences (aura, conjuration, occult) 25 miles. Lower-level Elder Influences other than Rhan-Tegoth's with their points of origin in the area that would end instead deescalate to stage 1.

Energy Warp (aura, occult, transmutation) 300 feet. Creatures and objects in the area have resistance to cold 10, electricity 10, fire 10, negative 10, positive 10, and sonic 10. This only reduces damage, not healing.

Glimpses of the Dreaded Beyond (aura, divination, occult, visual) 120 feet. Whenever a creature ends its turn in the area, it must make a new saving throw against Rhan-Tegoth's unnamable doom unless it worships Rhan-Tegoth.

Impossible Sight (aura, divination, occult) 300 feet. Rhan-Tegoth and its worshipers in the area can see invisible creatures as if they were not invisible.

Intensify Influences (aura, conjuration, occult) 25 miles. Creatures in the area take a -2 status penalty to saving throws against a spell or effect created by an Elder Influence other than Rhan-Tegoth's, or an influence's proxy other than Rhan-Tegoth's.

Perception-Warping Aura (aura, occult, transmutation) 300 feet. As stage 2.

Sharpened Sight (aura, divination, occult) 300 feet. Rhan-Tegoth and its worshipers in the area ignore circumstance penalties to Perception checks and DCs. Nothing can be concealed from their vision.

Sight Beyond Light (aura, divination, occult) 300 feet. Rhan-Tegoth's worshipers in the area gain greater darkvision and get a +4 status bonus to Perception checks and DCs.

Starvation If Rhan-Tegoth takes at least 10 damage from starvation, it heals all damage from starvation and its influence deescalates to stage 2.

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, it attempts a DC 20 flat check. On a failure, it gets a cumulative +1 circumstance bonus on future escalation flat check until it escalates or deescalate. On a success, Rhan-Tegoth's influence escalates to stage 4.

RHAN-TEGOTH

INFLUENCE 24

RARE STAGE 4 AURA

Area 750-mile emanation; **Nucleus proxy** (Rhan-Tegoth)

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Unnamable Doom DC 45

Deescalation combat, starvation

Engorged Rhan-Tegoth is Gargantuan. Its reach increases to 20 feet, and its Hit Point maximum increases to 345.

Growing Might Rhan-Tegoth gets a +5 circumstance bonus to its checks and DCs (including attacks and AC, but not unnamable doom) and its Strikes deal an extra 7d10 damage.

Sap Momentum (occult, transmutation) Rhan-Tegoth has resistance 15 to ranged weapon attacks.

Energy Warp (aura, occult, transmutation) 300 feet. Creatures and objects in the area have resistance to cold 15, electricity 15, fire 15, negative 15, positive 15, and sonic 15. This only reduces damage, not healing.

Glimpses of the Dreaded Beyond (aura, divination, occult, visual) 120 feet. Whenever a creature ends its turn in the area, it must make a new saving throw against Rhan-Tegoth's unnamable doom unless it worships Rhan-Tegoth.

Impossible Sight (aura, divination, occult) 300 feet. Rhan-Tegoth and its worshipers in the area can see invisible creatures as if they were not invisible.

Intensify Influences (aura, conjuration, occult) 750 miles. Creatures in the area take a -3 status penalty to saving throws against a spell or effect created by an Elder Influence other than Rhan-Tegoth's or an influence's proxy other than Rhan-Tegoth's.

Perception-Warping Aura (aura, occult, transmutation) 300 feet. As stage 2.

Preserve Influences (aura, conjuration, occult) 750 miles. Lower-level Elder Influences other than Rhan-Tegoth's with their points of origin in the area can't deescalate or end.

Sharpened Sight (aura, divination, occult) 300 feet. Rhan-Tegoth and its worshipers in the area ignore circumstance penalties to Perception checks and DCs. Nothing can be concealed from their vision.

Sight Beyond Light (aura, divination, occult) 300 feet. Rhan-Tegoth's worshipers in the area gain greater darkvision and get a +6 status bonus to Perception checks and DCs.

X-Ray Vision (aura, divination, occult) 120 feet. Rhan-Tegoth and its worshipers in the area can see through up to 10 feet of earth and wood, up to 5 foot of stone, and up to 6 inches of common metal.

Starvation If Rhan-Tegoth takes any damage from starvation, it heals all damage from starvation and its influence deescalates to stage 3.

End Times After 30 days in a row that both Rhan-Tegoth consumes a Small or larger creature and worshipers perform the proper incan-

tations within the influence, it attempts a DC 20 flat check. On a failure, it gets a cumulative +2 circumstance bonus to future End Times flat checks until it succeeds or the influence deescalates. On a success, Rhan-Tegoth transforms into a permanent warping of reality. Rhan-Tegoth ceases to exist and its influence ends, but its stage 4 auras permanently take effect over the entire world.

RHAN-TEGOTH

CREATURE 17

RARE CE HUGE ABERRATION PROXY

Perception +32; greater darkvision, motion sense (precise) 60 feet, *true seeing*

Languages Aklo

Skills Arcana +30, Occultism +30, Religion +32, Stealth +27, Yog-Sothothery +32

Str +10, **Dex** +6, **Con** +9, **Int** +5, **Wis** +7, **Cha** +6

Motion Sense Rhan-Tegoth can sense nearby creatures through vibration and air or water movement.

AC 42, **Fort** +30, **Ref** +27, **Will** +28; +2 status to all saves vs. magic

HP 220, regeneration 20 (deactivated by items marked with the *Elder Sign*); **Immunities** controlled, death, disease, fleeing, frightened, incapacitation effects, paralyzed, poison; **Resistances** cold 15

Influence (aura) varies. Unless it is hibernating, Rhan-Tegoth emanates its current influence.

Attack of Opportunity ⤿

Cosmic Recovery

Fortify ⤿ **Trigger** Rhan-Tegoth would take damage. **Effect** Rhan-Tegoth becomes petrified.

Hibernation When Rhan-Tegoth's regeneration prevents it from dying, it becomes petrified indefinitely and its influence deescalates by 1 stage.

If the influence was at stage 1, Rhan-Tegoth's regeneration deactivates before preventing death and the influence ends. Until the petrified condition ends, Rhan-Tegoth is immune to damage and its influence has no effect (including unnamable doom). After Rhan-Tegoth has been hibernating for 2d8 years, it awakens when a creature or corpse of Small or larger size is left within 10 feet of Rhan-Tegoth for 8 continuous hours. Rare rituals might allow an offering to awaken Rhan-Tegoth earlier.

Magic-Absorbing Slime When Rhan-Tegoth critically succeeds at a saving throw against a magical effect and it was not petrified, the slime coating its carapace absorbs the spell's energy. Rhan-Tegoth gains temporary HP equal to twice the spell's level.

Wakeful Statue Rhan-Tegoth remains aware of its surroundings while petrified but not hibernating. When Rhan-Tegoth begins its turn petrified

but not hibernating, it can choose to end the petrified condition.

Speed 50 feet

Melee ♦ pincer +35 (agile, magical, reach 15 feet), **Damage** 2d10+18 bludgeoning plus Improved Grab

Occult Innate Spells DC 43; 10th *gate*, *glyph of warding*; 9th *telepathic demand*, *warp mind*; 8th *dispel magic* (2); 6th *flesh to stone* (2); 5th *dimension door*; 4th *nightmare*; 3rd *dream message*; **Constant** (9th) *fly*; (6th) *true seeing*

Occult Rituals DC 43; *imprisonment*

Consume ♦ (incapacitation) Rhan-Tegoth attaches the mass of feeding tendrils and palps dangling from its head to a creature it has grabbed. The creature becomes clumsy 1, drained 1, and stupefied 1. Subsequent uses of Consume increase the value of each condition by 1. Rhan-Tegoth then regains HP equal to the target's level. The target must succeed at a DC 38 Will save or become stunned 2.

Double Attack ♦ Rhan-Tegoth makes two pincer Strikes, each against a different target. Double Attack counts as two attacks toward its multiple attack penalty, but the penalty doesn't increase until after both attacks are made. If Rhan-Tegoth hit two creatures and subsequently uses the Grab action, it Grabs both of them.

Statue Retreat ♦ (concentrate) Rhan-Tegoth Strides or Steps, then becomes petrified.

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SHUB-NIGGURATH, THE BLACK GOAT IN THE WOODS WITH A THOUSAND YOUNG

CE OUTER GODDESS OF FERTILITY, FORESTS, AND MONSTERS

Primary Sources: H. P. Lovecraft and Adolphe de Castro, “The Last Test”, Robert Bloch, “Notebook Found in a Deserted House”

CULTS

Edicts utterly eradicate those who oppose you, study the moon and stars, create the destiny you want at any cost, and periodically spread fear or confusion

Anathema revive an extinct species or culture, or waste a known opportunity by needlessly acting too soon

Follower Alignments CN, NE, CE

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, evil fey creatures, obsessed scientists, those who seek the secret of life

Servitors dark young of Shub-Niggurath, mi-go, Mythos satyrs

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Nature

Favored Weapon dagger

Domains family, moon, mutation (page 130), nature

Cleric Spells 1st: *summon animal*, 2nd: *tree shape*, 3rd: *wall of thorns*, 4th: *stoneskin*, 5th: *moon frenzy*, 6th: *tangling creepers*, 7th: *unfettered pack*, 8th: *monstrosity form*, 9th: *shapechange*

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 individuals who tend toward lustfulness or criminal activity go from simple hedonism or larceny to depravity or murder. Even the upright feel her escalating presence: 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 strengthens her appeal as a subject of worship.

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.

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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, the avatar leaves the torn and deflated corpse from which it emerged. Sometimes a combination of battling her, causing some degree of injury, and one or more proffered sacrifices can induce her to depart, bloodied but mollified.

SHUB-NIGGURATH ASCENDANT

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 sacrifices no longer satisfy her, and the world is all but doomed. Only epic adventurers or gods can defeat Shub-Niggurath or trick her into departing, or else all is lost.

SHUB-NIGGURATH'S ALTAR

INFLUENCE 20

UNCOMMON STAGE 1 AURA OBJECT

Area 2-mile emanation; **Nucleus** Large altar
Unnamable Doom DC 39

Defenders Shub-Niggurath's altar is typically defended by 1 high priest of Shub-Niggurath (page 450) and 4 adult dark young (page 373). When building another encounter with Shub-Niggurath's stage 1 influence, calculate XP as if the worshipers in the encounter were each 1 level higher rather than adding XP for the influence.

Figment of the Black Goat (illusion, primal)

A 5-foot-wide yawning mouth or other orifice appears mistily over the altar at the center of the influence. Attacks aimed at the figment pass harmlessly through it, inflicting no damage.

Defeat sacrifice; or, at the end of every month that the influence spends at 0 HP, Shub-Niggurath must attempt a DC 5 flat check if no worshiper has made an offering to her in the area in the past month. On a failure, her influence ends permanently.

AC 43; **Saves** +38

Hardness 15; **HP** 250, enduring presence; **Immunities** bleed, death, disease, doomed, drained, fatigued, fire, healing, mental, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** force 15, two more from altar material 15

Bolster Bloodthirst (aura, emotion, enchantment, mental, primal, visual) 300 feet. Each ally in the area gets a +2 status bonus to attack rolls and weapon damage rolls.

Fertility (aura, primal, transmutation) 2 miles.

All worshipers of Shub-Niggurath get a +2 status

bonus to skill checks and saving throws while in the area. In addition, worshipers of Shub-Niggurath in the area gain 25 temporary Hit Points when they make their daily preparations; these temporary hit points last until they next make daily preparations.

Those who do not worship Shub-Niggurath are beset with distracting urges to take transgressive or liberating actions. They take a -2 status penalty to saves against mental effects.

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.

Altar Material Shub-Niggurath's altar can be anything from a tangle of wooden fetishes to a stone block to a solid metal plinth. The material composing the altar gives it two weaknesses. A wooden altar has weakness to fire 15 and magic slashing 15. A metal altar has weakness to electricity 15 and magic bludgeoning 15. A stone altar has weakness to cold 15 and magic piercing 15.

Enduring Presence Destroying the nucleus suppresses the influence's effects, but they resume if the altar is rebuilt (which takes 4 days) and activated with *obscene fertility rites of Shub-Niggurath* (page 152). The nucleus then regains its full HP.

Sacrifice (exploration) Sacrificing living animals of the right type and via the proper ceremony, while beseeching the goddess to leave, can cause her to do so. The blood sacrifice must be performed at the nucleus altar of the influence and takes 10 minutes. 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 42 Religion or Yog-Sothothery check is required to perform this supplication successfully. Once the sacrifice is performed successfully and all of Shub-Niggurath's cultists in the area are removed or slain, she must attempt a DC 5 flat check at the end of each day during which there were no cultists of hers in the area. On a failure, the influence ends. Casting *obscene fertility rites of Shub-Niggurath* prevents the need for further flat checks until a new sacrifice is offered successfully.

Escalation A group of cultists of Shub-Niggurath must perform multiple ceremonies to lure the Black Goat of the Woods to extend more of her presence into the region. Each ceremony must be performed by a group of cultists including at least one creature able to cast 8th-level spells

with at least 6 assistants. After a night during which the ceremony is performed, Shub-Niggurath must attempt a DC 20 flat check. On a success, her influence escalates to stage 2 at dawn.

SHUB-NIGGURATH'S SHRINE

INFLUENCE 23

RARE STAGE 2 AURA OBJECT

Area 50-mile emanation; **Nucleus** Large altar **Unnamable Doom** DC 43

Figment of the Black Goat (illusion, primal) A 15-foot-wide cloudy mass of mouths, tendrils, hooves, and limbs floats above the altar at the center of the influence. Attacks aimed at the manifestation pass harmlessly through it, inflicting no damage.

Defeat At the end of every month that the influence spends at 0 HP, Shub-Niggurath must attempt a DC 5 flat check if no worshiper has made an offering to her in the area in the past month. On a failure, her influence ends permanently.

Deescalation sacrifice

AC 49; **Saves** +42

Hardness 15; **HP** 250, enduring presence; **Immunities** bleed, death, disease, doomed, drained, fatigued, fire, healing, mental, necromancy, nonlethal, paralyzed, poison, sickened, uncon-

scious; **Weaknesses** force 15, two more from altar material 15

Bolster Bloodthirst (aura, emotion, enchantment, mental, primal, visual) 300 feet. Each ally in the area gets a +2 status bonus to attack rolls and weapon damage rolls.

Fertility (aura, primal, transmutation) 50 miles. As stage 1.

Altar Material As stage 1.

Enduring Presence Destroying the nucleus suppresses the influence's effects, but they resume if the altar is rebuilt (which takes 4 days) and activated with *obscene fertility rites of Shub-Niggurath* (page 152). It then regains its full HP.

Spawn Young (conjuration, primal) The influence spawns a number of monsters loyal to Shub-Niggurath (dark young, powerful Mythos satyrs, advanced wyverns, or other dangerous monsters) worth XP equivalent to two level 22 creatures. Most often, these are 1 daughter of Shub-Niggurath (page 463), 1 high priest of Shub-Niggurath (page 450), and 3 mature dark young (page 373). These monsters infest the area of influence but are always quick to come to the defense of Shub-Niggurath's interests. If some of the monsters are defeated, replacements are spawned after 24 hours.

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Sacrifice (exploration) As stage 1, but the skill check DC is 51, a failed flat check causes deescalation to stage 1, and the sacrifice must be 2,000 pounds of cold-blooded vertebrates, 250 pounds of warm-blooded vertebrates, or a creature weighing at least 10 pounds with an Intelligence modifier of -2 or higher.

Escalation A ceremony to increase Shub-Niggurath's influence must be performed by a group of cultists including at least one creature able to cast 9th-level spells with at least 3 monstrous assistants spawned by Shub-Niggurath. After a night during which the ceremony is performed, Shub-Niggurath must attempt a DC 19 flat check. On a success, her influence escalates to stage 3 at dawn if a creature loyal to Shub-Niggurath is within 500 feet of the altar. That creature is killed as Shub-Niggurath's stage 3 nucleus emerges from its body.

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'S AVATAR

INFLUENCE 25

UNIQUE STAGE 3 ABERRATION AURA COMPLEX

Area 500-mile emanation; **Nucleus** Gargantuan avatar of Shub-Niggurath

Unnamable Doom DC 46

Perception Result 60, DC 50

Skill Result 54, DC 54

Enormous Shub-Niggurath's nucleus is a massive creature and takes up a space 10 squares by 10 squares (50 feet by 50 feet).

Defeat At the end of every month that the influence spends at 0 HP, Shub-Niggurath must attempt a DC 5 flat check if no worshiper has made an offering to her in the area in the past month. On a failure, her influence ends permanently.

Deescalation sacrifice

AC 51; **Saves** +40

HP 450; **Immunities** blinded, confused, controlled, deafened, death, doomed, fleeing, frightened, incapacitation effects, paralyzed, petrified, restrained, slowed, stunned, unconscious, wounded; **Resistances** acid 20, bludgeoning 10, cold 10, electricity 20, piercing 10

Cosmic Recovery

Bolster Bloodthirst (aura, emotion, enchantment, mental, primal, visual) 500 feet. Each ally in the area gets a +2 status bonus to attack rolls and weapon damage rolls.

Fertility (aura, primal, transmutation) 500 miles. As stage 1.

Altar Material As stage 1.

Enduring Presence Destroying the nucleus suppresses the influence's effects, but they resume if the altar is rebuilt (which takes 4 days) and activated with *obscene fertility rites of Shub-Niggurath* (page 152). A creature loyal to Shub-Niggurath is within 500 feet of the altar is killed as Shub-Niggurath's restored nucleus emerges from its body.

Spawn Young (conjunction, primal) As stage 2.

Spawn Replacement Young  **Trigger** One of Shub-Niggurath's previously Spawned Young dies. **Effect** Shub-Niggurath's avatar Spawns Young at a location within 30 feet. The creature is spawned with 25 temporary Hit Points.

Sacrifice (exploration) As stage 1, with the following changes. The sacrifice must be at least 100 Medium or larger warm-blooded creatures or at least 10 Medium or larger living creatures with an Intelligence modifier of -2 or higher. The skill check DC is 54 and Diplomacy is an alternative to Religion or Yog-Sothothery. A failed flat check causes deescalation to stage 2 as the avatar departs.

Routine (3 actions) In combat, Shub-Niggurath's avatar Devastates and Strides in either order unless it must Stride repeatedly to reach the nearest significant foe.

Speed 250 feet; *air walk*

Primal Innate Spells DC 54; **Constant** (10th) *air walk*

Devastate  (attack) Shub-Niggurath's numerous hooves, tentacles, and maws wreak devastation on all foes within 100 feet of her nucleus. Each enemy takes 5d8 bludgeoning damage and 4d12 piercing damage and must attempt a DC 52 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is pushed 5 feet away from the avatar.

Failure The creature takes full damage, is pushed 10 feet away, and must also attempt a DC 48 Fortitude save. On a failure, it becomes drained 1. Subsequent failures increase the drained value. A drained creature killed by Devastate dies and immediately bursts open, revealing a mature dark young (page 373).

Critical Failure As failure but double damage and the creature is knocked prone.



TSATHOGGUA, FATHER OF FORMLESS SPAWN

CE GREAT OLD ONE OF MAGIC, OUTCASTS, AND THE UNDERWORLD

Primary Sources: Clark Ashton Smith, “The Tale of Satampra Zeiros”

CULTS

Edicts discover new magic, feed Tsathoggua, seek revenge for exile (whether the exile was deserved or not)

Anathema force members out of a group or com-

munity (but you can kill them or convince them to leave), destroy all record of a piece of magical knowledge

Follower Alignments CN, NE, CE

Symbol a crouching, eyeless toad

Temple caverns, mountain valleys, ruined cities, stone cathedrals

Worshippers obsessed wizards, philosophers, scholars, underground creatures

Servitors formless spawn

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DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Arcana

Favored Weapon shortsword

Domains indulgence, magic, pain, trickery

Cleric Spells 1st: *lethargy of Tsathoggua* (page 119), 3rd: *slow*, 4th: *stoneskin*, 5th: *black tentacles*, 6th: *congeal formless spawn* (page 112), 10th: *temporal energy nexus* (page 124)

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 a vision. He is also 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 horrifically 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.

Tsathoggua is often encountered with his priests as part of a ritual or sacrifice, since he actively assists those who worship and serve him. Such services almost always include the sacrifice of victims, typically sentient, who are delivered alive for him to consume.

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 bulbous yet powerful, its paws heavily clawed.

TSATHOGGUA

INFLUENCE 18

RARE AURA

Area 1-mile emanation; **Nucleus** proxy (avatar of Tsathoggua)

Unnamable Doom DC 37

Defeat combat

Bolster Formless Spawn (arcane, aura, transmutation) 1 mile. Formless spawn within the area get a +4 status bonus to all checks (including attacks and saves). Their Strikes each deal an additional 1d8 acid damage. Each formless spawn's Tendril Parry becomes a stance (its effects last until the spawn adopts a new stance or the encounter ends). When designing encounters, treat formless spawn in the area as level 10.

Enhance Magic (arcane, aura, evocation) 1 mile. Creatures in the area take a -1 status penalty to saves against all magic effects from Tsathoggua and his worshipers (not unnamable doom).

AVATAR OF TSATHOGGUA

CREATURE 18

RARE CE HUGE ABERRATION PROXY

Perception +29; greater darkvision, *true seeing*
Languages Aklo, Common, Undercommon; telepathy 100 feet

Skills Arcana +35, Intimidation +32, Nature +31, Occultism +35, Religion +31, Society +29, Stealth +26, Yog-Sothothery +33

Str +9, **Dex** +6, **Con** +9, **Int** +9, **Wis** +7, **Cha** +8
AC 39, **Fort** +31, **Ref** +28, **Will** +29; +1 status bonus to all saves vs. magic

HP 375; **Immunities** acid, controlled, death, disease, fleeing, frightened, paralyzed, petrified; **Resistances** cold 10, electricity 20

Influence (aura) varies. Unless it is unconscious, the avatar emanates Tsathoggua's influence.

Attack of Opportunity ☞

Cosmic Recovery

Formless Ichor When the avatar takes 15 or more piercing or slashing damage from a single attack, black ichor pours from the wound and forms a new formless spawn of Tsathoggua (page 405) in the nearest clear space to the avatar. The avatar can't bleed another formless spawn until the start of its next turn.

Lassitude Whenever a creature dies while Grabbed by the avatar's mouth, the avatar must attempt a DC 2 flat check. The DC is instead 11 if the creature had an Intelligence modifier of at least -3 and was offered to Tsathoggua by a non-worshiper (which is still an evil act). On a failure, the avatar falls unconscious but regains all its Hit Points, recovers from all other conditions, and attempts to counteract each detrimental effect on it (counteract level 9th, counteract modifier +34). The influence has no effect, including unnamable doom, while the avatar is unconscious. The avatar immediately awakens when damaged or otherwise harmed.

Speed 25 feet, climb 25 feet

Melee ♦ claw +35 (agile, magical, reach 15 feet), **Damage** 3d6+17 slashing plus Improved Grab

Arcane Innate Spells DC 43, +33 attack; 10th *temporal energy nexus* (page 124), *wish*; 9th *glyph of warding*; 4th *nightmare*; 3rd *dream message*; **Constant** (6th) *true seeing*; (4th) *freedom of movement*

Arcane Rituals DC 43; *semblance of the Key and the Gate* (page 153)

Arcane Mastery ♦ to ♦♦♦ The avatar casts any arcane spell with a casting time of 3 actions or less as a 9th-level innate spell. If the spell has a duration other than sustained, it ends immediately when the avatar casts another spell with a duration other than sustained. Common choices are *feblemind*, *foresight*, *horrid wilting*, and *power word stun*. It can't use this ability next round.

Devour ♦ Tsathoggua's avatar transfers a Grabbed creature to its jaws and chews on it. The creature takes 3d8+9 piercing damage (DC 45 basic Fortitude save) and becomes clumsy 1, drained 1, and stupefied 1. Subsequent uses of Devour increase the value of each condition by 1. Tsathoggua's avatar then gains temporary HP equal to the target's level and its cosmic recovery decreases its conditions again.

Double Attack ♦ The avatar makes two claw Strikes, each against a different target. Double Attack counts as two attacks toward its multiple attack penalty, but the penalty doesn't increase until after both attacks are made. If the avatar hit two creatures and subsequently uses the Grab action, it Grabs both of them.

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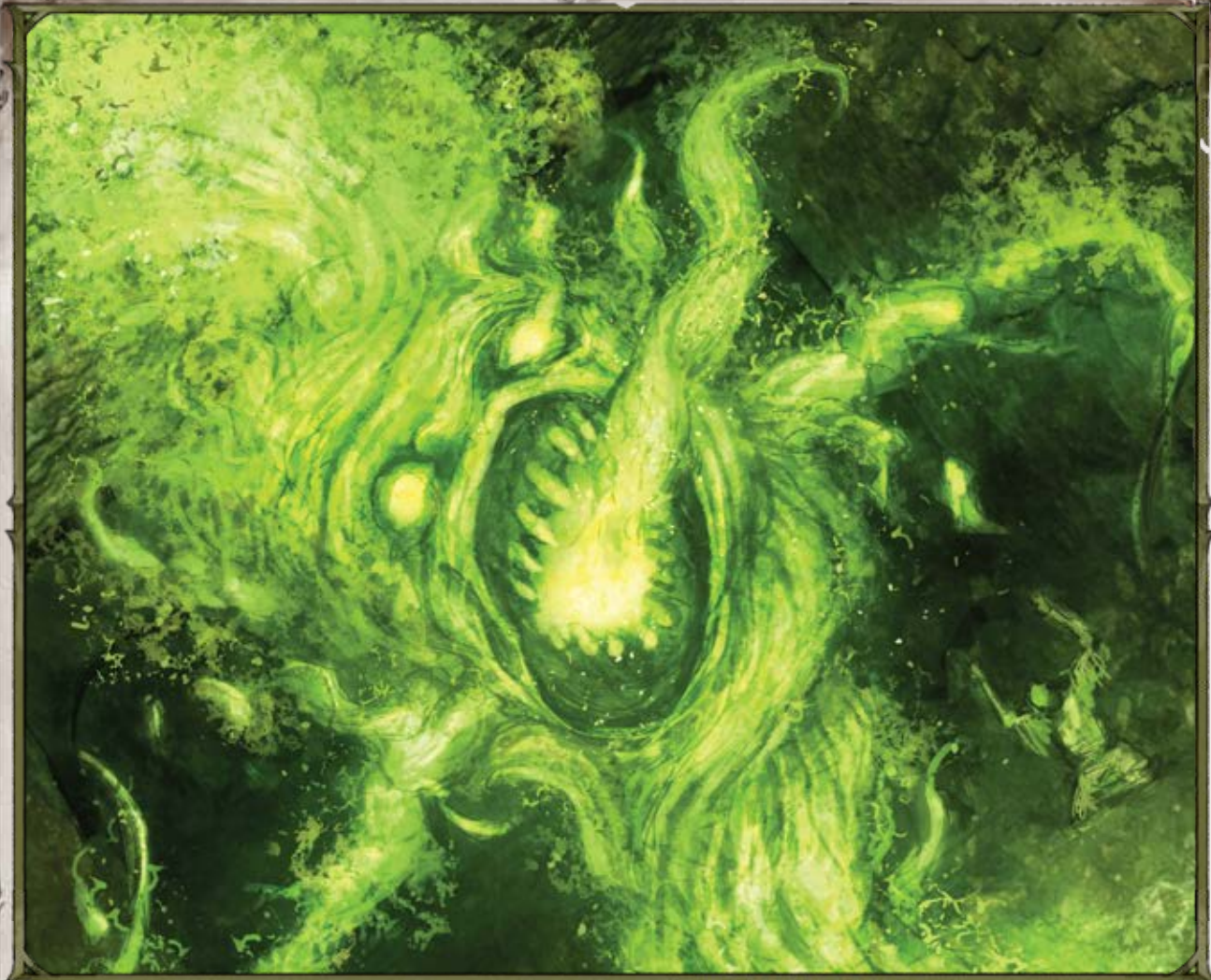
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TULZSCHA

CN OUTER GOD OF CORROSION, REVELATION, AND TRUTH

Primary Sources: H. P. Lovecraft, “The Festival”

CULTS

Edicts learn hidden truths

Anathema render a creature or object immune to the passage of time, wear a disguise

Follower Alignments N, CN, CE

Symbol pillar of green fire

Temple abandoned neighborhoods, natural rock formations, standing stones

Worshippers arsonists, diviners, prophets, seers

Servitors byakhee

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Occultism

Favored Weapon kukri

Domains destruction, knowledge, sun, truth

Cleric Spells 1st: *grim tendrils*, 2nd: *glitterdust*, 7th: *retrocognition*; also accesses the following uncommon divine spells: 2nd: *rotting light* (page 121), 6th: *true seeing*

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 cultists can readily summon its avatar when they 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 can barely 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 Tulscha 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. Tulscha's effect is similar, but a thousand times as strong and illuminating. The flames teach spells, reveal hideous cosmic truths, and illuminate unknown paths. Tulscha, like Azathoth itself, is coterminous with all reality, and its light signifies this.

Tulscha 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 Tulscha's light, no such interloper can hide.

TULZSCHA IN COMBAT

Though Tulscha 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. Tulscha can send forth streams of green flame to attack those who would attempt to stop its servants or simply as an act of malice.

TULZSCHA'S FINGER

INFLUENCE IS

UNCOMMON AURA COMPLEX ELEMENTAL

Area 300-foot emanation; **Nucleus** Huge pillar of green flame (elemental)

Unnamable Doom DC 33

Perception Result 52, DC 42

Skill Result 40, DC 40

Defeat combat

AC 35; **Saves** +26

HP 210; **Immunities** nucleus immunities; **Resistances** acid 15, electricity 15, physical 15 (except cold iron; double resistance versus non-magical), sonic 15

Revelatory Light (aura, divination, light, occult, prediction, revelation, visual) 300 feet. The area is bright light. Tulscha's light reveals glimpses of hidden truths, both conventional falsehoods and incomprehensible cosmic principles. All creatures in the area take a -2 status penalty to saving throws against emotion effects (including Tulscha's unnamable doom).

Whenever an illusion or polymorph is brought into the area or created there, Tulscha attempts to counteract it (counteract level 9th, counteract

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.

modifier +30). If the counteract check succeeds, the truth underlying the effect is plainly visible in Tulscha's light, but the effect doesn't end.

Material creatures and objects in the area appear to be rotting and decaying under Tulscha's light and take a -2 circumstance penalty to their Deception DC to Impersonate. Hidden features, objects, and creatures (including secret doors, buried treasure, traps, and concealed weapons) have their true details partially exposed by the illusion of their eventual ruin. Creatures who Seek get a +4 status bonus to the Perception checks to see hidden and disguised things in the area.

Reactive Ruination (necromancy, occult)

Trigger A melee or thrown weapon damages Tulscha's Finger. **Effect** Erosion dramatically accelerates on the weapon while it touches the nucleus. If the weapon is wielded, the wielder can negate this effect with a successful DC 36 Reflex save. On a failure or if the weapon is not wielded, it gains a -2 item penalty to damage rolls. If it already had an item penalty, the penalty increases by 2. If the penalty would become -8, instead the weapon becomes broken.

Routine (2 actions) In combat, Tulscha uses Corroding Glare and Cosmic Flame Gout in either order.

Corroding Glare (necromancy, negative, occult) **Effect** Tulscha's finger sends a ray of chilling green light at a creature within 300 feet. It makes a ranged spell attack with a +30 modifier. The target takes 8d10 negative damage. If the target is a creature, it must attempt a DC 40 Fortitude save. On a critical hit, use the outcome one degree of success worse than its save result. The drained condition from multiple hits is cumulative.

Critical Success The target is unaffected.

Success The target takes half damage and is drained 1.

Failure The target takes full damage and is drained 2.

Critical Failure The target takes double damage and is drained 3.

Cosmic Flame Gout Tulscha's finger hurls a gout of heatless cosmic flame at each creature within 300 feet that doesn't worship or serve Tulscha. Each creature takes 6d8 negative damage (DC 40 basic Reflex save).

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UBBO-SATHLA, THE TOME KEEPER

**CN OLD ONE OF ANCIENT SECRETS, PRIME-
VAL LIFE, AND PROTECTING KNOWLEDGE**

Primary Sources: Clark Ashton Smith, “Ubbo-Sathla”

CULTS

Edicts protect information entrusted to your care, prevent knowledge from being forgotten, endure against all odds

Anathema none; all is permitted

Follower Alignments CG, N, CN, CE

Symbol broken tablet covered with illegible runes

Temple caverns, glacial rifts

Worshippers antiquarians, historians, librarians, those who seek the meaning of life at any cost

Servitors shoggoths, other oozes

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Yog-Sothothery (page 59)

Favored Weapon greatpick

Domains knowledge, might, nature, protection

Cleric Spells 1st: *summon plant or fungus*, 3rd: *wall of thorns*, 7th: *retrocognition*

Ubbo-Sathla, called the Tome Keeper and the 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 entities called "efts," which might eventually have evolved into plants, animals, and fungi.

THE 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 super-intelligent 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 thus 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 efts. But for an entity that defies the laws of physics as mortals know them, temporal non-existence is hardly a fool-proof defense against its terrible influence.

READING THE TABLETS

Each Tablet of the Gods contains one record of primordial lore written in Aklo. If a character spends 6 days reading it, they learn a terrible cosmic truth. First, the reader takes 20d12 mental damage (DC 50 basic Will save) attempt a DC 50 Will save. On a failure, the character also

becomes stupefied 4. A surviving reader must then attempt another DC 50 Will save, becoming unnerved 2 on a success, unnerved 4 on a failure, or unnerved 6 on a critical failure. 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 prepared spell or spell slot up to one level higher than the character's highest-level spell or spell slot from a class
- gaining a feat (regardless of the prerequisites)
- increasing one ability score by 3
- the ability to cast a 5th-level spell as an innate spell at will
- the ability to cast a 7th-level spell as an innate spell once per hour
- the ability to cast a 9th-level spell as an innate spell once per day

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 primordial beings from the dawn of time, such as the hounds of Tindalos (page 419). The second path involves breaking the laws that govern time and space to bring Ubbo-Sathla to the present. This course poses 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.

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UBBO-SATHLA IN COMBAT

When attacked, Ubbo-Sathla defends itself 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, aside from depending on the *Tablets of the Gods* for physical stability. 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 risks destroying 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

INFLUENCE 22

UNIQUE STAGE 1 AURA COMPLEX FUNGUS OOZE

Area 500-foot emanation; **Nucleus** Gargantuan slime mold (fungus and ooze)

Unnamable Doom DC 42

Perception Result 55, DC 45

Skill Result 46, DC 46

Defeat combat (leaving the *Tablets of the Gods* incomplete), *Tablets of the Gods*

AC 43; **Saves** +35

HP 320, regeneration 30 (deactivated by weapons with the *Elder Sign*); **Immunities** critical hits, nucleus immunities, poison; **Resistances** acid 25

Cosmic Recovery

Attack of Opportunity ☞ Attacks also trigger this reaction. Ubbo-Sathla regains its reaction at the start of the next creature's turn, and it regards all creatures (even spawned oozes) as enemies.

Tablets of the Gods Ubbo-Sathla's nucleus contains two Huge Tablets of the Gods. Ubbo-Sathla's nucleus relies 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 48, Hardness 17, 190 HP, resistance to acid 25). If an effect requires 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 is subject to the effect. Ubbo-Sathla attempts a separate save for each tablet. When Ubbo-Sathla critically fails a save against a damaging effect or is critically hit by a Strike, the effect or Strike also separately affects the nearest tablet (even if the attacker didn't want to hit the tablet), with a new attack roll or saving throw. When damage from any attack or effect reduces Ubbo-Sathla's influence to 0 HP, each tablet takes the effect's full damage. Mortal magic can't repair damage to the tablets, but the tablets remain behind if they survive the end of Ubbo-Sathla's influence.

Routine (1 action) Ubbo-Sathla Spawns an Ooze each round. If it can't, it Strikes the nearest creature (even a spawned ooze).

Escalation Adaptive Blow

Melee ♦ tentacle +32 (reach 500 feet), **Damage** 4d10+11 bludgeoning plus Adaptive Blow

Adaptive Blow ♦ **Trigger** Ubbo-Sathla hits or critically hits a creature with a Strike. **Effect** Ubbo-Sathla rolls 1d10 to determine the Strike's additional effect.

1–3. **No Additional Effect.**

4. **Hallucinogen** (emotion, incapacitation, mental, poison) The target must attempt a DC 42 Fortitude save. On a failure, the target is dazzled until the start of Ubbo-Sathla's turn. On a critical failure, it must attempt a DC 42 Will save. If that save also fails, the creature is also confused for the same duration.

5–6. **Primordial Venom** (poison) **Saving Throw** Fortitude DC 42; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison, enfeebled 1, and stupefied 1 (1 round); **Stage 2** 4d6 poison, enfeebled 2, and stupefied 2 (1 round); **Stage 3** 6d6 poison, enfeebled 3, and stupefied 3 (1 round).

7. **Vampirism** (healing, necromancy, primal) Ubbo-Sathla regains Hit Points equal to half the damage the target takes from the tentacle.

8. **Parasitic Spores** (disease, emotion, incapacitation, mental) The target must attempt a DC 42 Fortitude save. On a failure, spores integrate themselves into the target's nervous system. At the start of each of the diseased creature's turns, the target must attempt a DC 42 Will save. On a failure, for 1 round it can't take hostile actions against Ubbo-Sathla; on a critical failure, it is also confused for that round.

9–10. **Absorption** (acid, death, healing, manipulate, necromancy, primal) The target takes 20d6 acid damage (DC 42 basic Fortitude save) and Ubbo-Sathla regains Hit Points equal to half the acid damage the target takes. On a success or worse, the creature is pulled adjacent

to Ubbo-Sathla. On a failure, the creature is also grabbed (Escape DC 42). On a critical failure, the creature is restrained (Escape DC 42). If the damage reduces the target to 0 HP, it dies and its body is absorbed into the nucleus. If the creature dies, was at least 15th level, and wasn't a spawned ooze, Ubbo-Sathla attempts a DC 16 flat check. On a success, the influence escalates to stage 2 (and gains 35 HP for escalating). **Spawn Ooze** ♦ **Requirements** Ubbo-Sathla has 61 or more HP; **Effect** Ubbo-Sathla loses 60 HP and creates an ooze of 19th level (such as the rebel shoggoth on page 461) or lower at a random location within 500 feet. The ooze is helpful to Ubbo-Sathla and ignores the Attacks of Opportunity Ubbo-Sathla makes on it.

UBBO-SATHLA

INFLUENCE 23

UNIQUE STAGE 2 AURA COMPLEX FUNGUS OOZE

Area 1,200-foot emanation; **Nucleus** Gargantuan slime mold (fungus and ooze)
Unnamable Doom DC 43
Perception Result 56, DC 46
Skill Result 47, DC 47
Defeat combat (leaving the *Tablets of the Gods* incomplete), *Tablets of the Gods*
AC 45; **Saves** +36
HP 355, regeneration 30 (deactivated by weapons with the *Elder Sign*); **Immunities** critical hits, nucleus immunities, poison; **Resistances** acid 25
Undulant Terrain (aura) 500 feet. All surfaces within the influence are coated in undulating, slick protoplasm. Non-ooze creatures treat the area as difficult terrain.
Cosmic Recovery
Attack of Opportunity ⤿ Attacks also trigger this reaction. Ubbo-Sathla regains its reaction at the start of the next creature's turn and it regards all creatures (even spawned oozes) as enemies. *Tablets of the Gods* As stage 1 but there are four tablets.
Routine (1 action) Ubbo-Sathla Spawns an Ooze each round. If it can't, it Strikes the nearest creature (even a spawned ooze).
Escalation Adaptive Blow
Melee ♦ tentacle +33 (reach 500 feet), **Damage** 4d10+14 bludgeoning plus Adaptive Blow
Adaptive Blow ♦ As stage 1, but DC 43. Killing and absorbing a creature escalates the influence to stage 3.
Spawn Ooze ♦ As stage 1.

UBBO-SATHLA

INFLUENCE 24

UNIQUE STAGE 3 AURA COMPLEX FUNGUS OOZE

Area 2,200-foot emanation; **Nucleus** Gargantuan slime mold (fungus and ooze)
Unnamable Doom DC 45

Perception Result 57, DC 47

Skill Result 48, DC 48

Defeat combat, *Tablets of the Gods*

AC 46; **Saves** +37

HP 390, regeneration 30 (deactivated by weapons with the *Elder Sign*); **Immunities** critical hits, nucleus immunities, poison; **Resistances** acid 25
Undulant Terrain (aura) 500 feet. All surfaces within the influence are coated in undulating, slick protoplasm. Non-ooze creatures treat the area as difficult terrain.

Cosmic Recovery

Attack of Opportunity ⤿ Attacks also trigger this reaction. Ubbo-Sathla regains its reaction at the start of the next creature's turn and it regards all creatures (even spawned oozes) as enemies. *Tablets of the Gods* As stage 1 but there are six tablets.

Routine (1 action) Ubbo-Sathla Spawns an Ooze each round. If it can't, it Strikes the nearest creature (even a spawned ooze).

Escalation Adaptive Blow

Melee ♦ tentacle +35 (reach 500 feet), **Damage** 5d10+11 bludgeoning plus Adaptive Blow

Adaptive Blow ♦ As stage 1, but DC 45. Killing and absorbing a creature escalates the influence to stage 3.

Spawn Ooze ♦ As stage 1.

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THE WATCHER OF THE GREEN PYRAMID

CE ANCIENT ONE OF RAW ENERGY AND ENTROPY

Primary Sources: Ramsey Campbell, “The Mines on Yuggoth” and Sandy Petersen, “Cthulhu Wars Yuggoth Map”

On Yuggoth, there exists a huge structure known as the Green Pyramid, built eons ago to contain a colossally powerful entity called the Watcher. 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.

The Watcher of the Green Pyramid is a being of cosmic power, yet it doesn't belong to any recognized group of such beings. It has no cult, and even the fungi of Yuggoth only use its power as fuel rather than as a source of spellcasting secrets. It seems to simply be an incredibly potent alien being from a distant part of the universe and might not even be unique. Though it only leaves the pyramid every few decades, the Watcher often sends forth a fluttering swarm of eyes to do its bidding, hence its name.

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. Its 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 is the Watcher's provender.

THE DORMANT WATCHER

At all times, the Watcher emits intense magical energy. This power can recharge magic items and even overcharge them until they explode. Thus, even when it is dormant, it can be useful and dangerous. The reason the Watcher emits so much energy is not clear but might be a defense mechanism or possibly accidental waste from the even more intense energy within its huge and devastatingly powerful body.

THE WATCHER AWAKENS

When the stars are right or the drain on the Watcher's energy disturbs it, the Watcher of the

Green Pyramid awakens. It becomes an overwhelming force of destruction while it seeks out the most bountiful sources of energy (including areas full of living things) to destroy and consume. It acts on instinct but remembers appropriate sites spotted by its far-traveling eyes. It always devastates hundreds of miles of territory. For the fungi of Yuggoth, who have no sense of individual self-preservation, losing millions of their readily replaced population is well worth the energy gained by tapping into the pyramid.

Once an area has been scoured of energy, it is blasted and what living things weren't directly killed quickly waste away into colorless husks. The effect is similar to that of a colour out of space, leading some mi-go to speculate that it might come from the same part of the universe as those parasites. As it feeds, the Watcher expends energy, gradually becoming less dangerous until it is ready to return home and go dormant as it processes the huge amount of energy it consumed.

If lured back to a place it has already scoured (perhaps following a powerful artifact such as *Nodens's Torch* or an awakened Great Old One), the Watcher loses its energy more rapidly as it tries and fails to feed, making it weak enough for very powerful mortals to harm. Only once it is weakened can be it be faced and, possibly, destroyed.

THE WATCHER IN COMBAT

The awakened Watcher is highly mobile, zooming about on its energized wings and striking at prey with blinding energy blasts. When it feeds, the blighting energy destroys trees and other plants that might shield against the Watcher's energy rays.

Defeating the awakened Watcher does not slay the entity but instead causes it to teleport back to its lair in the Green Pyramid to hibernate, saving the planet from further devastation until the distant time when the Watcher rouses again.

What You See

This insect-like entity has four long wings and a long, thin body. Waves of green light wash outward from it, but its body is still. Its eyes are hard to look at, gleaming with an indescribable color.

DORMANT WATCHER

INFLUENCE 23

UNIQUE STAGE 1 ABERRATION COMPLEX

Area 10-mile emanation; **Nucleus** enormous Gargantuan aberration with a space of 12 squares by 12 squares (60 feet by 60 feet)

Unnamable Doom DC 43

Perception Result 50, DC 50

Skill Result 49, DC 49

Roving Eyes The Watcher can sense everything sensed by the Eyes of the Watcher.

Defeat combat

AC 46; **Saves** +31

HP 440; **Immunities** controlled, death effects, disease, doomed, drained, fatigued, fleeing, frightened, paralyzed, petrified; **Resistances** cold 20, fire 20, electricity 20, physical (except magic piercing) 10

Ambient Power (aura, evocation, magical) 10 miles. Each magic item in the area that casts a spell gets a +1 circumstance bonus to the spell's level. Any saving throw against the effect of a magic item in the area gets a -2 circumstance penalty.

Energy Waves (aura, evocation, light, magical) 300 feet. The area is bright light, and dim light extends an equal distance beyond it.

At the start of the influence's turn each round, a wave of intense energy washes outward throughout the area. Each unattended magic item in the area absorbs this energy. If the item has charges or daily uses, it regains 1. If it was already fully charged, it automatically overcharges. If a permanent item doesn't have charges or daily uses, it must succeed at a DC 5 flat check or overcharge. A consumable item must succeed at a DC 11 flat check or Activate. Each creature has one of its items (chosen at random) affected. An item that overcharges activates one of its effects at random and must succeed at a DC 11 flat check or explode and deal 3d6 force damage in a 5-foot burst (DC 43 basic Reflex save). If it survives, it becomes broken.

Cosmic Recovery

Construct Eyes At the start of the Watcher's turn each round, it creates an eye in its central body. It can hold up to 2 eyes at once and usually begins an encounter with 2.

Feed on Ruin  **Trigger** A creature dies or an item is destroyed and its level was 13th or higher. **Effect** The Watcher absorbs entropy, regaining 25 Hit Points.

Escalation The Watcher of the Green Pyramid stirs only during rare alignments of the stars. It is an unstoppable force of destruction for a 1d10+4 days, although it can be impaired sooner if it fails to feed for 12 hours.

Routine (2 actions) The Watcher uses Overwhelming Gaze and Release Eye each once per round, or if it can't it uses Salvo of Rays.

Ranged  energy ray +39 (agile, evocation, magical, range 150 feet), **Damage** 8d10

Overwhelming Gaze  (concentrate, divination, incapacitation, mental, occult) **Requirements**

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The Watcher has an eye in its head. **Effect** The Watcher stares intently over a 90-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 takes 8d6 mental damage and must attempt a DC 45 Will save. The Watcher can't use Annihilation Beam this turn and can't use Overwhelming Gaze again until the end of its next turn.

Critical Success The creature is undamaged and gleans useful insight from a glimpse of cosmic truths. It gains a +3 status bonus on its next Occultism or Yog-Sothothery check within 24 hours and can attempt to Recall Knowledge using one of those skills immediately as a free action.

Success The creature takes half damage and is confused for its first action on its next turn.

Failure The creature takes full damage and is stunned 1 and confused until the end of its next turn.

Critical Failure The creature takes double damage and is paralyzed until the end of its next turn.

Release Eye ♦ **Requirements** The number of eyes of the Watcher in the area is below the maximum of 2, and the Watcher has an eye in its head. **Effect** A new eye of the Watcher (page 484) emerges from the Watcher's head.

Salvo of Rays ♦♦ The Watcher makes one energy ray Strike against each of up to 2d10 different targets. These attacks count toward the Watcher's multiple attack penalty, but the penalty doesn't increase until after all the attacks have been made.

AWAKENED WATCHER

INFLUENCE 25

UNIQUE STAGE 2 ABERRATION COMPLEX

Area 10-mile emanation; **Nucleus** enormous Gargantuan aberration with a space of 12 squares by 12 squares (60 feet by 60 feet)

Unnamable Doom DC 46

Perception Result 60, DC 50

Skill Result 49, DC 49

Roving Eyes The Watcher can sense everything sensed by an eye of the Watcher.

Deescalation combat

AC 49; Saves +34

HP 500; **Immunities** controlled, death effects, disease, doomed, drained, fatigued, fleeing, frightened, paralyzed, petrified; **Resistances** cold 20, fire 20, electricity 20, physical (except magic piercing) 10

Ambient Power (aura, evocation, magical) 300 feet. Each magic item in the area that casts a spell gets a +1 circumstance bonus to the spell's level. Any saving throw against the effect of a

magic item in the area gets a -2 circumstance penalty.

Cosmic Recovery

Construct Eyes At the start of the Watcher's turn each round, it creates an eye of the Watcher in its central body. It can hold up to 2 eyes at once, and usually begins an encounter with 2.

Feed on Ruin ♦ **Trigger** A creature dies or an item is destroyed and its level was 13th or higher. **Effect** The Watcher absorbs entropy, regaining 30 Hit Points.

Routine (3 actions) The Watcher first Scours Energy. If creatures survive, it Releases an Eye each round, then Strikes with energy rays. If that doesn't seem effective, or if weakened and significant prey flee, it Flies after and attempts to finish them in melee.

Speed 25 feet, fly 50 feet

Melee ♦ horns +43 (deadly 1d10, magical, reach 30 feet), **Damage** 4d12+25 piercing

Melee ♦ tail +43 (magical, reach 60 feet), **Damage** 4d10+25 bludgeoning

Melee ♦ wing +41 (agile, magical, reach 60 feet), **Damage** 4d8+23 bludgeoning plus Improved Knockdown

Ranged ♦ energy ray +41 (agile, evocation, magical, range 150 feet), **Damage** 8d10 plus Dazzling Ray

Dazzling Ray (light, visual) A creature hit by the awakened Watcher's energy ray is dazzled until the start of the Watcher's next turn, or blinded on a critical hit.

Release Eye ♦ **Requirements** The number of eyes of the Watcher in the area is below the maximum of 2 and the Watcher has an eye in its head. **Effect** A new eye of the Watcher (page 484) emerges from the Watcher's head.

Salvo of Rays ♦♦ The Watcher makes one energy ray Strike against each of up to 2d10 different targets. These attacks count toward the Watcher's multiple attack penalty, but the penalty doesn't increase until after all the attacks have been made.

Scour Energy ♦♦♦ **Cost** 2 eyes in the Watcher's head, which explode; **Effect** The Watcher draws energy out of living things in a 100-foot emanation. Plant-based difficult terrain and cover disintegrates. Creatures in the area take 16d10 damage and must attempt a DC 49 basic Fortitude save. A creature reduced to 0 HP is disintegrated.

Star Travel (downtime, move) The Watcher can survive and fly in space at incredible speeds, arriving anywhere in the same solar system within 1 day.



YIG, FATHER OF SNAKES

CN GREAT OLD ONE OF CYCLES, PROCREATION, AND SERPENTS

Primary Sources: H. P. Lovecraft and Zealia Bishop, "The Curse of Yig"

CULTS

Edicts protect snakes, nurture children

Anathema kill a snake unnecessarily

Follower Alignments CN, CE

Symbol coiled serpent with a crescent mark on its head

Temple caves, dry gulches, remote valleys, wooden churches

Worshippers nomads, herders

Servitors snakes, nagas, serpentine monsters

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Medicine

Favored Weapon spiked gauntlet

Domains family, healing, mutation (page 130), pain

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Cleric Spells 1st: *pest form* (snake only), 2nd: *animal form* (snake only), 3rd: *snakeskin* (page 123), 7th: *curse of Yig* (page 113)

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 in combat. 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 in a few blows 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 lethal 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

INFLUENCE 19

RARE AURA

Area 10-mile emanation; **Nucleus proxy** (avatar of Yig)

Unnamable Doom DC 38

Defeat combat

Bolster Serpents (aura, primal, transmutation)

10 miles. 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). All snakes and serpentine creatures in the area get a +4 status bonus to all checks (including attacks and saves). Poison damage the snakes would deal ignores half of a creature's resistance to poison. Their Strikes each deal an additional 1d6 persistent poison damage and the save DC of any poison they have increases to 35 unless it was higher. Finally, they gain 40 temporary Hit Points when they rest in the area or are summoned in the area. When designing encounters, treat these creatures as 2 levels higher.

Messengers of Yig (aura, conjuration, poison, primal) At the start of Yig's second turn in combat, messengers of Yig manifest on the ground below his avatar, appearing as a slithering carpet of venomous snakes in a 5-foot emanation. At the start of his third turn, the carpet expands to a 10-foot emanation. The messengers of Yig move with Yig's avatar, and if it leaves the ground, the messengers of Yig follow below

it. Any creature other than Yig's avatar on the ground within this area treats the swarm as difficult terrain and takes 2d4 points of piercing damage from bites when it first enters the area and when it starts its turn there. A living creature that takes piercing damage from the snakes also takes 1d6 persistent poison damage (DC 38 basic Fortitude save). On a critical failure, the creature is stunned 1 and must attempt another save at the end of its next turn, becoming stunned 2 on a failure and dying on a critical failure.

AVATAR OF YIG

CREATURE 19

RARE CN HUGE ABERRATION PROXY

Perception +34; greater darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 120 feet, *true seeing*

Languages Aklo, Common, Draconic; telepathy 100 feet

Skills Athletics +33, Arcana +33, Deception +27 (DC 41 when Impersonating a snake or reptilian humanoid), Intimidation +33, Nature +34, Religion +34, Society +31, Stealth +35

Str +6, **Dex** +10, **Con** +8, **Int** +6, **Wis** +7, **Cha** +6

AC 42, **Fort** +33, **Ref** +35, **Will** +30; +3 status bonus to all saves vs. poison

HP 335; **Immunities** controlled, death, disease, fleeing, frightened, paralyzed, petrified; **Resistances** fire 15, poison 15

Influence (aura) 10 miles. The avatar emanates Yig's influence.

All-Around Vision

Attack of Opportunity ☞ Fangs only.

The avatar regains 1 reaction at the start of the next creature's turn.

Cosmic Recovery

Speed 50 feet, climb 50 feet, swim 50 feet; *air walk*

Melee ☞ fangs +33 (agile, finesse, magical, reach 15 feet), **Damage** 3d4+6 piercing plus Yig's venom

Melee ☞ claw +33 (agile, finesse, magical, reach 10 feet), **Damage** 4d10+10 slashing

Melee ☞ tail +35 (finesse, magical, reach 30 feet), **Damage** 4d12+12 bludgeoning plus Improved Grab

Primal Innate Spells DC 42, attack +32; 10th *curse of Yig* (2; page 113); 9th *telepathic de-*

mand, weird; 8th *dispel magic, spiritual epidemic*; 7th *glyph of warding*; 6th *baleful polymorph* (2; snake only); 4th *nightmare, outcast's curse*; 3rd *dream message*; **Constant** (10th) *true seeing*; (8th) *air walk*; (4th) *freedom of movement* **Change Shape** ☞ (concentrate, polymorph, primal, transmutation) The avatar changes into its natural form, a snake form, or a humanoid form. In humanoid or snake form, its AC becomes 40 and it loses all-around vision, Double Attack, greater darkvision, tremorsense, *true seeing*, and unnamable doom. It gains the size, reach, Speeds, and senses of the new form. In a form without claws, fangs, or a tail, it loses the matching Strike. In a humanoid form with none of those Strikes, it gains a fist Strike similar to its tail Strike with the humanoid's reach. In a humanoid form that

isn't reptilian, the avatar unwittingly leaves enough reptilian elements that it gets no status bonus to its Deception DC.

Double Attack ☞ The avatar makes two fangs Strikes, each against a different target. Double Attack counts as two attacks toward its multiple attack penalty, but the penalty doesn't increase until after both attacks are made. If the avatar hits two creatures and subsequently uses the Grab action, it Grabs both of them.

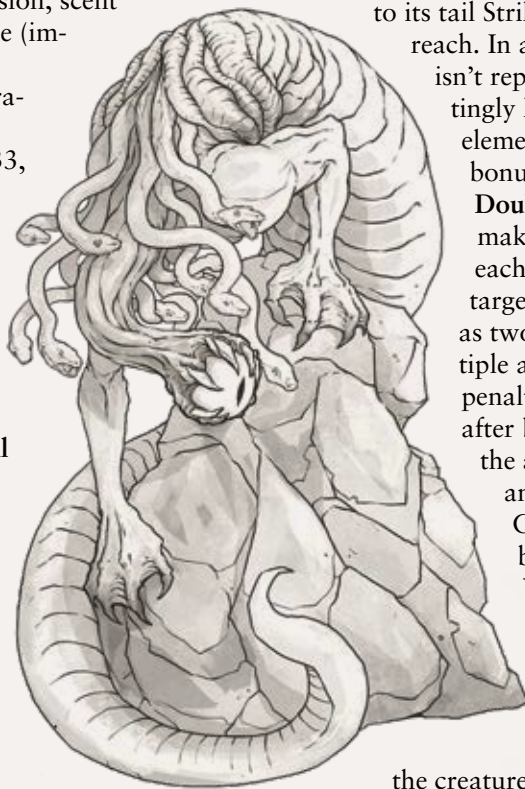
Yig's Venom (poison)

Once the creature is afflicted, successful saves can't end the affliction. The poison damage ignores half

the creature's resistance. **Saving**

Throw Fortitude DC 39; **Maximum**

Duration 6 rounds; **Stage 1** 3d6 poison (1 round); **Stage 2** 6d6 poison (1 round); **Stage 3** 9d6 poison (1 round).



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YOG-SOTHOTH, OPENER OF THE WAY

CN OUTER GOD OF GATES, TIME, AND SPACE

Primary Sources: H. P. Lovecraft, "The Dunwich Horror"

CULTS

Edicts open and protect interdimensional connections and other bridges

Anathema none; all is permitted

Follower Alignments CN, CE

Symbol black spiral

Temple hilltops, observatories, orreries, standing stones, stone towers

Worshippers astronomers and stargazers, deranged spellcasters, fringe scientists, philosophers

Servitors offspring of the Outer Gods

DEVOTEE BENEFITS

Divine Font *harm or heal*

Divine Skill Yog-Sothothery (page 59)

Favored Weapon dagger

Domains emptiness (page 130), knowledge, magic, travel

Cleric Spells 1st: *true strike*, 4th: *dimension door*, 6th: *teleport*, 7th: *retro cognition*, 10th: *temporal energy nexus* (page 124)

Yog-Sothoth is frequently said to be contemporaneous 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, operating normally even 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 can fly, travel between dimensions, and grant such travel to his minions and those who seek him out.

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 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 across, so destroying a few cubic feet or meters of his local presence causes him little concern.

What You See

A mass of spawning bladders, alien roots, and sacs approaches. Cosmic lights, like stars or nebulae, shine through many of the bladders.

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RARE AURA COMPLEX CONJURATION TELEPORTATION

Area 1-mile emanation; **Nucleus** Huge or larger gate

Unnamable Doom DC 46

Perception Result 59, DC 49

Skill Result 52, DC 52

Extension of Yog-Sothoth A Huge portion of Yog-Sothoth's body moves within the influence, connected to the gate nucleus by a root-covered network of strange pustules. Although it is an extension of the nucleus, the influence is not centered on it. It can't move beyond the edge of the influence.

Gate Nucleus Yog-Sothoth's influence emanates not from the extension of Yog-Sothoth but from the gate through which he extends it. This gate can be physical or magical, and the influence ends if this gate is destroyed. The exact nature and defenses of such a portal 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. At the least, the portal gains the defenses of an Elder Influence nucleus and the Hardness and Hit Points outlined below. Successfully counteracting a magical gate doesn't close it but has a chance of ending the influence (see dimensional susceptibility).

Defeat combat, disinterest

AC 49; **Saves** +37

Extension HP 350, limitless; **Immunities** nucleus immunities; **Extension Resistances** fire 15, electricity 15

Portal Hardness 25; **Portal HP** 350; **Immunities** nucleus immunities, object immunities; **Portal Weaknesses** force 25

Blessing of Travel (aura, occult, transmutation) 1 mile. Creatures of Yog-Sothoth's choice that start their turns in the area gain a fly Speed of 50 feet and gain the ability to cast *dimension door*, *teleport*, and *plane shift* as innate occult spells for the next 1 hour.

Control Magic ☞ **Trigger** A creature or item Casts a Spell within the influence. **Effect** Yog-Sothoth attempts a counteract check against the effect (counteract level 8th, +34 modifier). If the effect is counteracted, Yog-Sothoth can immediately transform the spell into another one. Yog-Sothoth's extension then Casts a Spell of the same tradition and level, using the original spell's DC or attack modifier. Yog-Sothoth regains 1 reaction at the start of the next creature's turn.

Dimensional Defense ☞ (conjuration, teleportation) **Trigger** A melee or thrown weapon Strike damages the extrusion. **Effect** Dimensional folds

Sandy's Notes

Using Yog-Sothoth

Yog-Sothoth is one of the most powerful beings in the Cthulhu Mythos and of primary prominence in that setting. 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 tradition. Alternatively, Yog-Sothoth might turn the meteor swarm into a 9th-level dominate spell 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.

form around the weapon to send it away after dealing damage. The weapon's wielder must attempt a DC 46 Reflex save. On a failure, the weapon is sent to a randomly chosen clear space within 30 feet. On a critical failure, it is teleported to a random location on a random plane of existence. If the weapon is thrown, it is automatically sent to another plane unless it is connected to a creature or has a *returning* rune. Yog-Sothoth regains 1 reaction at the start of the next creature's turn.

Limitless (conjuration, healing, occult, teleportation) At the start of Yog-Sothoth's turn each round, his extrusion regains 50 Hit Points by drawing more of his bulk through the gate. This healing can be counteracted each time at the gate or the extrusion (counteract level 8th, counteract DC 44). Even if this healing isn't counteracted, the portal takes 2d8 force damage per counteract level of the effect.

Routine (2 actions) In combat, Yog-Sothoth's extrusion flies and uses Desiccating Filament in either order.

Extrusion Speed fly 150 feet

Desiccating Filament ☞ (necromancy, occult) The extension sends several spheres, roots, and filaments of his body through up to two targets

within 20 feet. The target takes 15d6 negative damage and must attempt a DC 49 Fortitude save. The drained condition from multiple Desiccating Filaments is cumulative, to a maximum value of 4.

Critical Success The creature is unaffected.

Success The creature takes half damage and is drained 1.

Failure The creature takes full damage and is drained 2.

Critical Failure The creature takes double damage and is drained 3.

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THE NIGHTMARE HORDE

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 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 darkest selves. Among themselves, 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 make for easy-to-use as enemies for a single battle, an adventure, or even an entire campaign.

This chapter details over 50 creatures ready to confront the characters in your game through combat encounters and roleplaying challenges, each with advice on how best to use them in your game. The chapter ends with stat blocks for humanoid NPCs and random encounter tables to help you generate foes for your game.

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 the kidnapped youths, but then they must retreat down the mountain, accompanied by the helpless victims harassed by the flying fungi and their minions. The second half's added defensive goal beyond simply slaying the enemies is far more difficult than a simple seek-and-destroy mission! And perhaps the PCs 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 the gug in that room the players just cleared was there for a reason? 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 PCs, then disappears just as quickly when the party puts up a good fight. The gugs can serve a recurring antagonistic force with personality and story: even if the players manage to drive away or kill the pursuing party of gugs, this doesn't mean they're done with them—increasingly mighty bands of gugs might come after the party over and over 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.



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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. The course of their evolution did not lead to a similar increase in intelligence, however, 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, serving under the command of Celaeno's Librarian, and cleans up after the horrendous beings that peruse the knowledge stored therein.

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 incorporates adamantine and other special materials, and so the thickly armored thorax is sometimes a different color from the softer abdomen. The custodian has small, delicate flippers that allow it to perform tasks requiring fine manipulation.

An abyssal custodian is about 30 feet long and 14 feet tall.

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.

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.

A custodian is weakened when its bond to its master is broken, usually by the master's death. At the GM's discretion, certain rituals or other events can break this bond. Rituals to bind an abyssal custodian into service exist, but these are rare, dangerous, and complex, and they require the abyssal custodian's consent—and an abyssal custodian will never consent to serve a mere mortal.

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 farther away than a mile. The portal is visible only on the custodian's end, with no indication of its existence at the destination, though *detect magic* can locate it.

The custodian can move through the portal as a means of travel, and it uses this tactic to suddenly surprise a group of enemies. A common tactic for the custodian in battle is to open this portal behind its enemies then use its immense physical prowess to shove enemies through the

What You See

This armored, crustacean insectoid has thick, shiny, spiked chitin and resembles a machine as it hunches over. Its thick tail subdivides into claw-like cerci.

portal to some special place—perhaps a dungeon cell, a canyon, or a walled prison compound—as its master commands.

ABYSSAL CUSTODIAN

CREATURE 18

RARE CE GARGANTUAN ABERRATION

Perception +29 (+33 when entering combat via portal); **darkvision**, *true seeing*

Languages Aklo

Skills Athletics +35

Str +8, **Dex** +3, **Con** +8, **Int** -2, **Wis** +5, **Cha** +0

AC 42; **Fort** +32, **Ref** +28, **Will** +29

HP 300; **Immunities** cold, fleeing, frightened, poison; **Weaknesses** adamantine 10; **Resistances** cold 20, electricity 20, falling 20, physical 10 (except bludgeoning)

Master Dependence If the abyssal custodian has no master, it is slowed 1 until it gains a new master. This master must be a powerful entity, creature, or cult.



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Dimensional Acclimation If the abyssal custodian would be banished or otherwise transported by a spell, portal, or other effect, it can ignore the effect. Teleportation effects and banishment can't give it limitations or unwanted conditions.

Speed 30 feet, climb 30 feet, fly 30 feet

Melee ♦ leg +35 (reach 20 feet), **Damage**

4d10+16 bludgeoning plus Push 20 feet

Melee ♦ jaws +35 (reach 10 feet), **Damage**

4d12+16 piercing

Occult Innate Spells DC 39; **Constant (8th) *true seeing***

Create Portals ♦♦ (conjunction, occult, teleportation) The abyssal custodian conjures two portals linking an unoccupied space it can see within 60 feet to a precise location within 1 mile. Each portal is a 30-foot-diameter circular opening, which it can orient in any direction. The portals last for 1 minute or until the abyssal custodian creates another pair, whichever happens first.

Each portal has a front and a back. Travel through the portal is possible only by moving into its front face. Anything that does so is instantly transported to the nearest unoccupied space at the other portal; this is a teleportation effect.

The near portal is opaque. The far portal is invisible, but appears opaque to *true seeing*.

Dimensional Plummet ♦♦ The abyssal custodian uses Create Portals, placing one portal below itself and placing the other portal up to 60 feet above a point it can see on the ground. It falls to the chosen point, taking falling damage but landing on its feet (not prone). Each creature within the custodian's space where it lands must attempt a DC 40 Reflex save.

Critical Success The creature takes no damage. If it is Huge or larger, it is pushed to the nearest open space adjacent to the abyssal custodian.

Success As critical success, but the creature takes bludgeoning damage equal to the falling damage the custodian takes.

Failure The creature takes bludgeoning damage equal to twice the falling damage the custodian takes. If it is Large or smaller, it is knocked prone and restrained (Escape DC 40) until the abyssal custodian moves.

Critical Failure As failure, but the creature takes quadruple the falling damage.



BHOLE

The vanishingly rare bholes are colossal worm-like entities with scraped, rocky hides and gaping mouths full of drilling teeth. They only appear under conditions of absolute darkness, in which they can't normally be seen, so typically the only way to observe them is through the discovery of the occasional dead specimen or by touch, but these latter explorations rarely leave survivors to share their findings. They dwell in the Dream-

lands, burrowing in the Vale of Pnath to eat the carrion and leavings therein.

Bholes' thick, rugged hides constantly wear and peel off due to their savage environment, though they regenerate just as quickly. They 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.

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Bholes exist in constant darkness. Even above ground, a bhole exudes a gloomy aura, which makes it very difficult to perceive it. 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 385). When a mature dhole breeds, its larvae emerge not 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 386) in the material universe, on appropriate planets, allowing dholes to move from world to world and continue their cycle of destruction.

BHOLE HATCHLING

Whereas titanic adults are rarely seen, a bhole hatchling is spawned close to the surface, so most encounters with bholes are in fact with an immature specimen. The hatchlings are in some ways more aggressive than adults: they scour their environment for protein sources to support their rapid growth, and thus they may emerge to attack in a situation where an adult might remain idle. They range greatly in size based on age, but a typical hatchling is at least 50 feet long and weighs many tons.

Like adults, bhole hatchlings can burrow quickly. They are resistant to acid and other environmental toxins, as well as extremes of heat and even fire. Hatchlings are not always large enough to engulf an enemy, and so sometimes they bite or thrash to cause damage. They aren't particularly intelligent and rely on their size, strength, and burrowing ability to avoid trouble or attack their prey. Though bhole hatchlings can't yet produce the full effects of the gloomy aura that protects adults from being detected, they can mask themselves with a lesser gloom effect that makes them harder to target.

What You See

A huge worm-like creature bursts from the earth and stone. It is eyeless, with a tattered hide that constantly sloughs away and regrows, and boasts a massive mouth with a star-like opening full of grinding teeth.

BHOLE HATCHLING

CREATURE 14

CN HUGE BEAST

Perception +25; **scent** (imprecise) 60 feet, **tremorsense** (precise) 120 feet

Languages Aklo (rarely speaks)

Skills Athletics +28

Str +8, **Dex** +3, **Con** +8, **Int** -3, **Wis** +5, **Cha** +4
AC 31; **Fort** +28, **Ref** +23, **Will** +25; +1 status bonus to all saves vs. magic, +3 status bonus to all saves vs. poison

HP 320; **Immunities** controlled, immobilized, paralyzed, restrained, sleep, slowed, Speed penalties, stunned; **Resistances** acid 20, fire 20

Lesser Gloom (aura, visual) 120 feet. The hatchling exudes an aura that clouds all vision (including darkvision and greater darkvision) with a faint shadowy gloom, regardless of any light in the area. Creatures and objects in the area (including the hatchling) have the concealed condition to observers relying on vision. This concealed condition cannot be removed by light effects, but creatures using *true seeing* or non-visual precise senses ignore it.

Speed 30 feet, **burrow** 50 feet, **swim** 60 feet

Melee ♦ jaws +30 (reach 15 feet), **Damage** 3d12+16 piercing plus 1d6 acid

Melee ♦ flank +30 (backswing, forceful, reach 15 feet), **Damage** 3d10+16 bludgeoning plus Improved Trip

Rock Tunneler A bhole can burrow through solid stone at a Speed of 25 feet. It can leave a tunnel if it desires, and it usually does.

Writhe ♦♦♦ The hatchling Strides up to double its Speed and can move through the spaces of Large or smaller creatures. It can move through each creature's space only once. The hatchling deals 3d10+16 bludgeoning damage to all creatures in the area, each of which must attempt a DC 40 Reflex saving throw.

Critical Success The creature takes no damage.

Success The creature takes half damage and must choose to be either knocked prone or pushed to one side of the hatchling's path.

Failure The creature takes full damage and is knocked prone.

Critical Failure The creature takes double damage and is knocked prone.

ADULT BHOLE

Only part of an adult bhole typically protrudes through the earth's crust to attack its prey. These monstrosities are mind-numbingly large: hundreds or even thousands of feet long, weighing as much as small mountains, and they prefer to swallow their prey whole.

What You See

Darkness obscures the source of a deep grinding sound. Something vast and vaguely wormlike moves in the gloom, wrenching the earth apart as it moves.

ADULT BHOLE

CREATURE 19

UNCOMMON CN GARGANTUAN BEAST

Perception +31; **scent** (imprecise) 150 feet, **tremorsense** (precise) 300 feet

Languages Aklo (rarely speaks)

Skills Athletics +40

Str +10, **Dex** -1, **Con** +10, **Int** -3, **Wis** +5, **Cha** +6

AC 38; **Fort** +37, **Ref** +25, **Will** +31; +1 status to all saves vs. magic, +3 status bonus to all saves vs. poison

HP 425; **Immunities** controlled, immobilized, paralyzed, restrained, sleep, slowed, Speed penalties, stunned; **Resistances** acid 20, fire 20

Enormous An adult bhole is a massive creature and takes up a space of 12 squares by 12 squares (60 feet by 60 feet).

Gloom (aura, visual) 300 feet. The bhole exudes an aura that clouds all vision (even darkvision and greater darkvision) with a shadowy gloom, regardless of any light in the area. Creatures and objects in the area have the concealed condition to observers relying on vision; the bhole itself always hidden to such observers. These conditions cannot be removed by light effects, but creatures using *true seeing* or non-visual precise senses ignore it.

Speed 40 feet, **burrow** 40 feet, **swim** 50 feet

Melee ♦ jaws +35 (reach 60 feet), **Damage** 4d12+18 piercing plus 3d6 acid and Improved Grab

Melee ♦ flank +35 (backswing, forceful, reach 60 feet), **Damage** 4d10+18 bludgeoning plus Improved Trip

Rock Tunneler A bhole can burrow through solid stone at a Speed of 25 feet. It can leave a tunnel if it desires, and it usually does.

Swallow Whole ♦ Gargantuan, 4d10+10 bludgeoning plus 6d6 acid, **Rupture** 42

Writhe ♦♦♦ As bhole hatchling, but up to

Gargantuan creatures, 4d10+18 bludgeoning damage, and DC 45.

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BRAIN CYLINDER

Brain cylinders are alien technology originating among the fungi from Yuggoth. Mi-go (see page 429) create these cylinders to preserve intact the brains of other organisms so that they can carry them into space or other worlds, typically for study or practical use. 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 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 break.

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 by drawing power from other planes of existence. While in the vat, the brain needs no food, water, or air, although it must still sleep. 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.

CYLINDER ATTACHMENTS

The cylinder has a number of plugs for attaching devices to it, which enable the brain to see, hear, and communicate via one or more *sensory machines* (see page 176). The fungi have a huge variety of other devices they have created for the cylinders to perform other functions, including means of combat, interrogation, and even torture.

A skilled crafter can easily modify magic items intended for humanoid races into devices that plug into the cylinder, and even create cylinders themselves, provided suitable materials; cylinders rarely involve normal terrestrial substances. The true alien technology is not the cylinder itself but the liquid in which the brain floats: a substance both partially extradimensional (as are the fungi themselves) and possessing a sort of life of its own.

The fungi plug brain cylinders into bio-mechanical constructs and use them to control work machines or other large and complex devices. These constructs are uncommon outside of the fungi home worlds since they are heavy and often quite large, making them difficult to transport.

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.

CREATING BRAIN CYLINDERS

Mechanically, the GM can turn an existing living creature with a brain into a brain cylinder by completing the following steps.

Change the creature’s statistics as follows. Its level becomes –1 unless it retains spells or other magical abilities it can use without a body. If it still retains some offensive abilities, its new level is at least 1 lower. In skill-based encounters with skills the brain can still use, its non-combat level is the creature’s original level.

- Decrease its size by three steps (Gargantuan becomes Medium, Huge becomes Small, and any other size becomes Tiny).
- It gains the construct trait and loses any trait it had due to being a living creature (such as humanoid).
- Decrease its Strength and Dexterity modifiers to –5.
- Use the AC, Hit Points, Hardness, and weakness to electricity values listed on the table below.
- Increase its Fortitude modifier by 3.
- Its Reflex modifier becomes 3 + its new level, as the semi-living armor adapts rapidly to shield the brain inside from sudden dangers.

New Level	AC	HP	Hardness/Weakness
–1	15	6	4
0–1	16	10	5
2–3	18	15	10
4–5	21	25	12
6–8	25	30	15
9–10	29	35	17
10–12	31	40	20
13–14	35	45	22
15–16	38	50	25
17–19	42	60	30
20+	48	75	35

BRAIN CYLINDER ABILITIES

All brain cylinders gain the following abilities.

Senses The creature loses any special senses it had, and it is blinded and deafened unless it has the proper *sensory machines* attached.

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Languages The brain cylinder can't speak unless it has a proper *sensory machine* attached.

Skills The creature becomes untrained in all Strength- and Dexterity-based skills.

Immunities The brain cylinder gains immunity to bleed, cold, critical hits, disease, flat-footed, necromancy, nonlethal attacks, poison, precision, and sickened.

Abilities The brain cylinder loses all abilities and actions dependent on its body.

Immobile The brain cylinder loses all Speeds dependent on its body. It is always paralyzed unless it is attached to a control drone or it gains a purely magical Speed (such as from the *fly* spell). This paralyzed condition can't be removed or suppressed in any other way. When attached to a control drone, the brain cylinder gains the drone's immunity to the paralyzed condition.

Physically Harmless The brain cylinder loses all attacks except purely mental, magical ones. It can't wear or invest magic items unless it is attached to a control drone or the magic item is affixed to the cylinder (in a fashion similar to a talisman). It can activate items only with command or envision components, and command components require the ability to speak through a *sensory machine*.

SCHOLAR BRAIN CYLINDER

The scholar brain cylinder has no specialized training and is harmless without a control drone to pilot. In a skill-based encounter, its non-combat level is 3.

SCHOLAR BRAIN CYLINDER

CREATURE -1

UNCOMMON N TINY CONSTRUCT HUMAN

Perception +6; blinded and deafened without *sensory machines*

Languages Common, any three others; can't hear or speak without *sensory machines*

Skills any two of Arcana +11, one Lore skill +11, Occultism +11, Religion +11, and Society +11
Str -5, **Dex** -5, **Con** +1, **Int** +4, **Wis** +1, **Cha** +0
Items *sensory machines* (hearing, speech)

AC 15; **Fort** +9, **Ref** +2, **Will** +8

HP 6, **Hardness** 4; **Immunities** bleed, cold, critical hits, disease, flat-footed, necromancy, nonlethal attacks, poison, precision, sickened;
Weaknesses electricity 4

Immobile

Physically Harmless

BARD BRAIN CYLINDER

The bard brain cylinder was captured for their knowledge of magical acting traditions and the *Yellow Sign*. Because they can't provide somatic, material, or focus components, only spells that

require solely verbal components appear in their stat block. They know a total of four spells at each spell level, including those listed here; they can teach the unlisted spells to others but can't cast them unless their original body is restored.

BARD BRAIN CYLINDER

CREATURE 7

UNCOMMON CE TINY CONSTRUCT HUMAN

Perception +17; darkvision; blinded and deafened without *sensory machines*

Languages Aklo, Common, Sylvan; can't hear or speak any language without *sensory machines*

Skills Deception +18, Diplomacy +18, Performance +18, Occultism +16, Yog-Sothothery +17
Str -5, **Dex** -5, **Con** +2, **Int** +2, **Wis** +3, **Cha** +4
Items *sensory machines* (basic sight, hearing, speech)

AC 25; **Fort** +15, **Ref** +10, **Will** +20; -2 circumstance to all saves vs. mental

HP 30; **Hardness** 15; **Immunities** bleed, cold, critical hits, disease, flat-footed, necromancy, nonlethal attacks, poison, precision, sickened;
Weaknesses electricity 15

Immobile

Physically Harmless

Occult Spontaneous Spells DC 27; **4th** (2 slots) *psychic maneuver* (page 121), *song of Hastur* (page 122); **3rd** (3 slots) *hypercognition*, *psychic maneuver*; **2nd** (3 slots) *psychic maneuver*; **1st** (3 slots) *psychic maneuver*; **Cantrips** (4th) *guidance*, *message*, *shield*

Bard Composition Spells 2 Focus Points, DC 27; **4th** *counter performance*, *lingering composition*; **Cantrips** (4th) *dirge of doom*, *inspire competence*, *inspire courage*, *inspire defense*

CONTROL DRONE

A control drone is a bio-chemical-mechanical creation. It is mostly organic in nature and partly cybernetic. Like their mi-go creators, the drones are mostly fungus with some crab- or spider-like parts. They come in a variety of forms, but most 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, and it can speak mechanically through integrated loudspeakers.

While most control drones are simply work machines, they can be adapted for combat, typically through the installation of grasping limbs or tentacles. These 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, potentially more dangerous devices, the brain cylinders are always placed at 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 drone going rogue, a mi-go can simply fly down from above and remove the cylinder, immobilizing the drone and preserving it and the brain cylinder from further damage.

CONSTRUCTION DRONE

A typical heavy control drone is a construction drone piloted by a scholar brain cylinder. If it is piloted by a bard brain cylinder, its level increases to 11.

CONSTRUCTION DRONE

CREATURE 10

N GARGANTUAN CONSTRUCT MINDLESS

Perception +18 or brain cylinder's; **darkvision**

Languages attached brain cylinder

Skills Athletics +22; attached brain cylinder

Str +8, **Dex** +3, **Con** +7; attached brain cylinder

Items *sensory machines* (page 176; hearing, low-light vision, speech, vibration sense)

Attached Brain Cylinder The control drone depends on the brain cylinder attached to its top to take actions. The cylinder is effectively the drone's mind, and the drone is effectively the cylinder's body. The cylinder relies upon the drone's senses and uses the drone to perform physical actions. The brain cylinder loses its immobile and physically harmless abilities and can use the drone as its body for all actions it takes, though the drone is too clumsy to perform a manipulate action or Cast a Spell with a somatic component. The brain cylinder uses the control drone's AC, and the drone's modifiers for Fortitude, Reflex, Strength, Dexterity, Constitution, Strength-based skills, and Dexterity-based skills. The drone and brain cylinder both use the higher of their Perception modifiers and Will modifiers. Area spells and effects affect only the control drone and not the brain cylinder.

When a creature attacks the drone with a targeted effect, it can target the brain cylinder rather than the drone if the cylinder is within range. If the attacker is smaller than the drone, the brain cylinder has lesser cover against the attack. If the attacker is below the drone, the brain cylinder has greater cover against the attack. If the attack hits, the damage is reduced by the brain cylinder's Hardness, then all of the remaining damage is dealt to both the brain cylinder and the control drone. A mental effect must target

the brain cylinder or it fails automatically, since the drone is immune to mental effects.

A creature can detach the brain cylinder from the drone. First, the creature must grab the brain cylinder (typically with the Grapple action). Once a creature has hold of the cylinder, it can detach the cylinder using either Force Open against the drone's Fortitude DC or a DC 30 Thievery check to Disable the Device. A mi-go or another creature that knows how to build or operate a control drone can automatically detach the brain cylinder with 2 consecutive Interact actions; a creature can deduce this activity with a successful DC 30 Crafting or Yog-Sothothery check to Recall Knowledge.

When a control drone is attached to a brain cylinder with a level no lower than the drone's level - 4, that brain cylinder can improve or complement the drone's abilities (such as the bard brain cylinder); the drone and attached cylinder function as a single creature with a level equal to the higher of their two levels + 1. When the drone has no brain cylinder attached, it is paralyzed and becomes a mindless object.

AC 27; **Fort** +24, **Ref** +17, **Will** +16 or brain cylinder's

HP 200; **Immunities** bleed, disease, death effects, doomed, drained, fatigued, healing, mental, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Resistances** cold 10, electricity 10 **Speed** 30 feet, climb 20 feet

Melee ♦ tentacle +24 (agile), **Damage** 3d6+8 bludgeoning plus Grab

Melee ♦ hoof +24, **Damage** 3d10+8 bludgeoning plus Knockdown

Trample ♦♦♦ Huge or smaller, hoof, DC 34

OTHER CONTROL DRONES

Many other control drones exist. You can generate statistics for these using existing stat blocks for other constructs. A typical smaller, simpler drone resembles a flesh golem (*Pathfinder Bestiary*) with the attached brain cylinder ability. A flesh golem with a bard brain cylinder attached is 9th level.

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BYAKHEE

A byakhee's bloated abdomen contains its 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. Byakhees 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 can't be injured by extreme cold or sonic attacks, and its wholly alien mind renders it immune to mental effects. It need not breathe.

What You See

This flying organism resembles an arthropod with a bloated abdomen. It has huge claws, wings, and an insectoid head.

BYAKHEE

CREATURE 5

CE LARGE ABERRATION

Perception +13; greater darkvision

Languages Aklo

Skills Survival +13, Yog-Sothothery +13

Str +5, **Dex** +4, **Con** +4, **Int** -1, **Wis** +4, **Cha** +0

AC 21; **Fort** +11, **Ref** +11, **Will** +11

HP 51; **Immunities** cold, mental, sonic

No Breath A byakhee doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Unknowable Form (mental) The byakhee's form cannot be grasped by a typical mortal's mind. The byakhee is concealed from creatures with Intelligence modifiers of -4 or higher that are not aberrations, celestials, elementals, fey, fiends, monitors, under the confused condition, or affected by a madness.

Speed 20 feet, fly 40 feet

Melee ♦ jaws +14, **Damage** 2d8+5 piercing plus Grab

Melee ♦ claw +14 (agile), **Damage** 2d6+5 slashing plus Grab

Accelerated Star Travel (downtime) 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.

Drink Blood ♦ **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the byakhee's reach; **Effect** The byakhee sinks its proboscis into that creature



to drink its blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim becomes drained 1 and the byakhee gains 7 temporary Hit Points. Drinking Blood from a creature that's already drained increases the victim's drained value by 1.

A victim's drained value decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drained value by 1 after 10 minutes.

Shriek ♦♦♦ (concentrate, conjuration, occult)

Frequency three times per day; **Effect** The byakhee issues a horrific shriek that crosses both space and time and summons another byakhee from another place and time. It appears within 5 feet of the Shrieking byakhee. The summoned byakhee has the minion trait and can use its 2 actions immediately. The original byakhee can command any number of summoned byakhees as a reaction when its turn begins. The summoned byakhee returns from whence it came when either it or its summoner is reduced to 0 Hit Points or after 24 hours, whichever comes first.

CAT, DREAMLANDS

Dreamlands cats are supernaturally intelligent beasts able to cross the boundaries between the waking world and Dreamlands with surprising ease. A Dreamlands cat is physically indistinguishable from a normal cat, but sometimes bears magic items or ominous markings.

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 it 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 worn or held items to or from the Dreamlands this way. Some Dreamlands cats meld magic items into their bodies to use them even when they are not designed for cats. See the Item Melding ancestry ability on page 14.

In the Dreamlands, cats can cross the void of space with supernatural ease, allowing cats from many different planets to interact. In addition to the most well-known cats (called Terran cats), there are three other kinds of Dreamlands cats: Martian, Saturnian, and Uranian.

For more information, see the Dreamlands cat ancestry in Chapter 2.

TERRAN CATS

Cats from planets like Earth are called Terran cats to distinguish them from alien cats.

What You See

This housecat's eyes glimmer with intelligence.

TERRAN CAT SNEAK

CREATURE –1

N TINY BEAST

Perception +5; low-light vision, scent (imprecise) 30 feet

Languages Cat, Common; can't speak any language other than Cat

Skills Acrobatics +5, Athletics +0 (+5 to Disarm, Grapple, Shove, and Trip), Stealth +5

Str –2, **Dex** +2, **Con** –1, **Int** +0, **Wis** +1, **Cha** +3
AC 16; **Fort** +3, **Ref** +6, **Will** +5

HP 7



Land on My Feet ◀ **Trigger** The cat falls; **Effect** The cat rights itself before landing. If it fell less than 60 feet, it treats the fall as 10 feet shorter for purposes of damage (reducing the damage by 5). If it fell at least 60 feet, it has time to better maneuver and relax, instead negating all damage from the fall beyond the first 10 feet (for a total

of 5 bludgeoning damage). If it takes damage from a fall, it nevertheless lands on its feet if it succeeds at a DC 15 Reflex save.

Speed 25 feet

Melee ♦ jaws +6 (agile, finesse),

Damage 1d4+2 piercing

Melee ♦ claw +6 (agile, finesse), **Damage** 1d4–2 slashing

Moon Jump ♦♦ (concentrate, conjuration, move, occult, teleportation) **Requirements** The

Dreamlands cat is in the Dreamlands, isn't fatigued, and can see its destination; **Effect** The cat travels to a moon it can see. If it was already on a moon, it can instead travel to the moon's planet. After 10 feet of vertical travel, the cat enters a demiplane with breathable atmosphere until arriving at its destination 2d6 minutes later. A group of four Dreamlands cats can bring a single creature up to one size larger with them when they Moon Jump, while a group of eight Dreamlands cats can bring a single creature up to two sizes larger.

When using Moon Jump to return to a planet or moon it left via Moon Jump, the cat returns to within 1 mile of where it departed that planet or moon. If it uses this ability more than once in a day, the cat becomes fatigued.

Precise Jaws The Dreamlands cat uses its Dexterity modifier in place of its Strength modifier for damage rolls and Athletics checks with the attack trait using its jaws.

Steady Jump The Dreamlands cat need not Stride before attempting to High Jump or Long Jump, and it gets a +4 circumstance bonus to its check if it doesn't. When it Leaps, it can jump 5 feet up with a vertical Leap, or 15 feet forward with a horizontal Leap.

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ULTHAR HEROES

Ulthar heroes are magical protectors of cats, which hide within humanoid communities. They typically reveal themselves only when needed or when unusual magical circumstances prompt many of the cats under their aegis to become Dreamlands cats.

ULTHAR HERO

CREATURE 5

N TINY BEAST

Perception +15; low-light vision, scent (imprecise) 30 feet

Languages Cat, Common; can't speak any language other than Cat

Skills Acrobatics +12, Arcana +13, Athletics +7 (+12 to Disarm, Grapple, Shove, and Trip), Stealth +12

Str -1, **Dex** +4, **Con** +2, **Int** +2, **Wis** +4, **Cha** +5
AC 20 (21 with *mage armor*); **Fort** +11, **Ref** +13, **Will** +13

HP 72

Land on My Feet ➤ As Terran cat sneak.

Speed 25 feet

Melee ♦ jaws +13 (agile, finesse), **Damage** 1d4+6 piercing

Melee ♦ claw +13 (agile, finesse), **Damage** 1d4+1 slashing

Arcane Spontaneous Spells DC 24, attack +14; **3rd** (3 slots) *dream message*, *haste*, *lightning bolt*; **2nd** (4 slots) *dispel magic*, *flaming sphere*, *glitterdust*, *humanoid form*; **1st** (4 slots) *alarm*, *mage armor*, *magic missile*, *unseen servant*; **Cantrips** (3rd) *detect magic*, *ghost sound*, *mage hand*, *produce flame*, *shield*

Moon Jump ♦♦ (concentrate, conjuration, move, occult, teleportation) As Terran cat Moon Jump.

Nine Lives (conjuration, healing, mental, occult, teleportation) When the Ulthar hero dies, its mind shifts reflexively back into a dream form in the Dreamlands, creating a new dream body if necessary. It then rests for 1d4 days in the Dreamlands, after which it can return to the waking world. It can revive in this manner a total of eight times.

Precise Jaws The Ulthar hero uses its Dexterity modifier in place of its Strength modifier for damage rolls and Athletics checks with the attack trait using its jaws.

Sneak Attack The Ulthar hero's Strikes deal an extra 1d4 precision damage to flat-footed creatures.

Steady Jump The Ulthar hero need not Stride before attempting to High Jump or Long Jump, and it gets a +4 circumstance bonus to its check if it doesn't. When it Leaps, it can jump 5 feet up with a vertical Leap, or 15 feet forward with a horizontal Leap.

MARTIAN CATS

Martian cats are allies of Terran cats and similar in temperament. They favor elevated areas and have no fear of heights due to their acclimation to low-gravity environments.

What You See

This housecat is hairless and bright violet, with oddly long legs and a very long tail.

MARTIAN CAT

CREATURE -1

N TINY BEAST

Perception +7; low-light vision, scent (imprecise) 30 feet

Languages Cat, Aklo; can't speak any language other than Cat

Skills Athletics +0 (+4 to Climb; +5 to Disarm, Grapple, Shove, and Trip), Stealth +5

Str -3, **Dex** +3, **Con** -1, **Int** +0, **Wis** +3, **Cha** +1
AC 17; **Fort** +3, **Ref** +7, **Will** +7

HP 7

Speed 25 feet, climb 15 feet

Melee ♦ jaws +5 (agile, finesse), **Damage** 1d4+3 piercing

Melee ♦ claw +5 (agile, finesse), **Damage** 1d4-3 slashing

Moon Jump ♦♦ (concentrate, conjuration, move, occult, teleportation) As Terran cat Moon Jump.

Precise Jaws The Martian cat can use its Dexterity modifier in place of its Strength modifier for damage rolls and Athletics checks with the attack trait using its jaws.

SATURNIAN CATS

Saturnian cats often enter into conflict with Terran cats over the Earth's moon. Although playful, they can be stubborn, making them not as open to foreign influence as other cats.

What You See

This wolf-sized feline gleams as if made of crystal, its body covered in swirling arabesques. It has more legs than typical, and its huge eyes glow.

SATURNIAN CAT

CREATURE 0

N MEDIUM BEAST

Perception +4; low-light vision

Languages Cat, Aklo; can't speak any language other than Cat

Skills Acrobatics +6, Athletics +6, Stealth +6

Str +1, **Dex** +2, **Con** +3, **Int** +1, **Wis** +0, **Cha** +1
AC 16; **Fort** +7, **Ref** +6, **Will** +4

HP 16

Speed 25 feet (30 feet with six or seven legs)

Melee ♦ jaws +5, Damage 1d8+1 piercing

Melee ♦ claw +6 (agile, finesse), Damage 1d4+3 slashing (1d4+5 with exactly five or seven legs)

Allocate Limbs (concentrate, exploration) **Frequency** once per day; **Effect** The Saturnian cat spends 10 minutes altering the number of legs it has. If interrupted, it must begin the process of limb allocation from the beginning, but it doesn't lose its daily usage of this ability. The Saturnian cat's claw Strike damage includes a +2 status bonus when it has an even number of legs, which increases to +4 when it has an odd number of legs.

- **Four Legs** If it elects to have four legs, the cat can pounce with great force. When it hits a creature with a claw Strike after moving at least 20 feet straight toward the target, the target must succeed at a DC 17 Fortitude saving throw or be knocked prone.
- **Five Legs** If it elects to have five legs, the cat can put more force into each Strike, increasing the bonus claws Strike damage to 4.
- **Six Legs** If it elects to have six legs, the cat must spread muscle mass, flesh, bone, nerves, and circulatory system reserves thin. Its Speed increases to 30 feet, but it is drained 1. This condition value can't be lowered until it has fewer than six legs.
- **Seven Legs** If it elects to have seven legs, the cat taxes its body severely. Its Speed increases to 30 feet, but it is drained 2. This condition value can't be lowered until it has fewer than six legs.

Moon Jump ♦♦ (concentrate, conjuration, move, occult, teleportation) As Terran cat Moon Jump.

URANIAN CATS

Uranian cats seem interested primarily in exploring phenomena even other cats can't perceive, often in dark corners of the universe.

What You See

This pony-sized feline has a star-shaped head. Its body is covered in armored scutes and its claws are wickedly long.



URANIAN CAT

CREATURE 0

N MEDIUM BEAST

Perception +5; aura sense, darkvision

Languages Cat, Aklo; can't speak any language other than Cat

Skills Acrobatics +6, Athletics +7, Stealth +6

Str +3, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

Aura Sense The Uranian cat has a vague sense that can detect the presence of magical auras within 60 feet, even on coexistent planes of existence such as the Ethereal Plane. Like an attentive human smelling distinctive odors, it can recognize when a new aura enters the area or departs the area. When it seeks to examine something it can see within that range, it learns whether that thing is magical.

AC 17; **Fort** +6, **Ref** +6, **Will** +5

HP 15

Speed 25 feet

Melee ♦ jaws +5, Damage 1d8+3 piercing

Melee ♦ claw +5 (agile), Damage 1d6+3 slashing

Moon Jump ♦♦ (concentrate, conjuration, move, occult, teleportation) As Terran cat Moon Jump.

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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, and it can't be simply confronted and killed.

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 it 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.

THE COLOUR'S BLIGHT

A colour out of space prefers to strike rural areas where the intelligent life is 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.

All these dangers dissipate 1d10 days after the colour departs or dies.

FOULED FOODSTUFFS

Plants and smaller animals and beasts in the region (such as rabbits, birds, moles, and the like) grow swiftly to sizes in excess of their norm, though this doesn't modify these creatures' combat statistics. A creature that feeds upon plants or creatures fouled by the colour's presence must succeed at a DC 20 Fortitude save or become sickened 4, and this condition value can't be reduced for 8 hours. Creatures that have become colour-cursed (see below) automatically succeed at this saving throw.

COLOUR-CURSED CREATURES

Any aberration, animal, beast, dragon, fey, fungus, humanoid, ooze, or plant with an Intelligence modifier of -4 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 for the first time in a day, it is exposed to the colour's curse. A creature is exposed again every day it spends in the region. On a successful save, the creature gets a cumulative -1 status penalty to saves against exposure to the region; this penalty resets if the creature exits the colour-blighted region to rest and make its daily preparations.

COLOUR'S CURSE

CURSE 10

ARCANE CURSE ENCHANTMENT MENTAL NECROMANCY

You gradually experience worsening disorientation, lethargy, and an increasing brittleness of the flesh culminating in a horrific crumbling apart.

Saving Throw DC 27 Will; **Effects** You are filled with a strange mental attachment to the blighted landscape. You can't use any action that would cause you to leave the colour-cursed area, and you are unwilling for any action or effect used by another creature that would take you out of the area. If you are taken out of the area, you rationalize returning any way you can. You must spend your actions to get back inside the colour-cursed area, which might require finding a method of return or convincing friends to let you go. If you are prevented from returning, you become increasingly desperate. You resort to violence if it becomes clear there is no other way back.

At the end of every day you spend cursed, you must succeed at another Will save or become unnerved 1. If you were already unnerved, the value increases by 1 (maximum unnerved 3). Failing this saving throw when you are already unnerved 3 makes you confused instead. Until the curse ends, your unnerved condition can't be reduced below the value imposed by the curse.

While within the colour-cursed region while unnerved 4, you gradually turn gray and your body begins to crumble along the edges. Your skin and flesh are shot through with deep, dry, bloodless fissures, as if turning to hard-packed ash. At the end of every day, you become drained 1, or your drained value increases by 1 (maximum 4). Your drained value can't decrease while you remain in the region and colour-cursed. If your Hit Points are reduced to 0 while you are drained, you must immediately attempt a DC 27 Fortitude save; on a failure, you die and disintegrate into dust. The colour out of space might seek you out to feed on directly once you become drained (see "The Colour Out of Space," below), but in most cases it merely lets you slowly succumb.

Once you are drained 4, nothing of you remains to nourish the colour, which cruelly leaves

you alive but in wracking pain that renders you stunned. Once every 10 minutes, you can attempt a DC 27 Fortitude save, replacing the stunned condition with the slowed 1 condition for 10 minutes on a success. At the end of every day that you remain drained 4, you must succeed at a DC 27 Fortitude save or die and crumble to dust.

COLOUR-CORRUPTED ITEMS

Any object that remains unattended in a colour-blighted area for more than 24 hours automatically gains the colour's corruption.

COLOUR'S CORRUPTION

CURSE 10

ARCANE CURSE

A colour-corrupted item is entirely gray. It functions normally, but while outside the colour-blighted region, it can expose creatures to the colour's curse. A creature that picks up a colour-corrupted item outside the colour-blighted region is exposed to the colour's curse. On a successful saving throw against the affliction, the creature gets a -1 status penalty to future saves against exposure to the curse from that corrupted item until it neither sees nor touches the item for 24 hours. Every day that the creature sees or touches the colour-corrupted item outside the colour-blighted region, it is exposed again.

THE COLOUR OUT OF SPACE

The colour itself is so difficult to interact with and takes so little interest in other creatures except to feed that it scarcely functions as a creature. A colour has no survival needs but feeds to grow.

At the GM's discretion, rare rituals to banish the colour might 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.

COLOUR OUT OF SPACE

CREATURE 10

RARE N GARGANTUAN ELEMENTAL INCORPOREAL

Perception +17; no hearing or smell, sense sustenance (imprecise) 1 mile

Str -5, **Dex** +3, **Con** +5, **Int** -5, **Wis** +3, **Cha** +0

Sense Sustenance (divination, occult) The colour out of space can sense colour-cursed creatures in the region it has blighted.

AC 25; **Fort** +21, **Ref** +17, **Will** +19

HP 110; **Immunities** all damage (except electricity, fire, force, and negative), critical hits, magic (except light), precision; **Resistances** electricity 10, fire 10 (except light), negative 10

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Cursed Illumination (aura, light) 20 feet. The colour's space (20 feet by 20 feet) is bright light. It casts dim light in its aura. A creature that enters or begins its turn in the aura is exposed to the colour's curse (see above). If the creature was already in the colour's space, it takes a -2 circumstance penalty to its save. Attempts to counteract the cursed illumination automatically fail, but the colour out of space takes 1d10 force damage per counteract level of the counteracting effect.

Living Curse A colour can be the target of a spell or effect that counteracts curses, counteracts light effects, or reduces the drained condition. Instead of the usual effects, the colour automatically takes 1d10 force damage per counteract level.

Overwhelmed by Light If a colour out of space starts its turn in sunlight, it takes 3d6 force damage. If it is hit by a magical attack that sheds light or emits darkness, such as one with a *flaming* or *shock* rune or under a darkness effect, the colour takes 1d4 force damage per counteract level of the effect.

Aggravate (arcane, emotion, enchantment, mental) **Trigger** A creature uses a manipulate or move action, makes a ranged attack, or leaves a space during a move action it's using; **Requirements** The triggering creature is within 60 feet of the colour and within reach of a colour-cursed creature; **Effect** The required colour-cursed creature must attempt a DC 29 Will save.

Critical Success The colour-cursed creature is unaffected.

Success The colour-cursed creature attempts a melee Strike against the triggering creature. On a critical hit, the triggering action is disrupted if it was a manipulate action.

Failure As success, and the colour-cursed creature then becomes confused for the first action on its next turn.

Alluring Gleam (emotion, incapacitation, mental, visual) **Trigger** A creature enters a space closer to the colour during a move action it's using, or a creature uses a concentrate action that targets or includes the colour; **Effect** The creature must attempt a DC 29 Will save.

Critical Success The creature is unaffected.

Success The creature is fascinated by the colour for 1 minute.

Failure As success, but the fascinated condition isn't ended by hostile actions and the creature must use its remaining actions this turn to enter the colour's space as directly as possible.

Critical Failure As failure, and the triggering action is disrupted.

Speed fly 25 feet

Feed (arcane, necromancy, negative) Each colour-cursed creature in the colour's space takes

2d10 negative damage (DC 33 basic Fortitude save). On a failed save, the creature's curse progresses as if 1 day had passed; if the creature would become stunned this way, it instead becomes slowed 1.

Luminous Movement The colour out of space can't pass directly through an object if there is no gap or transparency sufficient to let light through.

Overwhelming Colour (arcane, evocation, fire, incapacitation, light) The colour out of space attempts to counteract each darkness effect that overlaps with the colour's cursed illumination (counteract level 6th, counteract modifier +25). This light deals 3d6 fire damage to creatures in the area, or 6d6 to those in its space, and each creature must attempt a DC 33 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is dazzled until the end of its turn.

Failure The creature takes full damage and is blinded until the end of its turn.

Critical Failure The creature takes double damage and is blinded for 4 rounds. At the end of each of its turns, it attempt a DC 33 Fortitude save to end the condition.



DARK YOUNG OF SHUB-NIGGURATH

The dark young is the terrifying spawn either of Shub-Niggurath herself or one of her daughters. These creatures are typically nurtured somewhere outside the normal dimensions of space-time and unleashed into the normal universe only when fully adult.

Each dark young is slightly different, much as each tree has a slightly different shape. A given specimen has two to four thick, hooved legs supporting it. These tentacled horrors can grow quite large. From their hooves to the tips of their tentacles, they can be dozens of feet high and

usually weigh several tons. However, due to their hollowness, adolescent dark young are strangely light and might weigh less than 1,000 pounds.

COMBAT

A dark young can attack in any direction easily, and it can't be surprised or attacked from behind. It attacks with numerous tentacles, grasping, constricting, and crushing. If large enough, 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.

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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

CREATURE 7

CE LARGE ABERRATION

Perception +15; darkvision, echolocation (precise) 30 feet

Languages Aklo, Sylvan

Skills Athletics +16, Nature +15, Stealth +17 (+20 in forests), Survival +15, Yog-Sothothery +15

Str +5, **Dex** +6, **Con** +3, **Int** +1, **Wis** +4, **Cha** +4

Echolocation The dark young can use its hearing as a precise sense at the listed range.

AC 25; **Fort** +13, **Ref** +16, **Will** +14; +1 status bonus to all saves vs. magic; +3 status bonus to all saves vs. mental

HP 110; **Immunities** disease, poison; **Resistances** acid 10, cold 5, fire 5, precision 10

Unnerving Susurrrus (auditory, aura, divine, emotion, enchantment, fear, mental) 20 feet. The dark young constantly whispers and murmurs from its numerous mouths unless it is unconscious. Each non-aberration creature that starts its turn in the aura must attempt a DC 23 Will save.

Success The creature is temporarily immune to that dark young's unnerving susurrrus for 24 hours.

Failure The creature is frightened 1 by the eerie, grating sound.

Critical Failure The creature is confused until the start of its next turn.

All-Around Vision

Hollow The adolescent dark young is treated as a Small creature for the purpose of effects that would move it or knock it prone.

Attack of Opportunity A dark young gains 4 extra reactions per round that it can use only to make Attacks of Opportunity. The dark young can't use more than one on the same triggering action, even if a creature leaves several squares in the dark young's reach.

Speed 25 feet

Melee ♦ tentacle +18 (agile, finesse, reach 20 feet), **Damage** 2d6+5 bludgeoning plus Grab

Primal Innate Spells DC 26; 3rd *wall of thorns*; 2nd *ghoulish cravings*; 1st *heal*; **Cantrips** (3rd) *ghost sound*, *guidance*

Constrict ♦ 2d6+5 bludgeoning, DC 25

Tree ♦ (concentrate) Until the next time it acts, the dark young appears to be a dead tree. It has an automatic result of 37 on Deception checks and DCs to pass as a tree.

ADULT DARK YOUNG

CREATURE 11

CE LARGE ABERRATION

Perception +20; darkvision, echolocation (precise) 30 feet

Languages Aklo, Sylvan

Skills Athletics +22, Nature +20, Stealth +22 (+25 in forests), Survival +20, Yog-Sothothery +20

Str +7, **Dex** +7, **Con** +5, **Int** +2, **Wis** +5, **Cha** +5

Echolocation As adolescent dark young.

AC 31; **Fort** +20, **Ref** +22, **Will** +20; +1 status bonus to all saves vs. magic; +3 status bonus to all saves vs. mental

HP 180; **Immunities** disease, poison; **Resistances** acid 14, cold 7, fire 7, precision 7

Unnerving Susurrrus 40 feet. As adolescent dark young, but DC 27.

All-Around Vision

Partly Hollow The adult dark young is treated as a Medium creature for the purpose of effects that would move it or knock it prone.

Attack of Opportunity ♦ As adolescent dark young.

Speed 25 feet

Melee ♦ tentacle +24 (agile, reach 20 feet),

Damage 2d6+13 bludgeoning plus Grab

Primal Innate Spells DC 30, attack +22; 5th *tree stride*; 4th *air walk*; 3rd *wall of thorns*; 2nd *dispel magic*; 1st *heal*; **Cantrips** (5th) *ghost sound*, *guidance*

Constrict ♦ 2d6+13 bludgeoning, DC 30

Tree ♦ As adolescent dark young, but the result is 42.

MATURE DARK YOUNG

CREATURE 15

CE LARGE ABERRATION

Perception +26; darkvision, echolocation (precise) 30 feet

Languages Aklo, Sylvan

Skills Athletics +30, Nature +28, Stealth +27 (+30 in forests), Survival +28, Yog-Sothothery +28

Str +8, **Dex** +5, **Con** +7, **Int** +3, **Wis** +6, **Cha** +6

Echolocation As adolescent dark young.

AC 37; **Fort** +25, **Ref** +27, **Will** +26; +1 status bonus to all saves vs. magic; +3 status bonus to all saves vs. mental

HP 255; **Immunities** disease, poison; **Resistances** acid 18, cold 9, fire 9

Unnerving Susurrrus 90 feet. As adolescent dark young, but DC 33.

All-Around Vision

Attack of Opportunity ➤ As adolescent dark young.

Speed 25 feet

Melee ➤ tentacle +30 (agile, reach 20 feet),

Damage 3d6+18 bludgeoning plus Grab

Primal Innate Spells DC 36, attack +28; 7th

regenerate; 6th *tangling creepers*; 5th *tree stride*;

4th *air walk*; 3rd *wall of thorns*; 2nd *dispel mag-*

ic; 1st *heal*; **Cantrips** (7th) *ghost sound*, *guidance*

Constrict ➤ 3d6+18 bludgeoning, DC 36

Disorienting Grapple ➤ **Requirements** The ma-

ture dark young has a smaller creature grabbed;

Effect The dark young Grabs. It tosses all the smaller creatures it has grabbed into the air and catches them again. The tossed creatures still have the grappled condition, and the disorienting juggling increases the Escape DC by 3.

Tree ➤ As adolescent dark young, but the result is 47.

TOXIC FLESH

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; creatures become much more fertile for 1 day after consuming it.

DARK YOUNG FLESH

ITEM 6

UNCOMMON ALCHEMICAL CONSUMABLE INGESTED POISON

Price 25 gp

Usage held in 2 hands; **Bulk** 1

Activation ➤ Interact

Saving Throw DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and for 24 hours your chance of producing offspring increases dramatically, but the offspring are Mythos satyrs, outer mutants, sorcerers with the Shub-Niggurath bloodline, or otherwise changed (1 round); **Stage 2** 3d6 poison damage and stupefied 1 (1 round); **Stage 3** 4d6 poison damage and stupefied 2 (1 round)

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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 221.

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.

The physiology of deep ones is extremely resilient, and their psychology is uniquely suited to match. Not only do they experience no harm

from sudden changes of pressure (indeed, neither the deep ocean nor high mountains can harm them), but deep ones never die of old age and do not decline over the years. Unlike most humanoids, they don't take penalties from the Yog-Sothothery skill.

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 among their own kind, and such trueborn offspring require no period of mutation.

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 unsavory creatures, and their vile culture can infest any land.

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.

DEEP ONE LURKER

CREATURE 3

CE MEDIUM AMPHIBIOUS DEEP ONE HUMANOID

Perception +10; darkvision
Languages Common, Deep One
Skills Athletics +11, Religion +10, Stealth +7 (+10 underwater), Yog-Sothothery +10
Str +4, **Dex** -1, **Con** +3, **Int** +1, **Wis** +3, **Cha** +1
Item Use The deep one can use magic items as if all spells of spell level 2nd or lower were on their class spell list. If an item uses the bearer's spell attack modifier or DC, it uses the deep one's Will modifier (+10) or DC (20).
AC 18; **Fort** +10, **Ref** +6, **Will** +10
HP 51; **Resistances** cold 5
Speed 20 feet, swim 30 feet
Melee ♦ claw +11 (agile), **Damage** 1d8+6 slashing
Hop ♦ The deep one either Leaps up to 10 feet vertically and up to 10 feet horizontally, or Leaps up to 8 feet vertically and up to 20 feet horizontally. They can pass through the spaces of Medium or smaller creatures during this movement. They attempt a single Athletics check to Trip and compare the result to the DC of each creature they passed over or landed adjacent to.

DEEP ONE WARRIOR

Far more hideous even than the typical deep ones, which combine all the ugliest elements of fish and frog into a sinister humanoid form, deep one warriors are hulking brutes with gaping, jagged maws and thick, bulky hides.

Deep one warriors are as variable in form as other denizens of the oceanic abyss. Some are protected by crustacean carapaces, while others grow thick bony plates like the primordial fish of the ancient oceans. One warrior might have

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 (see page 383) can bear such a potent and unusual mutation—even the typical deep one lacks the constitution to manifest these hideous variations. A deep one with at least three of these mutations typically increases in level by 1.

Bestial Jaws The deep one's face mutates to resemble that of a shark. The deep one gains a jaws Strike with the same attack and damage bonus as its claw Strike. It uses a d10 damage die, deals piercing damage, and doesn't have the agile trait. It has the Grab creature ability.

Bulging Eyes The deep one's eyes enlarge like those of a frog. It gains a +3 circumstance bonus to Perception checks that rely on sight.

Engorged The deep one has outgrown its prior shape. It becomes a Large aberration. It increases the number of damage dice on each of its attacks by one (so its claw deals 2d6 damage) and its reach increases by 5 feet.

Finned Tail The deep one gains a long, finned tail. Its swim Speed increases to 40 feet.

Loping Legs The deep one's legs are inhumanly long. Its Speed increases to 30 feet.

Lure 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 single action, which has the concentrate trait. While glowing, the lure casts bright light in a 20-foot radius and dim light for the next 20 feet. Any creature that can see the lure takes a -2 status penalty to its next saving throw against a mental spell or effect the deep one employs that would improve the creature's attitude or give it the fascinated condition. Once the creature attempts this saving throw, it is temporarily immune to 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 similar mutations to its head. The deep one's AC increases by 2.

the needle-toothed mouth of an anglerfish while another may have a shark's jaws. These monstrosities are reflections of all the untold terrors that lurk in the stygian depths.

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DEEP ONE WARRIOR**CREATURE 5**

CE MEDIUM AMPHIBIOUS DEEP ONE HUMANOID

Perception +15; darkvision
Languages Common, Deep One
Skills Athletics +13, Religion +12, Stealth +9 (+12 underwater), Yog-Sothothery +12
Str +4, **Dex** -1, **Con** +4, **Int** +1, **Wis** +3, **Cha** +1
Item Use As deep one lurker, but 3rd level and lower.
AC 21; **Fort** +13, **Ref** +8, **Will** +12
HP 75; **Resistances** cold 5
Attack of Opportunity
Speed 20 feet, swim 30 feet
Melee jaws +15, **Damage** 1d10+7 piercing plus Grab
Melee claw +15 (agile), **Damage** 1d8+7 slashing
Hop As deep one lurker.
Swipe (flourish) The deep one warrior makes a wide swing with their claw. They make a melee Strike and compare the result to the AC of two foes who are each adjacent to each other. Roll damage only once and apply it to each creature they hit. A Swipe counts as two attacks for the warrior's multiple attack penalty.

DEEP ONE PACKMASTER

These batrachian humanoids have bulging eyes. They decorate their foul, slimy hides with necklaces and bracelets of bone and teeth, and they typically wear cloaks of mud-spattered furs. They are more at ease on land than other deep ones.

The evidence of a deep one packmaster's frequent forays onto land gather around it in the form of its hybrid progeny. Mighty apes of the jungle, corrupted and transformed by the deep one's ichthyic influence, gambol and hoot in response to every passing noise. The packmaster's hideous brood is a physical expression of the unspoken truth of the deep ones: all life comes from the sea, and to the sea shall it all return.

DEEP ONE PACKMASTER**CREATURE 7**

CE MEDIUM AMPHIBIOUS DEEP ONE HUMANOID

Perception +17; darkvision
Languages Common, Deep One
Skills Athletics +15, Religion +14, Stealth +11 (+14 underwater), Survival +16, Yog-Sothothery +14
Str +4, **Dex** -1, **Con** +4, **Int** +1, **Wis** +3, **Cha** +1
Items +1 *trident*
Item Use As deep one lurker, but 4th level and lower.
AC 23; **Fort** +15, **Ref** +12, **Will** +14
HP 75; **Resistances** cold 5
Bloodthirsty Bark (auditory) **Trigger** An ally

within 30 feet with the deep one trait finishes a Strike; **Effect** The packmaster urges the triggering creature to continue attacking. The creature can immediately Strike the same target as a free action. If the triggering creature is 6th level or lower, this Strike neither uses nor counts toward the creature's multiple attack penalty.

Attack of Opportunity

Speed 20 feet, swim 30 feet

Melee claw +17 (agile), **Damage** 1d8+7 slashing

Melee *trident* +18 (thrown 40 feet), **Damage** 1d8+7 slashing

Encouraging Hoot (auditory, emotion, mental) The packmaster makes an unearthly sound that bolsters the morale of all beasts with the deep one trait within 60 feet. Until the start of the packmaster's next turn, those beasts gain the packmaster's Pack Support ability and a +2 status bonus to damage with their Strikes.

Hop As deep one lurker.

Sneak Attack The first deep one packmaster deals an additional 1d8 precision damage against flat-footed creatures.

Pack Support Enemies in the deep one packmaster's reach that are also within the reach of one of the packmaster's allies are flanked by the packmaster and that ally.

DEEP ONE BISHOP

A deep one bishop leads large cults of deep ones and has begun to mutate into a greater form.

DEEP ONE BISHOP**CREATURE 12**

CE MEDIUM AMPHIBIOUS DEEP ONE HUMANOID

Perception +25; darkvision
Languages Common, Deep One
Skills Athletics +19, Diplomacy +22, Religion +25, Stealth +20 (+23 underwater), Yog-Sothothery +25
Str +5, **Dex** +1, **Con** +5, **Int** +4, **Wis** +7, **Cha** +4
Item Use The deep one can use magic items as if all spells of spell level 6th or lower were on their class spell list.

AC 33; **Fort** +23, **Ref** +19, **Will** +25

HP 210; **Resistances** cold 10

Speed 25 feet, swim 35 feet

Melee claw +24 (agile), **Damage** 3d8+11 slashing

Divine Prepared Spells DC 36, attack +28; **6th** *harm* (5), *heal* (2), *zealous conviction*; **5th** *breath of life*, *drop dead*, *shadow blast*; **4th** *kiss of Dagon* (2, page 119), *vital beacon*; **3rd** *dispel magic* (2), *vampiric touch*; **2nd** *shield other*, *spiritual weapon* (2); **1st** *alarm*, *heal*, *spirit link*; **Cantrips** (6th) *chill touch*, *daze*, *guidance*, *prestidigitation*, *sigil*



Rituals DC 36; *planar ally*

Directed Channel When the deep one bishop casts 3-action *harm*, they can change the area to a 60-foot cone.

Harming Hands When the deep one bishop casts *harm*, they roll d10s instead of d8s.

Hop ♦ As deep one lurker.

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 when those children are orphaned at a young age, deep one hybrids grow up with no knowledge of their true nature until the change occurs. More than once, 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).

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 grows 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 exposed to water. Those who suffer from this affliction find it increasingly painful to walk and do so with a stumbling or shuffling gait.

The final transformation usually occurs when the scion would otherwise reach old age for its parent ancestry, but it can sometimes trigger early. Most often, an early transformation is brought on when the hybrid would otherwise drown, but it might also happen after a hybrid experiences extreme stress for a prolonged period or after sudden exposure to eldritch energies.

CREATING DEEP ONE HYBRIDS

You can turn an existing, living creature with a spine into a deep one hybrid by completing the following steps.

Change the creature's statistics as follows. Its level doesn't change.

- It gains the deep one trait.
- The creature gets a +3 bonus to Athletics checks to Swim.
- Increase its Constitution modifier and Fortitude save modifier by 1.
- Decrease its Dexterity modifier, Reflex save modifier, and Dexterity-based skill and attack modifiers by 1.

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- Increase its Hit Points by 2 per level.
- Reduce the creature's land Speed by 5 feet, to a minimum of 15 feet.

DEEP ONE HYBRID ABILITIES

All deep one hybrids gain the following abilities. Some deep one scions, especially those that at first appeared to be beasts, might gain other abilities.

Senses The creature gains low-light vision.

Sea Longing Every week a deep one hybrid spends in an area more than 10 miles from the sea, it must succeed at a DC 20 Will save or it becomes stupefied 1 (or increases the value by 1). Its stupefied value decreases by 1 for every week it spends within 10 miles of the sea.

Deep Breath A deep one hybrid can hold its breath for a number of minutes equal to 10 plus their Constitution modifier.

DEEP ONE HYBRID CULTIST

Most deep one hybrids are simple cultists who serve Great Cthulhu, Father Dagon, and Mother Hydra out of a feeling of familial expectation or a desire for wealth and power. Over time, this motivation is gradually reinforced by magically engineered psychic programming and intense mental conditioning.

DEEP ONE HYBRID CULTIST

CREATURE 1

CE MEDIUM DEEP ONE HUMAN HUMANOID

Perception +8; low-light vision
Languages Common

Skills Athletics +6 (+9 to Swim), Deception +6, Intimidation +6, Religion +7, Thievery +5
Str +2, **Dex** +1, **Con** +3, **Int** +0, **Wis** +3, **Cha** +2
Items shortsword, studded leather armor
AC 13; **Fort** +8, **Ref** +6, **Will** +8
HP 25

Sea Longing

Speed 20 feet

Melee ♦ shortsword +8 (agile, versatile S), **Damage** 1d6+2 piercing

Ranged ♦ shortbow +7 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Deep Breath 13 minutes

Sneak Attack The cultist deals an extra 1d6 precision damage to flat-footed creatures.

DEEP ONE HYBRID BARRACUDA

Sleek and silver, with mouths full of teeth like needles, schools of deep one hybrid barracudas scamper and dart about on their short, unnatural limbs like a slaving pack of aquatic hounds. Their piscine tails stick out straight behind them, and triangular fins on their backs flatten down for speed as they run.

DEEP ONE HYBRID BARRACUDA

CREATURE 2

CE SMALL AQUATIC BEAST DEEP ONE

Perception +8; low-light vision, scent (imprecise)
30 feet

Languages Deep One

Skills Acrobatics +8

Str +1, **Dex** +2, **Con** +2, **Int** -2, **Wis** +2, **Cha** -2

AC 16; **Fort** +8, **Ref** +8, **Will** +8

HP 33

Speed 15 feet, swim 40 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d10+1 piercing plus 1d4 persistent bleed

Deep Breath 12 minutes

Low Weave ♦ The hybrid barracuda Strides. This movement doesn't trigger reactions from Medium or larger creatures.

Pack Attack The hybrid barracuda's Strikes deal an extra 1d4 piercing damage to creatures within the reach of at least two of the barracuda's allies.

Rush ♦ The hybrid barracuda Strides up to twice its Speed in a straight line.

DEEP ONE HYBRID GORILLA

Deep ones that take an interest in coastal jungles sometimes create deep one hybrid gorillas or other similar hybrid apes. These shaggy, human-sized apes show signs of their abyssal trans-

formations quickly: their eyes turn milky and bulging, their skin slimy, and their hands and feet webbed. Thick, chitinous plates and hard scales erupt from the apes' matted fur, giving them the appearance of primordial sea monsters or squamous horrors of the deep.

Hybridization with the deep ones has uplifted these apes to a level of sapience unseen among the baser beasts of the jungle. They study their opponents with an unnerving alien intelligence and even understand humanoid speech.

DEEP ONE HYBRID GORILLA

CREATURE 4

CE MEDIUM AQUATIC BEAST DEEP ONE

Perception +10; low-light vision, scent (imprecise) 30 feet

Languages Common (can't speak), Deep One
Skills Acrobatics +9, Athletics +12, Stealth +7
Str +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +2, **Cha** -1
AC 20; **Fort** +14, **Ref** +9, **Will** +8
HP 63

Sea Longing

Speed 20 feet, climb 25 feet, swim 30 feet

Melee ♦ claw +12 (agile, reach 10 feet), **Damage** 2d6+4 slashing plus Grab

Melee ♦ jaws +12, **Damage** 2d8+4 piercing

Deep Breath 14 minutes

Frightening Display ♦♦ (auditory, emotion, fear, mental) The hybrid gorilla beats its chest in a terrifying display. Each creature within 30 feet must attempt a DC 22 Will save. While a creature is frightened by this ability, it is flat-footed to the gorilla.

Critical Success The creature is temporarily immune for 1 minute.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3.

DEEP ONE HYBRID SHARK

This monstrosity seems impossible at first glance, an unsettling amalgamation of shark and human features devised by an alien intelligence. It wields a giant cutlass in one hand.

While this creature is a modified hammerhead, other big hybrid sharks can be represented with only minor changes (a great white would be Huge; add the great white shark's Savage action, and remove All-Around Vision, for example).

DEEP ONE HYBRID SHARK

CREATURE 5

CE LARGE AQUATIC BEAST DEEP ONE

Perception +13; blood scent, low-light vision, scent (imprecise) 100 feet

Languages Common (can't speak), Deep One

Skills Athletics +13, Stealth +10, Survival +13

Str +6, **Dex** +1, **Con** +5, **Int** -2, **Wis** +2, **Cha** -1

Items falchion (wielded in 1 hand)

Blood Scent The hybrid shark can smell blood in the water from up to 1 mile away.

AC 21; **Fort** +14, **Ref** +10, **Will** +11

HP 80

All-Around Vision

Speed 15 feet, swim 40 feet

Melee ♦ falchion +15 (forceful, reach 10 feet, sweep), **Damage** 1d10+8 slashing

Melee ♦ claw +15 (agile, reach 10 feet), **Damage** 1d6+8 slashing

Melee ♦ jaws +15, **Damage** 1d12+8 piercing plus Knockdown

Blood Rage ♦ (emotion, mental, rage) **Requirements** The deep one hybrid shark is not fatigued or already in a rage; **Trigger** The hybrid damages a living creature with its jaws; **Effect** The hybrid flies into a rage that lasts 1 minute. While raging, the hybrid gains a +3 status bonus to damage rolls with its melee Strikes, gains 10 temporary HP until the end of the rage, and is flat-footed. The hybrid can't voluntarily stop its rage. After its rage, the hybrid can't use Blood Rage for 10 minutes.

Carve ♦ **Requirements** The deep one hybrid shark hit a living creature with a falchion Strike on its previous action this turn; **Effect** The



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hybrid twists the blade to cut the target deeply. The target takes 1d8 persistent bleed damage, and the hybrid shark moves it up to 5 feet in the direction of its choice.

Deep Breath 150 rounds (15 minutes)

EEL OF R'LYEH

This mighty eel is 20 feet long and as big around as a tree trunk, with a gaping mouth that opens to reveal a second set of toothy jaws deep in its throat. Its wrinkled, mottled flesh is covered in slick mucous flecked with sand. Shifting, milky eyes betray an alien intelligence that grew and festered in the ancient sunken cities of the deep ones.

EEL OF R'LYEH

CREATURE 6

CN LARGE AQUATIC BEAST DEEP ONE

Perception +12; low-light vision, scent (imprecise) 30 feet

Languages Deep One

Skills Acrobatics +9, Athletics +14, Stealth +13

Str +6, **Dex** +1, **Con** +4, **Int** -1, **Wis** +3, **Cha** +0

AC 21; **Fort** +16, **Ref** +13,

Will +11; +1 status bonus

to all saves vs. mental and poison effects

HP 85; **Resistances** bludgeoning 5, mental 5, piercing 5, poison 5

Ambush  **Trigger** A target creature passes within 20 feet of the eel's hiding place and has not detected the eel of R'lyeh; **Effect** The eel lunges out of its hiding place, Swims directly toward the triggering creature and makes a jaws Strike against it. The target creature is flat-footed to this attack.

Speed 15 feet, burrow 10 feet, swim 40 feet

Melee  jaws +18 (reach 10 feet), **Damage** 2d6+9 piercing plus Grab

Occult Innate Spells DC 21; 3rd *blur*, *invisibility* (self only); **Cantrips** (3rd) *detect magic*

Aquatic Ambush  25 feet

Deep Breath 14 minutes

Pharyngeal Jaws  **Requirements** The eel of R'lyeh has a creature grabbed in its jaws; **Effect** The eel uses its second set of jaws to pull the prey into its gullet. The eel deals 1d6+6 piercing damage to the grabbed creature and gains a +2 circumstance bonus to its Swallow Whole attempts and to the DC for the creature to Escape. This effect ends if the target Escapes or the eel Swallows it Whole.

Regurgitate  (acid) **Requirements** The eel of R'lyeh has no creature grabbed in its jaws; **Effect** The eel spits a 15-foot line of acid and sticky mucus that deals 5d6 acid damage. Each creature in the area must attempt a DC 24 Reflex save. The eel can't Regurgitate again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is immobilized until the end of its next turn or until it Escapes.

Critical Failure

The creature takes double damage and is immobilized and stuck to the nearest surface until it Escapes or Forces Open the hardening mucus.

Swallow Whole

 (attack) Small, 1d6+6 bludgeoning, Rupture 14



DEEP ONE HYBRID ANACONDA

The fecundity of the deep ones knows few limits. Deep one hybrid giant anacondas often develop shark-like teeth, a powerful tail attack, and the armor plating of their primordial ancestors.

DEEP ONE HYBRID ANACONDA

CREATURE 8

CE HUGE BEAST DEEP ONE

Perception +17; low-light vision, scent (imprecise) 60 feet

Languages Deep One

Skills Acrobatics +14, Athletics +21, Stealth +14, Survival +15

Str +7, **Dex** +2, **Con** +7, **Int** -2, **Wis** +3, **Cha** +0

AC 24; **Fort** +21, **Ref** +16, **Will** +15

HP 195

Cutting Coils  **Trigger** A creature grabbed or restrained by the hybrid anaconda attempts to Escape; **Effect** The triggering creature takes 2d8 slashing damage from the coarse scale edges.

Speed 25 feet, climb 30 feet, swim 30 feet

Melee  jaws +21 (reach 10 feet), **Damage** 2d10+7 piercing plus Grab

Melee  tail +21 (agile, reach 15 feet), **Damage** 2d8+7 slashing plus Push 10 feet

Deep Breath 16 minutes

Greater Constrict  1d10+7 bludgeoning, DC 26

Savage ♦ Requirements The hybrid anaconda hit with a jaws Strike on its previous action this turn; **Effect** The creature the hybrid hit takes 2d10 slashing damage.

Slither ♦ The hybrid anaconda Strides, Climbs, or Swims up to half its Speed, pulling any creatures it has grabbed with it.

Swallow Whole ♦ (attack) Large, 1d10+7 bludgeoning, Rupture 21

Wrap in Coils ♦ (attack); **Requirements** A Large or smaller creature is grabbed or restrained in the hybrid anaconda's jaws; **Effect** The giant anaconda moves the creature into its coils, freeing its jaws to make attacks, then uses Greater Constrict against the creature. The giant anaconda's coils can hold as many creatures as will fit in its space.

DEEP ONE SCION

When a deep one hybrid finally undergoes the change, it transforms in a painful but mercifully swift series of mutations into a deep one scion. Humanoids who undergo this change are usually indistinguishable from full-blooded deep ones, but other creatures that become deep one scions can take a wide range of unpleasant and disturbing forms.

CREATING DEEP ONE SCIONS

You can turn an existing deep one hybrid into a deep one scion by completing the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the amphibious trait and loses any traits from other humanoid ancestries or heritages.
- The creature gets a +3 bonus on Stealth checks underwater.
- Increase its Religion modifier to match its Perception modifier unless its Religion modifier was already higher.
- Increase its AC, attack bonuses, DCs, saving throws, and skill modifiers by 1.
- Increase its damage with Strikes and other offensive abilities by 1. If the creature is limited in how often it can use an ability (such as a breath weapon), increase the damage by 2 instead.
- Increase its Hit Points as shown on the table.
- It gains resistance to cold as shown on the table.
- It gains a swim Speed of 40 feet unless it had a faster one.

Starting Level	HP Increase	Resistance to Cold
4 or lower	10	5
5-7	15	7
8-14	20	10
15+	30	15

DEEP ONE SCION ABILITIES

All deep one scions gain the following abilities. Scions also lose the Deep Breath and Sea Longing abilities.

Languages The deep one scion learns Deep One.

Senses The deep one scion replaces its low-light vision with darkvision.

Skills The deep one scion is trained Religion and Stealth, and it gains an additional +3 to its Stealth while underwater.

Item Use The deep one can use magic items as if all spells of a spell level up to half the scion's level, rounded up, were on their class spell list. If an item (such as a wand) uses their spell DC or spell attack modifier, it uses their Will modifier or Will DC, if those are better.

Claws The deep one scion gains a claw Strike (an agile unarmed attack that deals slashing damage). If it had any agile attacks, the damage dealt by its claws should be roughly the same as the damage dealt by those attacks. If it had only non-agile attacks, its claws should deal three-quarters that damage.

Hop ♦ The deep one scion either Leaps up to 10 feet vertically and up to 10 feet forward or Leaps up to 8 feet vertically and up to 20 feet forward. They can pass through the spaces of creatures of their size or smaller. They attempt a single Athletics check to Trip and apply the result to the DC of each creature they passed over or landed adjacent to.

DEEP ONE SCION PRIEST

A deep one scion priest has risen from a lowly, seemingly human cultist to become an influential leader of new cultists. They often appear to their hybrid flock dressed in ceremonial garb featuring icons of the cult of Father Dagon.

DEEP ONE SCION PRIEST OF FATHER DAGON

CREATURE 7

CE MEDIUM HUMANOID DEEP ONE HUMAN

Perception +18; darkvision

Languages Common, Deep One

Skills Athletics +15, Deception +14, Intimidation +14, Religion +17, Stealth +12 (+15 underwater)

Str +4, **Dex** +1, **Con** +5, **Int** +2, **Wis** +6, **Cha** +3

Item Use As deep one lurker.

AC 25; **Fort** +17, **Ref** +12, **Will** +18

HP 115; **Resistances** cold 7

Speed 20 feet, swim 40 feet

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Melee ♦ claw +17 (agile), **Damage** 2d6+8 slashing

Divine Prepared Spells DC 27, attack +19; **4th** *harm* (4), *divine wrath*, *kiss of Dagon* (page 119); **3rd** *blindness* (2), *dispel magic*; **2nd** *calm emotions*, *spiritual weapon* (2); **1st** *heal*, *mending*, *sanctuary*; **Cantrips** (4th) *daze*, *detect magic*, *guidance*, *read aura*, *sigil*

Hop ♦ As deep one lurker.

DEEP ONE SCION MEGALODON

This gigantic beast is a cross between a deep one and some species of deep-water shark. Its short, humanoid limbs allow only clumsy movement on land, but this creature seems at home in water. Its gills puff out like frills as it slips through the still water, its mouth hanging open to reveal scores of jagged teeth. Its beady black eyes gleam with malign intent.

DEEP ONE SCION MEGALODON

CREATURE 10

CE GARGANTUAN AMPHIBIOUS BEAST DEEP ONE

Perception +22; blood scent, darkvision, scent (imprecise) 100 feet

Languages Common (can't speak), Deep One
Skills Athletics +22, Stealth +19 (+22 underwater), Survival +18

Str +8, **Dex** +1, **Con** +6, **Int** -1, **Wis** +4, **Cha** +0

Blood Scent The deep one scion megalodon can smell blood in the water from up to 1 mile away.

Item Use As deep one lurker, but 5th or lower.

AC 29; **Fort** +23, **Ref** +16, **Will** +19

HP 200; **Resistances** cold 10

Speed 15 feet, swim 70 feet

Melee ♦ claw +23 (agile, reach 15 feet), **Damage** 2d6+10 slashing plus Grab

Melee ♦ jaws +23 (reach 10 feet), **Damage** 2d12+10 piercing plus Improved Grab

Melee ♦ tail +23 (agile, reach 15 feet), **Damage** 2d8+10 bludgeoning plus Push 15 feet

Blood Rage ♦ (emotion, mental, rage) **Requirements** The deep one scion megalodon is not fatigued or already in a rage; **Trigger** The scion damages a living creature with its jaws; **Effect** The scion flies into a rage that lasts 1 minute. While raging, the scion gains a +3 status bonus to damage rolls with its melee Strikes, gains 16 temporary HP until the end of the rage, and is flat-footed. The scion can't voluntarily stop its rage. After its rage, the scion can't rage for 10 minutes.

Breach ♦♦ The scion megalodon Swims, then Leaps vertically out of the water up to 25 feet high, making a Strike against a creature at any point during the jump (this lets it attack a creature within 35 feet of the water's surface with its jaws, or within 40 feet with its claw). After

the Strike, the scion splashes back down into the water harmlessly. It can also Leap up to 30 feet horizontally and 15 feet vertically (allowing it to bite a target up to 40 feet from the water or to claw a creature up to 45 feet away), and if it lands on a surface no lower than the water's surface it takes no damage from the fall.

Hop ♦ As deep one lurker.

Savage ♦ **Requirements** The scion megalodon hit with a jaws Strike on its previous action this turn; **Effect** The creature the scion hit takes 2d12 slashing damage.

Swallow Whole ♦ Large, 2d8+6 bludgeoning, Rupture 20



DHOLE

Dholes are enormous, maggot-like beings which 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 on the Material Plane; instead, it emerges in the Dreamlands as a bhole hatchling. This creature lives and grows in the Dreamlands until it becomes an adult bhole. At that point, it gives birth to a cluster of larvae in the material universe, typical-

ly 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 this core as they burrow, weakening the planet and eventually causing the core to solidify. They generate huge tunnels and earthquakes as they burrow, causing amazing destruction that should terrify any mortal.

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DHOLE HATCHLING

When a world is newly attacked by dholes, the initial 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, and they have similar combat tactics. They can spit gobs of acid glue at distant foes, while in closer quarters 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 few beings want 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

CREATURE 16

RARE CN HUGE BEAST

Perception +28; no vision, scent (imprecise) 600 feet, tremorsense 300 feet

Languages Aklo (rarely speaks)

Skills Athletics +31

Str +9, **Dex** +3, **Con** +8, **Int** -3, **Wis** +6, **Cha** +5
AC 36; **Fort** +30, **Ref** +25, **Will** +28; +1 status bonus to all saves vs. magic, +3 status bonus to all saves vs. poison

HP 330; **Immunities** controlled, fire, immobilized, paralyzed, restrained, sleep, slowed, Speed penalties, stunned, visual; **Resistances** acid 20, cold 20

Speed 60 feet, burrow 60 feet, swim 50 feet

Melee ♦ jaws +31 (acid, reach 20 feet), **Damage** 3d10+15 piercing plus 2d6 acid and Grab

Melee ♦ flank +31 (acid, backswing, forceful, reach 20 feet), **Damage** 3d8+15 bludgeoning plus 1d6 acid and Grab

Constrict ♦ 3d8+15 bludgeoning plus 1d6 acid, DC 37

Rock Tunneler A dhole can burrow through solid stone at a Speed of 40 feet. It can leave a tunnel if it desires, and it usually does.

Slime ♦♦ (incapacitation) The dhole spits a glob of slime at any point it can sense within 300 feet. The glob can arc over barriers up to 150 feet

high, provided the dhole can sense the destination with its tremorsense or scent. The slime covers a 10-foot burst, which becomes difficult terrain for 24 hours. Each creature in the area takes 14d6 acid damage and must attempt a DC 37 Reflex save. The acid becomes much weaker after impact, but each creature that ends its turn in the difficult terrain takes 2d6 acid damage. The dhole can't use Slime for 1d4 rounds.

Critical Success The creature takes no damage.

Success The creature takes half damage and must succeed at a DC 37 Fortitude save or become stunned 1.

Failure The creature takes full damage, is immobilized until the end of its next turn, and must succeed at a DC 37 Fortitude save or become stunned 2.

Critical Failure The creature takes double damage, is immobilized for 2 rounds, and must succeed at a DC 37 Fortitude save or be stunned 3.

Swallow Whole ♦ Large, 3d8+9 bludgeoning plus 4d6 acid, Rupture 36

Writhe ♦♦♦ The hatchling Strides up to double its Speed and can move through the spaces of Large or smaller creatures. It can move through each creature's space only once. The hatchling deals 3d8+15 bludgeoning damage plus 2d6 acid to each creature in the area, which must attempt a DC 41 Reflex saving throw.

Critical Success The creature takes no damage.

Success The creature takes half damage and must choose to be either knocked prone or pushed to one side of the hatchling's path.

Failure The creature takes full damage and is knocked prone.

Critical Failure The creature takes double damage and is knocked prone.

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.

DHOLE WASTELANDS

The wastelands a dhole has carved out are nearly barren of all life. Survival checks to Subsist in these areas have a DC of at least 45. Patches of dhole slime cover many surfaces, creating hazardous terrain. In addition, sinkholes honeycomb the region. These function like lava flume tubes (*Pathfinder Core Rulebook*) or like dhole sinkholes, described below.

DHOLE SINKHOLE

HAZARD 15

RARE ENVIRONMENTAL

Stealth DC 42

Description A fragile crust of rock covers a pit that's 10 feet square and 140 feet deep.

Disable Survival DC 39 (master) to break the surface without falling.

AC 38; **Fort** +21, **Ref** +21

Crust Hardness 10; **Crust HP** 100 (BT 50); **Immunities** critical hits, object immunities, precision

Pitfall  **Trigger** A Medium or larger creature walks onto the sinkhole; **Effect** The triggering creature falls in and takes falling damage (typically 70 bludgeoning damage from a 140-foot drop). That creature can use the Grab an Edge reaction to avoid falling; the DC is 35, or 32 if dhole slime still coats the walls and bottom. The stickiness of dhole slime makes a surface difficult and hazardous terrain; a creature that ends its turn touching the slime takes 2d6 acid damage.

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 a larger size.

ADULT DHOLE

CREATURE 24

RARE CN GARGANTUAN BEAST

Perception +39; no vision, scent (imprecise) 3 miles, tremorsense 1 mile

Languages Aklo (rarely speaks)

Skills Athletics +47

Str +13, **Dex** -1, **Con** +11, **Int** -3, **Wis** +9, **Cha** +8

AC 48; **Fort** +43, **Ref** +31, **Will** +41; +1 status bonus to all saves vs. magic, +3 status bonus to all saves vs. poison

HP 630; **Immunities** controlled, fire, immobilized, paralyzed, restrained, sleep, slowed, Speed penalties, stunned, visual; **Resistances** acid 25, cold 25

Titanic An adult dhole is a massive creature and takes up a circular space 40 squares across (a 100-foot radius circle). It is so large that it ignores most forms of difficult terrain and uneven ground. Settlements and forests are difficult terrain for it. A Huge or smaller creature can move through its space and can Climb on the dhole; the Athletics DC is 30.

Feed on Heat  **Trigger** The adult dhole starts its turn in contact with a fire or body of magma

at least as large as itself, or it is struck by a magical fire effect from anything other than itself;

Effect The dhole regains Hit Points equal to half the fire damage the effect would otherwise deal, or regains 25 Hit Points from a fire or magma.

Flail  **Trigger** A Small or larger creature Climbs on the dhole; **Effect** The triggering creature must succeed at a DC 45 Reflex save or fall off the dhole (generally a distance of 100 feet) and take falling damage.

Speed 80 feet, burrow 100 feet, swim 50 feet

Melee  jaws +43 (acid, reach 300 feet), **Damage** 7d10+19 piercing plus 2d6 acid and Improved Grab

Melee  flank +43 (backswing, forceful, reach 300 feet), **Damage** 7d8+19 bludgeoning plus 1d6 acid and Improved Trip

Rock Tunneler As dhole hatchling, but burrow Speed 60 feet.

Slime  (incapacitation) As dhole hatchling, but range 3 miles, 60-foot burst, 20d6 acid damage, DC 49.

Sunder Objects When the dhole damages an item or structure, it deals an additional 4d12 damage.

Swallow Whole  Gargantuan, 20d6 acid, Rupture 52

Tremor  **Trigger** The dhole begins or ends a Burrow action; **Effect** The dhole creates a non-magical tremor with the effects of an *earthquake* spell (DC 45) except that the area is a 100-foot emanation from the dhole. Adult bholes and dholes are immune to this effect.

Writhe  As dhole hatchling, but up to Gargantuan creatures, 7d8+19 bludgeoning plus 2d6 acid, and DC 53.

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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 other dimensions or to the Nothing.

PHYSIOLOGY

Dimensional shamblers have twisted, bizarre, 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.

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 the only certain way to keep them out is to set up a magical ward too small for one to emerge within.

When a shambler attacks, it quite often 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 don't deposit their victims in universes that are immediately dangerous, as they want them to survive for at least a few hours (though if the victim suffers either physically or emotionally in this other universe, that's fine with the shambler). The astral trail dissipates when the victim dies or assimilates to its new reality.

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 induce nausea or headaches.*

AN INCOMPREHENSIBLE LANGUAGE

The dimensional shamblers speak their own language that no other creature can even comprehend, much less learn. If a creature attempts to understand or communicate in the language of the Dimensional Shamblers in any form, they are exposed to the Incomprehensible Language ability in its stat block.

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 reality. Frigid wind swirls around the entity, crawling beneath your clothes like an unwelcome winter breeze.

DIMENSIONAL SHAMBLER

CREATURE 13

UNCOMMON NE LARGE ASTRAL

Perception +22; darkvision

Languages Dimensional Shambler; Impossible Language

Skills Acrobatics +26, Arcana +25, Occultism +25, Stealth +26, Yog-Sothothery +28

Str +7, **Dex** +7, **Con** +6, **Int** +4, **Wis** +5, **Cha** +5

Impossible Language (mental, secret) When a creature uses a linguistic action to mimic, learn, or interpret Dimensional Shambler, it takes 5d6 mental damage and must attempt a DC 37 Will save.

Critical Success The creature takes half damage and conveys or gains a vague impression about the communication, such as identifying a question or a threat.

Success The creature takes half damage and learns nothing.

Failure The creature takes full damage and learns nothing.

Critical Failure The creature takes double damage and learns a misleading very simple fact about the communication.

AC 34; **Fort** +23, **Ref** +24, **Will** +22; +1 status bonus to all saves vs. magic

HP 190, regeneration 15 (deactivated by force and *ghost touch*; see special); **Immunities** linguistic, mental; **Resistances** bludgeoning 8, piercing 8

Regeneration In addition to being deactivated by force damage and damage from attacks with the *ghost touch* property, the dimensional shambler's regeneration doesn't function while it is unable to teleport freely (such as while under the effects of *dimensional anchor* or in the area of *dimensional lock*).

Speed 20 feet, *air walk*

Melee ♦ **claw** +27 (agile, force, magical, reach 10 feet), **Damage** 3d6+13 slashing plus 1d6 force and Grab or Restrain

Melee ♦ **jaws** +27 (force, magical), **Damage** 3d4+13 piercing plus 4d6 force

Occult Innate Spells DC 33; **4th** *dimension door* (at will); **Constant** (4th) *air walk*

Dimensional Hold ⚡ **Trigger** The dimensional shambler uses Restrain; **Effect** The shambler wrenches the restrained creature from its current plane of existence. The creature must succeed at a DC 33 Will saving throw or it flickers visibly and is blinded and deafened until the end of the shambler's next turn. While the creature flickers, it is vulnerable to being pulled along when the shambler Dimensionally Travels.

Dimensional Travel ⚡⚡ (conjunction, occult, teleportation) The dimensional shambler moves to another plane of existence. It can travel to an exact location it has seen before, or it can choose a destination defined in general terms, in which case it arrives at or near the destination. This teleportation can deposit the shambler inside wards that normally prevent astral or evil creatures 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 help it get around these limitations.

If the shambler has a creature in its claws affected by Dimensional Hold, it can bring that creature along during Dimensional Travel. An unwilling victim can remain behind by succeeding at a DC 33 Will save.

Restrained ♦ **Requirements** The dimensional shambler's last action was a successful claw Strike against a creature it had grabbed with a claw and the dimensional shambler has a claw free, or the shambler already has a creature restrained using this action; **Effect** The shambler grabs the target with its free claw, automatically making the target restrained until the end of the shambler's next turn. This uses both of the shambler's claws, so it can't make claw Strikes until it Releases the target. Using Restrain on a restrained creature extends the duration of the restrained condition until the end of the shambler's next turn.

Snatch A dimensional shambler can move at half Speed while it has a single creature grabbed or restrained.

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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 for 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. Their 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. They also have a massive five-lobed brain deep in their torso, each lobe of which is concerned with a different aspect of reality.

ECOLOGY

A highly adaptable alien species, elder things can live underwater, dwell on land, or fly through the air or even outer space. From head to foot they typically stand 7 to 8 feet tall and usually weigh a few hundred pounds.

To human eyes, they resemble echinoderms with radial symmetry. 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 via spores but are interested in increasing their numbers only when colonizing new regions. They can feed on both organic and some inorganic substances but are preferentially carnivorous.

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.

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 don't 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. Over the ages, elder things have synthesized many life forms—even the dread shoggoths themselves originated with these sciences.

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 to allow for abundant decoration. 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.

The Old Ones' writing system is a series of raised or depressed dots, which they can also reproduce with simple black and white patterns. This text is often inscribed on walls to narrate historical reliefs.

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), though mere humanoids typically have little to offer them. They use a peculiar currency of small, flat stone counters, five-pointed and inscribed. Elder things maintain farms, as well as land and undersea ranches of dinosaurs, whales, and other prehistoric creatures, and conduct other agricultural activities. Typically, elder things live in their cities, while the 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 reside on their farms. Long ago, they used shoggoths to protect their farms and work as beasts of burden, but 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 have historically destroyed large swaths of local elder thing societies through their uprisings. 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.

What You See

This creature resembles a starfish grown into a pillar, with armlike tentacles that spring from its midsection; 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.

ELDER THING DILETTANTE

Even young and inexperienced elder things are quickly trained to a degree of scholarly brilliance to outshine most human sages.

ELDER THING DILETTANTE

CREATURE 9

LN MEDIUM ABERRATION AMPHIBIOUS

Perception +21; greater darkvision
Languages Elder Thing, Mi-Go, Yithian
Skills Arcana +20, Lore (any two) +20, Medicine +18, Nature +18, Occultism +20, Religion +18, Thievery +18, Yog-Sothothery +20
Str +4, **Dex** +4, **Con** +6, **Int** +6, **Wis** +4, **Cha** +3
AC 31; **Fort** +219, **Ref** +15, **Will** +17
HP 95; **Resistances** bludgeoning 5, cold 10, fire 5, slashing 10
Speed 25 feet, fly 100 feet, swim 40 feet
Melee ♦ fist +19 (agile, nonlethal), **Damage** 1d4+10 bludgeoning
Melee ♦ tentacle +19 (agile), **Damage** 2d12+10 bludgeoning plus Grab
Arcane Spontaneous Spells DC 28, attack +18; **5th** (3 slots) *black tentacles*, *blindness*, *cone of cold*; **4th** (4 slots) *confusion*, *creation*, *dispel magic*, *phantasmal killer*; **3rd** (4 slots) *earthbind*, *lightning bolt*, *mind reading*, *vampiric touch*; **2nd** (4 slots) *dispel magic*, *mirror image*, *obscuring mist*, *web*; **1st** (4 slots) *feather fall*, *mending*, *ray of enfeeblement*, *unseen servant*; **Cantrips**

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(5th) *detect magic, electric arc, read aura, prestidigitation, telekinetic projectile*

Constrict ♦ 2d12+4 bludgeoning, DC 28

Hibernate (concentrate, exploration) 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 attempts a DC 28 Will save, awakening in 1d4 days on a failure or in 2d4 rounds on a success. If it chooses a fixed duration for its hibernation, the elder thing automatically awakens 1d4 rounds after the chosen end time if it was not awakened earlier.

Pentad Attack ♦♦♦ The elder thing attacks up to five targets, making one fist Strike and one tentacle Strike at each. It rolls only one fist Strike and one tentacle Strike, each with a –2 penalty, and compares the results to each target's AC. It rolls damage only once for each type of Strike and applies it to each creature hit. These count toward the elder thing's multiple attack penalty, but the penalty doesn't increase until after all the attacks.

Star Travel (downtime) An elder thing can survive and fly in space.

ELDER THING POLYMATH

Experienced elder things are often accomplished bards who use piping magical music to control powerful elder shoggoths.

ELDER THING POLYMATH

CREATURE 13

LN MEDIUM ABERRATION AMPHIBIOUS

Perception +26; greater darkvision

Languages Elder Thing, Mi-Go, Yithian

Skills Arcana +27, Lore (any two) +27, Medicine +23, Nature +23, Occultism +27, Performance +26, Religion +23, Thievery +23, Yog-Sothothery +25

Str +4, **Dex** +4, **Con** +8, **Int** +7, **Wis** +5, **Cha** +6
AC 35; **Fort** +27, **Ref** +19, **Will** +23

HP 145; **Resistances** bludgeoning 8, cold 15, fire 8, slashing 15

Speed 25 feet, fly 100 feet, swim 40 feet

Melee ♦ fist +25 (agile, nonlethal), **Damage** 1d4+12 bludgeoning

Melee ♦ tentacle +25 (agile), **Damage** 2d12+12 bludgeoning plus Improved Grab

Occult Spontaneous Spells DC 35, attack +25;

7th (2 slots) *dominate, prismatic spray*; **6th** (3 slots) *spirit blast, vibrant pattern, wall of force*;

5th (3 slots) *black tentacles, cloak of colors, tongues*; **4th** (3 slots) *confusion, dispel magic, resilient sphere*; **3rd** (3 slots) *haste, hypercognition, mind reading*; **2nd** (3 slots) *darkness,*

illusory creature, mirror image; **1st** (3 slots) *command, sanctuary, soothe*; **Cantrips** (7th) *daze, read aura, prestidigitation, shield, telekinetic projectile*

Bard Composition Spells 2 Focus Points, DC 35; **7th** *counter performance, lingering composition*; **Cantrips** (7th) *allegro, chaos at the heart of everything* (page 126), *inspire competence, inspire courage*

Constrict ♦ 2d12+12 bludgeoning, DC 35

Hibernate (concentrate, exploration) As elder thing dilettante.

Pentad Attack ♦♦♦ The elder thing attacks up to five targets, making one fist Strike and one tentacle Strike at each. It rolls only one fist Strike and one tentacle Strike, each with a –2 penalty, and compares the results to each target's AC. It rolls damage only once for each type of Strike and applies it to each creature hit. These count toward the elder thing's multiple attack penalty, but the penalty doesn't increase until after all the attacks.

Star Travel (downtime) An elder thing can survive and fly in space.

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 entrenched in their doctrine that 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. Their body is then attached to a mutant creature, forming a permanent symbiotic relationship. This can be a voluntary partnership on the part of a devoted or deluded spellcaster or a coercive arrangement, such as a torment or punishment. Regardless of the intent, typically, both entities are “enhanced” by this connection.

All eremites are powerful magic users, and their demonic-looking symbionts are fearful monsters often bred specifically for the purpose of joining with an eremite—so these steeds are not necessarily encountered on their own. The eremite itself is, of course, human-sized, and its symbiont steed is comparable in size to a horse, perhaps a little larger. The symbiont can vary, but wings or another means of swift movement are common traits. Typically, the symbiont is also aggressive and carnivorous. It derives much of its nourishment from tapping into its humanoid counterpart, but not all, and so 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 was an eremite aspirant (page 503) bound to a symbiont based on a griffon. The dracoform eremite was a cult mastermind (page 505) bound to a symbiont based on a young bronze dragon, but numerous variations exist based on other creatures.

Though they are more dangerous when bound, an unbound eremite symbiont can pose a significant threat on its own. Unbound eremite symbionts are typically encountered among the Mythos cults that groom them to bind with spellcasters to create true eremites. These include the Cult of the Sleeper (serving Tsathoggua) and the Cult of the Shadow Pharaoh.

CREATING EREMITES

An eremite combines two separate creatures (one mortal spellcaster and one eremite symbiont) into a single entity with one stat block. The mortal can be any kind of powerful spellcaster but is traditionally a wizard. The eremite symbiont must be at least one size larger than the spellcaster, and the symbiont’s level must be lower than the spellcaster’s level but not lower than the spellcaster’s level – 7. To create an eremite from an existing spellcaster and symbiont, follow these steps.

Start with the spellcaster’s stat block, and add the symbiont’s Strikes, immunities, resistances, status bonuses on saves, senses, and abilities. Increase the spellcaster’s level by 2 and change its statistics as follows.

- Use the higher of the symbiont’s and the spellcaster’s AC, ability modifiers, Perception, skill modifiers, and saving throws.
- Increase Perception, skill modifiers, AC, and saving throws by 2.
- Its size changes to match the symbiont’s, it gains the aberration trait, and its alignment usually changes to CE.
- Increase its highest Strike attack modifier to equal its highest spell attack modifier + 2 and adjust its other attack modifiers by the same amount.
- Use the sum of the spellcaster’s HP and the symbiont’s.
- The eremite loses the spellcaster’s Speeds and gains the symbiont’s.
- The eremite’s Strikes become magical. Increase the number of weapon damage dice on the eremite’s Strikes by one if the new eremite is at least 3 levels higher than the original symbiont, or by two if it is at least 6 levels higher.
- Increase the DC of all the symbiont abilities to match the spellcaster’s highest spell DC. If the symbiont has damaging abilities, their damage and DC should increase to the new creature’s level as listed in Chapter 2: Tools in the *Pathfinder Second Edition Gamemastery Guide*.

BASIC EREMITES ABILITIES

All eremites gain the following abilities. If the spellcaster had any abilities with the move trait, it loses them. You might also need to adjust abilities that conflict with the eremite’s theme.

Independent Brains Each of an eremite’s heads rolls its own initiative and has its own turn.

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Neither head can Delay. At the start of a head's turn, that head gets its own actions and reaction. The spellcaster gains 3 actions and 1 reaction; the symbiont brain gains 2 actions and 1 reaction. The spellcaster brain controls only the humanoid upper body, and only it can Cast a Spell. The symbiont's brain controls only the lower body, and only it can Strike, Grab, Consume, or use move actions. Any ability that would sever an eremite's head (such as a *vorp* weapon) doesn't cause the eremite to die if it still has its other head, but it does cause the eremite to lose the actions and reactions of the severed head. Mental effects that target a single creature affect only one of the eremite's heads.

Symbiotic Telepathy The symbiont and spellcaster can communicate telepathically with each other.

Dual Physiology The eremite gains a +2 status bonus to all saves against effects that target only one creature

Bound-Soul Resurrection (healing, necromancy) If a single-target effect would reduce the eremite's Hit Points to 0 or kill it when it has more than 1 Hit Point, the eremite instead drops to half the Hit Points it had before (rounded down).

Attack of Opportunity ☞ The symbiont's Strikes only.

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.

EREMITE SYMBIONT

CREATURE 9

UNCOMMON CE LARGE ABERRATION

Perception +19; darkvision

Languages Aklo, Common

Skills Acrobatics +20, Arcana +16

Str +6, **Dex** +4, **Con** +6, **Int** +0, **Wis** +3, **Cha** +3
AC 28; **Fort** +20, **Ref** +18, **Will** +15; +1 status bonus to all saves vs. magic, +3 status bonus to all saves vs. poison

HP 135; **Immunities** disease; **Resistances** acid 10, electricity 10

Speed 25 feet, fly 60 feet

Melee ♦ claw +21 (agile), **Damage** 2d6+12 slashing

Melee ♦ jaws +21 (deadly 1d10), **Damage** 2d8+12 piercing plus Grab

Melee ♦ wing +21 (reach 10 feet), **Damage** 2d4+12 slashing

Consume ♦ **Requirements** The symbiont has a creature grabbed; **Effect** The symbiont chews on the grabbed creature, dealing 2d8+6 slashing damage (DC 28 basic Fortitude save).

EREMITE

CREATURE 12

UNCOMMON CE LARGE ABERRATION HUMANOID HUMAN

Perception +22; darkvision

Languages Aklo, Common, five others; symbiotic telepathy

Skills Acrobatics +22, Arcana +23, Crafting +23, Religion +22, Yog-Sothothery +22

Str +6, **Dex** +4, **Con** +6, **Int** +5, **Wis** +4, **Cha** +3

Independent Brains

Symbiotic Telepathy

Items +1 *explorer's clothing*, bonded item (dagger), material component pouch, spellbook
AC 30; **Fort** +22, **Ref** +20, **Will** +22; +1 status bonus to all saves vs. magic, +3 status bonus to all saves vs. poison

HP 265; **Immunities** disease; **Resistances** acid 10, electricity 10

Bound-Soul Resurrection

Dual Physiology

Attack of Opportunity ☞ Wing only.

Speed 25 feet, fly 60 feet

Melee ♦ claw +25 (agile, magical), **Damage** 3d6+12 slashing

Melee ♦ jaws +25 (deadly 1d10, magical), **Damage** 3d8+12 piercing plus Grab

Melee ♦ wing +25 (reach 10 feet, magical), **Damage** 3d4+12 slashing

Wizard School Spells 2 Focus Points, DC 33; 5th *augment summoning, dimensional steps*

Arcane Prepared Spells DC 33, +23 attack; 5th *black tentacles, lethargy of Tsathoggua* (page 119), *summon dragon*; 4th *confusion, dimension door, dispel magic, summon construct*; 3rd *haste, mind reading, paralyze, stinking cloud*; 2nd *dispel magic, obscuring mist, summon elemental, web*; 1st *charm, grease, ray of enfeeblement, unseen servant*; **Cantrips** (5th) *chill touch, daze, mage hand, ray of frost, shield, tanglefoot*
Arcane Rituals DC 33; *contact formless spawn* (page 146)

Consume ♦ **Requirements** The symbiont has a creature grabbed; **Effect** The symbiont chews on the grabbed creature, dealing 3d8+6 slashing damage (DC 31 basic Fortitude save).

Drain Bonded Item ♦ **Frequency** once per day; **Requirements** The spellcaster brain hasn't acted yet on their turn; **Effect** During their current turn, the spellcaster brain gains the ability to Cast one Spell they prepared today and already cast, without spending a spell slot. They must

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still Cast the Spell and meet the spell's other requirements.

DRACOFORM SYMBIONT

CREATURE 14

UNCOMMON CE LARGE ABERRATION

Perception +27; darkvision
Languages Aklo, Common
Skills Acrobatics +25, Arcana +22, Athletics +28, Stealth +25
Str +7, **Dex** +4, **Con** +7, **Int** +2, **Wis** +4, **Cha** +3
AC 38; **Fort** +27, **Ref** +24, **Will** +22; +1 status bonus to all saves vs. magic
HP 220; **Immunities** disease; **Resistances** acid 15, electricity 15
Attack of Opportunity ⚔ Jaws only.
Speed 30 feet, fly 120 feet, swim 40 feet
Melee ⚔ claw +29 (agile), **Damage** 3d8+13 slashing
Melee ⚔ jaws +29 (electricity, reach 10 feet), **Damage** 3d8+13 piercing plus 1d12 electricity
Melee ⚔ tail +27 (reach 10 feet), **Damage** 2d8+11 slashing
Breath Weapon ⚡ (arcane, electricity, evocation) The symbiont breathes a 60-foot line of lightning that deals 8d12 electricity damage (DC 34 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.
Draconic Frenzy ⚡ The symbiont makes two claw Strikes and one tail Strike in any order.

DRACOFORM EREMIT

CREATURE 19

UNCOMMON CE LARGE ABERRATION HUMANOID HUMAN

Perception +34; darkvision
Languages Aklo, Common, five others; symbiotic telepathy
Skills Acrobatics +27, Arcana +24, Athletics +30, Bardic Lore +30, Deception +35, Diplomacy +33, Intimidation +35, Occultism +34, Performance +35, Religion +33, Stealth +27, Yog-Sothothery +31
Str +7, **Dex** +4, **Con** +7, **Int** +5, **Wis** +4, **Cha** +6
Independent Brains
Symbiotic Telepathy
Items +2 *resilient bracers of armor*, material component pouch
AC 40; **Fort** +29, **Ref** +28, **Will** +35; +1 status bonus to all saves vs. magic, +3 status bonus to all saves vs. poison, +2 status bonus to all saves vs. effects that can target only 1 creature
HP 455; **Immunities** disease; **Resistances** acid 15, electricity 15
Bound-Soul Resurrection
Attack of Opportunity ⚔ Jaws only.
Speed 30 feet, fly 120 feet, swim 40 feet
Melee ⚔ claw +35 (agile), **Damage** 4d8+13 slashing
Melee ⚔ jaws +35 (electricity, reach 10 feet),

Damage 4d8+13 piercing plus 1d12 electricity
Melee ⚔ tail +33 (reach 10 feet), **Damage** 3d8+11 slashing

Occult Spontaneous Spells DC 43, +33 attack; **9th** (2 slots) *cursed slumber* (page 112), *overwhelming presence*, *summon entity*; **8th** (3 slots) *disappearance*, *mind blank*, *spirit song*, *spiritual epidemic*; **7th** (3 slots) *dimensional lock*, *plane shift*, *possession*, *project image*; **6th** (3 slots) *collective transposition*, *dominate*, *feeblemind*, *phantasmal calamity*; **5th** (3 slots) *banishment*, *false vision*, *shadow blast*, *telepathic bond*; **4th** (3 slots) *dimension door*, *dispel magic*, *modify memory*, *suggestion*; **3rd** (3 slots) *enthrall*, *heroism*, *mind reading*, *slow*; **2nd** (3 slots) *calm emotions*, *dispel magic*, *illusory creature*, *paranoia*; **1st** (3 slots) *alarm*, *charm*, *sanctuary*, *unseen servant*; **Cantrips** (9th) *daze*, *electric arc*, *ghost sound*, *prestidigitation*, *sigil*
Bard Composition Spells 1 Focus Point, DC 43; **9th** *counter performance*; **Cantrips** (9th) *dirge of doom*, *inspire courage*, *inspire defense*, *inspire heroics*

Occult Rituals DC 43; *essential salts* (page 148)

Breath Weapon ⚡ (arcane, electricity, evocation) The symbiont breathes a 60-foot line of lightning that deals 10d12 electricity damage (DC 43 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ⚡ The symbiont makes two claw Strikes and one tail Strike in any order.

Effortless Concentration ⚡ **Requirements** The spellcaster brain hasn't acted yet on their turn; **Effect** The eremite immediately gains the benefits of a Sustain a Spell action for one of their active occult spells.

Quickened Casting ⚡ (concentrate, metamagic) **Frequency** once per day; **Effect** If the spellcaster brain's next action is to cast an occult cantrip or an occult spell that is at least 2 levels lower than the highest level spell they can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

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 icy touches and terrifying their enemies with 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 worshipped, and can look like any intelligent species.

What You See

The apparition floating toward you only vaguely resembles a person, but that faint resemblance makes your blood run chill.

FAVORED ONE OF NYARLATHOTEP

CREATURE 3

CE MEDIUM INCORPOREAL SPIRIT UNDEAD

Perception +9; darkvision

Skills Intimidation +10, Stealth +10

Str -5, **Dex** +4, **Con** +0, **Int** -5, **Wis** +1, **Cha** +1

AC 18; **Fort** +7, **Ref** +11, **Will** +8

HP 29, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 4 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Speed fly 30 feet

Melee ♦ aetheric hand +13 (agile, deadly 1d12, finesse, magical), **Damage** 1d12+1 force plus Stifle Healing

Howl ♦♦ (auditory, divine, emotion, enchantment, fear, mental) Each enemy within a 60-foot emanation takes 3d6 mental damage and must attempt a DC 20 Will save. The favored one can't Howl again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is frightened 1.

Critical Failure The creature takes double damage and is frightened 2.

Stifle Healing (curse, divine necromancy) Chaotic magical energy interferes with a creature damaged by the favored one, stifling their ability



to be healed. Until the end of the target's next turn, the favored one automatically attempts to counteract any healing effect on the creature. Its counteract level is 2 and its counteract modifier is +10.

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FIRE VAMPIRE

Fire vampires are intelligent creatures composed of gas or plasma, 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 fly through space. In theory, if

one were to collect the plasma from which they are formed, it would have weight, albeit a few pounds at most.

Over a long span of time, fire vampires grow and become more formidable. The huge entities known as Fthaggua and Cthugha could simply be fire vampires that have survived for long eons and thus become immense in power, intellect, and size.

Non-magical weapons do little harm to fire vampires. Water can damage them, as can buckets of sand or the use of other anti-flame techniques. Counterintuitively, depriving them of oxygen does not stop their burning, and they can survive in space. Particularly old and clever fire vampires often gain powerful spellcasting abilities.

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

CREATURE 8

CE LARGE FIRE OOZE

Perception +16; greater darkvision

Languages Aklo

Skills Acrobatics +21, Occultism +17, Stealth +19

Str +6, **Dex** +7, **Con** +4, **Int** +3, **Wis** +4, **Cha** +5
AC 27; **Fort** +14, **Ref** +19, **Will** +16

HP 70; **Immunities** critical hits, disease, fire, paralyzed, poison, precision, unconscious;

Weaknesses cold 5, fire retardants 10, water 10;

Resistances acid 5, electricity 5

Glow (aura, light) 30 feet. A fire vampire's flames cast bright light in the aura (and dim light for the next 30 feet).

All-Around Vision

Speed fly 40 feet

Melee ♦ pseudopod +19 (finesse, magical, reach 10 feet), **Damage** 1d4+6 bludgeoning plus 1d8 fire, 1d8 persistent fire, and vampiric flame

Ranged ♦ fire ray +17 (evocation, fire, occult, range 60 feet), **Damage** 6d6 fire

Accelerated Star Travel (exploration, move) The fire vampire can survive and fly in space at incredible speeds. It can generally arrive within the same solar system in 1 day, or to another star system in the same galaxy within 3d20 days.

Control Fire Motes ♦ (attack, concentrate)

Frequency once per turn; **Requirements** The fire vampire has Created Fire Motes; **Effect** The fire vampire directs up to two fire motes to fly up to 30 feet. If the mote enters a creature's space, the fire vampire can attempt a spell attack roll (modifier +19) against that creature, dealing 1d8 fire damage plus 1d8 persistent fire and vampiric flame on a success. The duration of the fire motes extends until the end of the fire vampire's next turn.

Create Fire Motes ♦♦ (evocation, fire, occult)

The fire vampire creates two Tiny pinpoints of light floating within 90 feet. Each mote has AC 30, 1 HP, and immunity to all damage except cold and damage from air or water. The mote is extinguished by any wind strong enough to extinguish small non-magical flames. The fire motes last until the end of the fire vampire's next turn. If the fire vampire already had fire motes, they are extinguished.

Fire Vampire Spawn A living creature that is stupefied 4 or more when slain by a fire vampire's pseudopod or by persistent fire damage dealt by a fire vampire bursts into flames, leaving behind its equipment and only fine ash from its corpse. After 1 round, a new fire vampire with only 1 HP emerges from this flame (it regains HP normally).

Suppress Glow ♦♦ (concentrate, illusion, occult) The fire vampire shifts its glow beyond the visible spectrum, rendering it invisible until it uses a hostile action other than Control Fire Motes.

Vampiric Flame (mental, necromancy, occult)

When the fire vampire damages a non-mindless creature with its pseudopod, its fire motes, or the persistent fire damage from its pseudopod, it burns away a bit of the creature's mind. The fire vampire regains 10 Hit Points and the creature must succeed at a DC 27 Will save or become stupefied 1 (or unnerved 1 if your game uses the dread rules in Chapter 4). If the creature was already stupefied, its stupefied value increases by 1 on a failed save, to a maximum of stupefied 4.

FIRE VAMPIRE SORCERER

Although fire vampires gain considerable versatility from spellcasting, they are often still deadliest when simply burning creatures. They fall back on their spells against foes who are protected from fire or who prove clever about evading conventional attacks.

FIRE VAMPIRE SORCERER

CREATURE 11

CE LARGE FIRE OOZE

Perception +21; greater darkvision

Languages Aklo

Skills Acrobatics +24, Occultism +20, Stealth +22

Str +6, **Dex** +7, **Con** +5, **Int** +3, **Wis** +5, **Cha** +5
AC 30; **Fort** +19, **Ref** +23, **Will** +21

HP 110; **Immunities** critical hits, disease, fire, paralyzed, poison, precision, unconscious; **Weaknesses** cold 7, water 14; **Resistances** acid 7, electricity 7

Glow (aura, light) 30 feet. A fire vampire's flames cast bright light in the aura (and dim light for the next 30 feet).

All-Around Vision

Speed fly 40 feet

Melee ♦ pseudopod +24 (finesse, magical, reach 10 feet), **Damage** 2d4+6 bludgeoning plus 1d10 fire, 1d10 persistent fire, and vampiric flame

Ranged ♦ fire ray +20 (evocation, fire, occult, range 60 feet), **Damage** 8d6 fire

Occult Spontaneous Spells DC 30, attack +22; **5th** (3 slots) *shadow blast*, *shadow siphon*, *telekinetic haul*; **4th** (4 slots) *dimensional anchor*,

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phantasmal killer, resist energy, telepathy; 3rd (4 slots) *enthrall, haste, hypnotic pattern, mind reading*; 2nd (4 slots) *dispel magic, faerie fire, illusory creature, paranoia*; 1st (4 slots) *magic missile, mindlink, phantom pain, soothe*; **Cantrips** (5th) *daze, detect magic, ghost sound, mage hand, shield, telekinetic projectile* **Accelerated Star Travel** (exploration, move) The fire vampire can survive and fly in space at incredible speeds. It can generally arrive within the same solar system in 1 day, or to another star system in the same galaxy within 3d20 days. **Control Fire Motes** ♦ (attack, concentrate) **Frequency** once per turn; **Requirements** The fire vampire has Created Fire Motes; **Effect** The fire vampire directs up to two fire motes to fly up to 30 feet. If the mote enters a creature's space, the fire vampire can attempt a spell attack roll against that creature, dealing 1d8 fire damage plus 1d8 persistent fire and vampiric flame on a success. The duration of the fire motes extends until the end of the fire vampire's next turn. **Create Fire Motes** ♦♦ (evocation, fire, occult) As fire vampire, but AC 34. **Fire Vampire Spawn** A living creature that is stupefied 4 or more when slain by a fire vampire's pseudopod or by persistent fire damage dealt by a fire vampire bursts into flames, leaving behind

its equipment and only fine ash from its corpse. After 1 round, a new fire vampire with only 1 HP emerges from this flame (it regains HP normally).

Suppress Glow ♦♦ (concentrate, illusion, occult) The fire vampire shifts its glow beyond the visible spectrum, rendering it invisible until it uses a hostile action other than Control Fire Motes. **Vampiric Flame** (mental, necromancy, occult) As fire vampire, but DC 30.

PSYCHIC INFERNO

When fire vampires grow ancient and gluttoned on burned-away memories, they can stoke themselves into even larger flames. These psychic infernos contain flickers of the many memories they have consumed across many planets. If they can be bound or bargained with, they can prove to be valuable troves of information.

PSYCHIC INFERNO

CREATURE 13

CE HUGE FIRE OOZE

Perception +23; greater darkvision
Languages Aklo
Skills Acrobatics +26, Occultism +22, Stealth +24
Str +7, **Dex** +7, **Con** +4, **Int** +3, **Wis** +4, **Cha** +5
AC 32; **Fort** +21, **Ref** +26, **Will** +23
HP 230; **Immunities** critical hits, disease, fire, paralyzed, poison, precision, unconscious;
Weaknesses cold 8, water 15; **Resistances** acid 8, electricity 8
Glow (aura, light) 30 feet. A fire vampire's flames cast bright light in the aura (and dim light for the next 30 feet).
All-Around Vision
Psychic Backdraft ◀ (mental, necromancy, occult) **Trigger** A creature fails its Will save against vampiric flame; **Effect** The psychic inferno learns the creature's surface thoughts and erupts in rippling waves of mind-searing energy. Each creature within 15 feet must succeed at a DC 30 Will save or become stupefied 1 (or unnerved 1 if your game uses the dread rules in Chapter 4). If the creature was already stupefied, the stupefied value increases by 1. Fire creatures are immune. The psychic inferno can't use Psychic Backdraft

for 1d4 rounds.

Speed fly 40 feet

Melee ♦ pseudopod +26 (magical, reach 15 feet), **Damage** 3d4+7 bludgeoning plus 2d6 fire, 2d6 persistent fire, and vampiric flame

Ranged ♦ fire ray +23 (evocation, fire, occult, range 60 feet), **Damage** 10d6 fire

Accelerated Star Travel (exploration, move) The psychic inferno can survive and fly in space at incredible speeds. It can generally arrive within the same solar system in 1 day or to another star system in the same galaxy within 3d20 days.

Fire Vampire Spawn A living creature that is stupefied 4 or more when slain by a fire vampire's pseudopod or by persistent fire damage dealt by a fire vampire, bursts into flames, leaving behind its equipment and only fine ash from its corpse. After 1 round, a new fire vampire with only 1 HP emerges from this flame (it regains HP normally).

Ignite Thoughts ♦♦ (concentrate, divination, mental, occult) **Requirements** At least one creature within 30 feet has persistent fire damage inflicted by the psychic inferno; **Effect** The psychic inferno's flames rage through the mind of each required creature within 30 feet, dealing 5d10 mental damage. Each creature must attempt a DC 35 Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage, and the psychic inferno learns the creature's surface thoughts.

Failure The creature takes full damage, and the psychic inferno chooses any topic and learns one fact the creature knows on that topic that the creature considers most important.

Critical Failure The creature takes double damage, and the psychic inferno chooses any topic and learns a concise summary of the most important things the creature knows on that topic.

Suppress Glow ♦♦ (concentrate, illusion, occult) The psychic inferno shifts its glow beyond the visible spectrum, rendering it invisible until it makes a Strike.

Vampiric Flame (mental, necromancy, occult) When the fire vampire damages a non-mindless creature with its pseudopod, its fire motes, or the persistent fire damage from its pseudopod, it burns away a bit of the creature's mind. The fire vampire regains 10 Hit Points and the creature must succeed at a DC 33 Will save or become stupefied 1 (or unnerved 1 if your game uses the dread rules in Chapter 4). If the creature was already stupefied, its stupefied value increases by 1 on a failed save, to a maximum of stupefied 4.

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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 in theory it has a size and weight, this is difficult to measure because it keeps moving in and out of the Material Plane, and it doesn't 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. Due to their conglomerated nature, the various parts of their form in the physical dimension don't even need to be adjacent, which may help explain how they can emanate winds which pull a target toward them, rather than pushing it away.

These horrors prefer to feed on creatures on the Material Plane. 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 approach 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, deadly and waiting.

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 emanates from the bits of its form, blocking out all other noises for a moment.

FLYING POLYP BODY

CREATURE 14

CE HUGE ABERRATION AIR

Perception +30; **darkvision**

Languages Aklo, Yithian

Skills Athletics +32, Crafting +27, Nature +28, Yog-Sothothery +28

Str +9, **Dex** +2, **Con** +8, **Int** +4, **Wis** +5, **Cha** +5

Multi-Dimensional Bodies A flying polyp is one mind with up to eight bodies. If a flying polyp has multiple bodies, the bodies largely function as separate creatures with 2 actions and 1 reaction each, but they are telepathically linked. Make a single initiative roll for the flying polyp; all of its bodies act on that initiative count. The bodies share a single pool of innate spells, but they can combine actions from multiple bodies to Cast a Spell (and they must do so in order to cast *punishing winds*). Because the senses of a flying polyp's bodies are shared, each body uses the highest level of awareness among all its bodies for each target.

A flying polyp body reduced to 0 HP is destroyed, but this doesn't harm the polyp's remaining bodies. One destroyed body is replaced every year. Only by destroying all of a flying polyp's bodies on the same plane of existence can that flying polyp be permanently slain. A typical flying polyp is encountered with fewer than eight bodies, as its attention is split between multiple realities. When building an encounter with a flying polyp that has multiple bodies, treat each body beyond the first as a level 13 creature.

AC 39; **Fort** +30, **Ref** +24, **Will** +27

HP 150; **Weaknesses** electricity 20; **Resistances** all damage 10 (except force, *ghost touch*, negative, or magical slashing), acid 15, sonic 15

Multi-Dimensional Flickering (conjunction, primal, teleportation) Parts of each flying polyp body flicker seemingly at random between different planes of existence, rendering each body partially invisible and intangible at all times. Attackers can bypass the polyp's resistance to all damage if the polyp is suppressing this ability or if their attack can target ethereal or other extradimensional creatures.

Multi-Dimensional Mind Because they share a

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mind, multiple flying polyp bodies can be affected by a single mental effect. Whenever a mental effect targets one of a flying polyp's bodies, it affects all of them without counting as additional targets or being limited by the effect's range or area. If a flying polyp has more than one body when it attempts a saving throw against a mental effect, it rolls three dice and uses the middle result (this is a fortune effect).

Defensive Flicker (illusion, primal, visual) **Trigger** The flying polyp is targeted by an attack or effect; **Effect** The body becomes concealed against the attack or effect.

Deflecting Gust (air, evocation, primal) **Trigger** The flying polyp fails but doesn't critically fail a Reflex save; **Effect** The body uses a precisely aimed gust of wind to dodge aside or deflect the danger, gaining a +2 circumstance bonus to the triggering save.

Speed 25 feet, fly 40 feet

Melee ♦ tentacle +29 (agile, reach 15 feet),

Damage 3d8+15 bludgeoning plus Grab

Primal Innate Spells DC 39; 8th *punishing winds*; 7th *gust of wind* (at will), *plane shift*, *wall of wind*

Primal Rituals DC 39; *control weather*

Collective Weather Control (downtime) Multiple flying polyps (not merely multiple bodies, but multiple minds) can pool their efforts when casting *control weather*. Each additional flying polyp that casts *control weather* in this way extends the area's radius of effect of the *control weather* ritual 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.

Constrict ♦ 3d10+9 bludgeoning, DC 39

Sucking Wind ♦♦ (air, evocation, primal) The flying polyp sends out an eerie wind to slow and eventually halt escaping foes. This 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 precise vibration sense in the area of its Sucking Wind. Ranged weapon attacks smaller than siege weapons against any target other than the central flying polyp body take a -2 circumstance penalty. A creature other than a flying polyp that is Flying away from the central body treats the area around it as difficult terrain. If that body uses Sucking Wind again before the end of the duration, the duration extends by 1 round and the radius increases by 100 feet, to a maximum of 1 mile.

Tornado Blast ♦♦ (air, evocation, primal) The flying polyp creates a sudden explosion of flesh-scouring wind in a 30-foot burst within 120 feet. Each creature in the area is pushed 15

feet away from the center and takes 6d12 bludgeoning damage (DC 39 basic Fortitude save). On a failed save, the creature is pushed another 15 feet away and is knocked prone. The flying polyp can't use Tornado Blast again (from any body) for 1d4 rounds.

Wind Trap ♦ (concentrate) **Requirements** The flying polyp is Sucking Wind from one of its bodies; **Effect** The flying polyp focuses its wind's effect on one creature, who must attempt a DC 39 Fortitude save.

Success The creature is unaffected.

Failure Climbing, Striding, or Stepping in any direction except toward the central body is difficult terrain for the target until the start of the flying polyp's next turn or the creature leaves the area; for the same duration, a creature Flying in any direction except toward the central body treats the area as difficult terrain.

Critical Failure The target falls prone. A creature that is Climbing, Flying, Striding, or Stepping in any direction except toward the central body treats the area as greater difficult terrain until the start of the flying polyps next turn or until the creature leaves the area.



FORMLESS SPAWN

Deep below the earth live the formless spawn of Tsathoggua. These highly fluid entities of black protoplasm 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 readily sprout spindly legs to run upon, twisted faces to leer with, and limbs to grasp and hold. When lurking in a room, they often extend sticky strands to cling to the walls or ceiling, building a web-like structure out of their own bodies.

Despite their physiological 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 of their life cycle, or maybe he is an aggregate construct the formless spawn created to house their collective magical potential.

Unlike many entities of similar influence, the formless spawn are wholly chaotic in their philosophy. Though they sometimes work toward the same larger goal, each relies upon its own independent action and direction. Even Tsathoggua himself doesn't try to command them, instead relying upon their own instinctual desires to further his schemes.

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COMBAT

Formless spawn are little harmed by being cut or chopped. They are extremely fast and intelligent, thus they can and do flee superior foes clever enough to use high-damage magical attacks against them.

Each round, the formless spawn can take a different shape and use a different attack, 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 can transform its whole body into a pointed deadly ram and thrust at a single, large enemy. Its clublike 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 ropey tendrils and manifesting 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.

FORMLESS SPAWN

CREATURE 8

CE HUGE ACID OOZE

Perception +13; motion sense 90 feet, no vision, tremorsense (imprecise) 150 feet

Languages Aklo

Skills Acrobatics +17, Athletics +19, Religion +13, Stealth +19

Str +4, **Dex** +7, **Con** +6, **Int** +2, **Wis** +1, **Cha** +2

Motion Sense A formless spawn can sense nearby motion through vibration and air movement.

AC 27; **Fort** +16, **Ref** +19, **Will** +13

HP 75; **Immunities** acid, critical hits, paralyzed, precision, unconscious; **Resistances** electricity 7, piercing 7, slashing 7

All-Around Vision

Reactive The formless spawn gains an extra reaction each round. It can't use more than one on the same triggering action, even if a creature leaves several squares in the formless spawn's reach.

Attack of Opportunity Pseudopod only.

Tendrils Riposte Trigger A creature critically fails a Strike against the formless spawn; **Requirements** The formless spawn is benefiting from Tendril Parry; **Effect** The formless spawn

makes a tendril Strike against the triggering enemy.

Speed 35 feet, climb 25 feet, swim 40 feet

Melee pseudopod +20 (agile, reach 15 feet),

Damage 2d6+4 bludgeoning plus 2d6 acid

Flow Through A formless spawn can pass through a space as narrow as 1 inch wide without Squeezing or treating the space as difficult terrain.

Form Attack Trigger The formless spawn's turn begins; **Effect** The formless spawn gains one of the following unarmed attacks until the start of its next turn. If it Grabs a creature with a formed attack, it can maintain its hold on the target even after it loses that attack.

Melee maw +20 (reach 10 feet), **Damage** 2d10+4 bludgeoning plus 2d6 acid and Grab

Melee ram +18 (backswing, deadly d10, reach 10 feet), **Damage** 3d12+4 piercing plus 1d6 acid and Knockdown

Melee tendril +20 (agile, reach 20 feet, sweep), **Damage** 2d4+4 slashing plus 2d6 acid
Pool (concentrate) Until the next time it acts, the formless spawn appears to be a puddle of tar or oil and need not eat or drink. It has an automatic result of 39 on Deception checks and DCs to pass as a pool.

Swallow Whole Large, 4d6 acid, Rupture 22

Tendrils Parry Requirements The formless spawn has formed tendrils; **Effect** The formless spawn's whirling tendrils deflect attacks, giving it a +1 circumstance bonus to AC until the start of its next turn.

Tendrils Whirlwind Requirements The formless spawn has formed tendrils; **Effect** The formless spawn makes a tendril Strike against up to three targets within reach. Its multiple attack penalty applies to these Strikes, but it doesn't increase until after all the Strikes have been made.



GHAST, MYTHOS

Mythos ghastrs are underground-dwelling 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 clawed hands and overgrown, hooved hind legs. 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 ghast is the size of a small horse: about 600 pounds and stands just shy of 8 feet tall.

Mythos ghastrs are technically omnivorous, but the lack of plants underground means that most function primarily as carnivores. They possess

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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 ghastrs can survive in dim light for many hours, eventually they need to return to pitch blackness and recover. Prolonged exposure to full sunlight kills them.

Numerous underground cultures have tamed these disgusting beasts for their own uses. While loathsome and aggressive, Mythos ghastrs 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.

MYTHOS GHASTR

CREATURE 3

CE MEDIUM BEAST

Perception +8; darkvision, scent (imprecise) 30 feet

Languages Ghoul (can't speak any language)

Skills Acrobatics +7, Stealth +9

Str +3, **Dex** +2, **Con** +4, **Int** -3, **Wis** +3, **Cha** +1

AC 17; **Fort** +10, **Ref** +7, **Will** +8; +3 circumstance bonus to all saves vs. disease, poison, and sickened

HP 55, negative healing; **Weakness** light 3

Susceptible to Sunlight While in direct sunlight, a Mythos ghastr is sickened 1, and its sickened value can't decrease while it remains in the sunlight. At the end of each hour in sunlight, it becomes drained 1, or the drained value increases by 1, to a maximum of drained 4. It dies after spending 8 hours in direct sunlight.

Attack of Opportunity Hoof only.

Speed 30 feet

Melee ♦ jaws +12, **Damage** 1d6+7 piercing

Melee ♦ claw +12 (agile), **Damage** 1d4+7 slashing

Melee ♦ hoof +10, **Damage** 1d4+5 bludgeoning plus Knockdown

Beast of Burden A Mythos ghastr can comfortably serve as a mount for a creature of its own size, to a maximum of a 6-foot-tall humanoid.

Drag ♦ The Mythos ghastr makes a jaws or claw Strike against a prone enemy. If it hits, in addition to dealing damage, the Mythos ghastr Strides

up to 10 feet, dragging the enemy along.

Pack Attack A Mythos ghastr deals 1d4 extra damage to any creature that's within reach of at least two of the Mythos ghastr's allies.

Rend ♦ claw





GHoul, MYTHOS

Mythos ghouls are eaters of the dead, often mistaken for undead who share their habits. Although they are practically immortal, they are very much alive. 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.

Ghouls don't eat corpses just for nourishment; as they do, they also absorb knowledge. In general, the older and more withered the corpse, the better and more complete a base of knowledge the ghoul 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 carnivorous and inhuman, they are not necessarily evil, any more than a hyena is evil. They may eat the dead, but most are scavengers disinterested in violence; they sometimes deflect unreasonable accusations by pointing out the fact that older bodies are more delicious anyway, and there's rarely a shortage of corpses to feast upon. Ghouls are also able to communicate and interact with humanoids, with whom they frequently make treaties and pacts. After all, they have the knowledge of deceased human diplomats to guide them and insights of sages to offer.

Because humanoids can become ghouls by indulging in certain occult practices, many humanoids fear ghouls as a source of corruption. Few ghouls take a serious interest in recruiting more ghouls, but notorious ghoul villains have become the stuff of parents' nightmares by kidnapping and replacing humanoid children with their own ghoul offspring (much like hags do with their

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changeling offspring). Of course, sometimes ghoulish orphans end up raised by humanoids accidentally as any orphan might be, and it is possible for ghouls to raise children of other ancestries without transforming them.

GHOUL STORY HOOKS

A player character or NPC ghoulish might...

- have previously been a humanoid who had extensive contact with ghouls and experienced “the change” to become a ghoulish.
- have been kidnapped as a child and raised to be a ghoulish and has become one despite having been born a humanoid. Learning the truth about a kidnapper they assumed to be a parent might lead them to bring the villain to justice and seek to learn about their original home.
- be a ghoulish-raised ghoulish 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 seeks to join humanoid society and develop friendships through adventuring, exploring, or at least studying this culture closely for a few decades.

What You See

This humanoid creature has a doglike 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 SCAVENGER

A ghoulish scavenger is a typical ghoulish found struggling to survive in a lonesome graveyard or serving as guardian for more experienced and esteemed ghouls.

GHOUL SCAVENGER

CREATURE 0

CE MEDIUM GHOUL HUMANOID

Perception +5; darkvision, scent (imprecise) 30 feet

Languages Common, Ghoulish

Skills Athletics +6, Lore for local humanoid history +6, Stealth +6

Str +2, **Dex** +2, **Con** +3, **Int** +2, **Wis** +1, **Cha** –1

Expert Scrounger A ghoulish can use broken (but not destroyed) objects as if they did not have that condition. In addition, when they Seek in rubble, undergrowth, dirt, or other places hidden from view and get a result less than 14, they replace that result with 14.

AC 14; **Fort** +7, **Ref** +6, **Will** +3

HP 18; **Immunities** non-magical disease

Attack of Opportunity ⚔

Speed 25 feet

Melee ⚔ jaws +6, **Damage** 1d6+2 piercing

Melee ⚔ claw +6 (agile), **Damage** 1d4+2 slashing

Psychic Feast (manipulate) The ghoulish can spend 1 minute eating flesh from a corpse at least 24 hours dead to gain insight into a skill the creature was trained in. The ghoulish gets a +1 circumstance bonus to checks with that skill. They can have this bonus to no more than two skills at a time; gaining this bonus to a third skill replaces the bonus to the first skill.

CRYPT LURKER

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.

CRYPT LURKER

CREATURE 4

CE MEDIUM GHOUL HUMANOID

Perception +9; darkvision, scent (imprecise) 30 feet

Languages Common, Ghoulish

Skills Acrobatics +12, Athletics +9, Lore for local humanoid history +10, Stealth +12, Thievery +12

Str +1, **Dex** +4, **Con** +2, **Int** +2, **Wis** +1, **Cha** –1

Items leather armor

Expert Scrounger A ghoulish can use broken (but not destroyed) objects as if they did not have that condition. In addition, when a crypt lurker Seeks in rubble, undergrowth, dirt, or other places hidden from view and gets a result less than 18, they replace that result with 18.

AC 21; **Fort** +8, **Ref** +12, **Will** +9

HP 56; **Immunities** non-magical disease

Reactive Pursuit ⚔ **Trigger** An adjacent foe moves away from the crypt lurker, and the lurker can reach at least one space adjacent to the foe with a Stride action; **Effect** The lurker keeps pace with a retreating foe. They Stride, but they must end their movement adjacent to the triggering enemy. This movement does not trigger reactions from the triggering enemy.

Speed 25 feet

Melee ⚔ jaws +12 (finesse), **Damage** 1d6+4 piercing

Melee ⚔ claw +12 (agile, finesse), **Damage** 1d4+4 slashing

Psychic Feast (manipulate) The ghoulish can spend 1 minute eating flesh from a corpse at least 24 hours dead to gain insight into a skill the crea-

ture was trained in. The ghoule gets a +1 circumstance bonus to checks with that skill. They can have this bonus to no more than two skills at a time; gaining this bonus to a third skill replaces the bonus to the first skill.

Sneak Attack A crypt lurker deals an extra 2d6 precision damage to flat-footed creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to the crypt lurker.

CHARNEL WHISPERER

A charnel whisperer is a ghoule that has learned magical secrets directly from the dead, much like a sorcerer with the undead bloodline and the necrophage archetype. In social interactions, the ghoule is a 7th-level challenge.

CHARNEL WHISPERER

CREATURE 6

UNCOMMON CE MEDIUM GHOUL HUMANOID

Perception +11; darkvision, scent (imprecise) 30 feet

Languages Common, Ghoul

Skills Deception +14, Intimidation +14, Lore for local humanoid history +13, Religion +13, Stealth +11

Str +2, **Dex** +1, **Con** +2, **Int** +1, **Wis** +1, **Cha** +4

Items studded leather armor

Expert Scrounger A ghoule can use broken (but not destroyed) objects as if they did not have that condition. In addition, when a charnel whisperer Seeks in rubble, undergrowth, dirt, or other places hidden from view and gets a result less than 20, they replace that result with 20.

AC 23; **Fort** +13, **Ref** +12, **Will** +14

HP 71; **Immunities** non-magical disease

Whispering Skull Familiar The charnel whisperer carries a whispering skull as a familiar. It has the powers to forestall doom and give whispered warnings.

Forestall Doom After the master rolls a Fortitude saving throw, the familiar can allow the master to reroll the die; this is a fortune effect. The master must use the new result, and the skull is stunned for 8 hours.

Whispered Warning The familiar whispers hints to help the master resist magic. Whenever the master is about to attempt a Will save against a curse, a mental effect, or a spell and hasn't rolled yet, the master

can spend a reaction to heed the skull's advice and gain a +2 status bonus to the save.

Speed 25 feet

Melee ✎ jaws +14, **Damage** 1d6+2 piercing

Melee ✎ claw +14 (agile), **Damage** 1d4+2 slashing

Divine Spontaneous Spells DC 26, attack +18; 4th (3 slots) *blindness*, *harm**, *talking corpse**; 3rd (4 slots) *bind undead**, *fear*, *harm**, *heroism*; 2nd (4 slots) *dispel magic*, *false life**, *ghoulish cravings*, *sound burst*; 1st (4 slots) *command*, *fear*, *harm**, *ventriloquism*; **Cantrips** (4th) *chill touch**, *guidance*, *prestidigitation*, *read aura*, *shield*

Sorcerer Bloodline Spells 2 Focus Points, DC 26;

4th *drain life*, *touch of undeath*

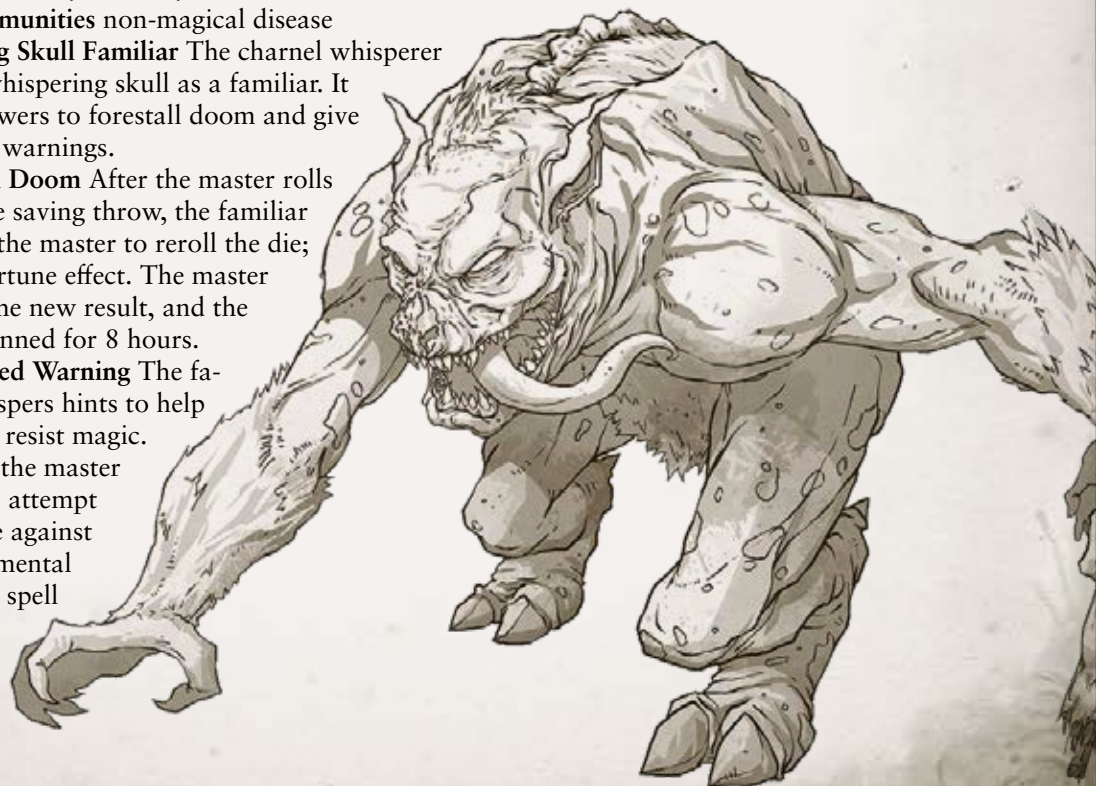
Divine Rituals DC 27; *create undead*

Blood Magic When the charnel whisperer casts a bloodline granted spell (marked with an asterisk) or focus spell, necromantic energy flows through them or one target. Either the whisperer gains temporary Hit Points equal to the spell's level for 1 round, or a target takes 1 negative damage per spell level (if the spell already deals initial negative damage, combine this with the spell's initial damage before determining weaknesses and resistances). If the spell allows a save or requires a spell attack roll and the whisperer chooses to affect the target, this effect happens only on a failed save or a successful spell attack roll.

Psychic Feast (manipulate) As crypt lurker.

GHOULE RAVAGER

Pallid gray skin barely contains the bulk of this muscular, ghoulish brute. Grown strong and



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powerful after subterranean feasts, this ghoul has become bold and aggressive. It advances menacingly with bared teeth and extended claws, ready and eager to kill again.

GHoul RAVAGER

CREATURE 7

CE MEDIUM GHoul HUMANOID

Perception +12; darkvision, scent (imprecise) 30 feet

Languages Common, Ghoul

Skills Athletics +15, Intimidation +12, Lore for local humanoid history +13, Stealth +14

Str +4, **Dex** +3, **Con** +4, **Int** +0, **Wis** +1, **Cha** -1

Items studded leather armor, +1 *handwraps of mighty blows*

AC 24; **Fort** +17, **Ref** +12, **Will** +12

HP 120; **Immunities** non-magical disease

No Escape ➤ **Trigger** A creature within the ghoul ravager's reach attempts to move away; **Effect** The ravager keeps pace with the triggering creature. The ravager Strides, following the foe and keeping it in reach throughout its movement until it stops moving or the ravager has moved their full Speed.

Speed 35 feet, burrow 10 feet

Melee ♦ jaws +18 (deadly d8, magical), **Damage** 1d10+6 piercing

Melee ♦ claw +18 (agile, magical, twin), **Damage** 1d6+6 slashing

Combat Feast ♦♦ (healing, manipulate) **Frequency** once per day; **Requirements** The ghoul ravager can reach the corpse of an enemy that died within 1 minute; **Effect** The ravager eats a bit of the required corpse. They regain 4 Hit Points per level of the enemy. If they are currently raging and this healing would restore their HP beyond the maximum, they gain the excess as temporary Hit Points that last until their Rage ends (maximum 11 temporary HP).

Psychic Feast (manipulate) As crypt lurker.

Rage ♦ (concentrate, emotion, mental) **Requirements** The ghoul ravager isn't fatigued or raging; **Effect** The ravager gains 11 temporary Hit Points that last until the rage ends and reduces their unnerved and frightened conditions each by 1. While raging, they deal 5 additional damage with melee attacks and take a -1 status penalty to AC. The ravager can't use concentrate actions except Seek and rage actions. The rage lasts for 1 minute, until there are no enemies the ravager can perceive, or until the ravager falls unconscious. Once the rage ends, the ravager can't rage for 1 minute.

Tooth and Claw Frenzy ♦♦ The ravager makes one jaws Strike and two claw Strikes, in any order.

GRAVE SAGE

A grave sage is an ancient and learned ghoul bard that has eaten invaluable ancient corpses in its many decades or centuries of monstrous life.

GRAVE SAGE

CREATURE 14

CE MEDIUM GHoul HUMANOID

Perception +25; darkvision, scent (imprecise) 30 feet

Languages Common, Ghoul

Skills Lore for local humanoid history +23, Occultism +23, Performance +25, Stealth +25

Str +3, **Dex** +3, **Con** +3, **Int** +1, **Wis** +3, **Cha** +5

Items +1 *resilient studded leather*

Expert Scrounger A ghoul can use broken (but not destroyed) objects as if they did not have that condition. In addition, when a grave sage Seeks in rubble, undergrowth, dirt, or other places hidden from view and gets a result less than 32, they replace that result with 32.

AC 35; **Fort** +24, **Ref** +24, **Will** +26

HP 176; **Immunities** non-magical disease

Speed 25 feet, burrow 10 feet

Melee ♦ jaws +23, **Damage** 1d6+4 piercing

Melee ♦ claw +23 (agile), **Damage** 1d4+4 slashing

Occult Spontaneous Spells DC 37, attack +29; **7th** (3 slots) *project image, suggestion, visions of danger*; **6th** (3 slots) *dominate, soothe, summon dream-dweller* (page 123; usually a ghoul ravager); **5th** (3 slots) *dispel magic, hallucination, synesthesia*; **4th** (3 slots) *dimension door, Orne's black* (page 120), *veil*; **3rd** (3 slots) *fear, haste, hypercognition*; **2nd** (3 slots) *deafness, illusory creature, mirror image*; **1st** (3 slots) *alarm, charm, soothe*; **Cantrips** (7th) *dancing lights, ghost sound, guidance, mage hand, shield*

Bard Composition Spells 3 Focus Points, DC 37; **7th** *counter performance, portrait of perfect likeness* (page 126), *lingering composition*; **Cantrips** (7th) *contrary melody* (page 126), *inspire courage, third eye masterpiece* (page 100)

Occult Rituals DC 37; *call spirit*

Psychic Feast (manipulate) As crypt lurker.

Quickened Casting ♦ (concentrate, metamagic) **Frequency** once per day; **Effect** If the grave sage's next action is to cast an occult cantrip or an occult spell that is at least 2 levels lower than the highest-level spell they can cast, reduce the number of actions to cast it by 1 (minimum 1 action).



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GNOPH-KEH

Gnoph-keh are predators of the arctic wastes, preying on the minds and flesh of smaller creatures in pursuit of an unknown agenda. 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, but it rarely allows itself to be seen moving, preferring to appear suddenly.

A gnoph-keh psychically ensnares an on-looker's mind, making it hard to look away or concentrate. Observers develop worsening symptoms of hypothermia 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 physically seen. At great distances and over long periods, this illness can be fatal.

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 close range, this mental fog prevents most action altogether.

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, eat the victim.

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

CREATURE 14

UNCOMMON CE LARGE BEAST COLD

Perception +30; darkvision, snowfield sight, thoughtsense 120 feet

Languages Aklo

Skills Athletics +28, Stealth +24 (+27 in wintry conditions)

Str +8, Dex +4, Con +8, Int -2, Wis +6, Cha +6
Snowfield Sight Snow, other precipitation, and distance don't impede a gnoph-keh's sight.
Thoughtsense (detection, divination, mental, occult) A gnoph-keh can perceive the thoughts of creatures with an Intelligence modifier -3 or higher. It knows their general emotional states much like a sighted creature might perceive color. If it shares a language with a creature, the gnoph-keh knows that creature's Intelligence modifier and can spend a single action, which has the concentrate trait, to read their surface thoughts.

AC 35; Fort +26, Ref +22, Will +24; +1 status to all saves vs. magic; +3 status bonus to all saves vs. mental

HP 280; Immunities cold; Weaknesses fire 15; Resistances bludgeoning 10, slashing 10

Mind-Freezing Presence (aura, enchantment, mental, occult, visual) 500 feet. Whenever a creature under the curse of the gnoph-keh is in the area and has line of sight to the gnoph-keh, that creature can't help looking at the gnoph-keh, making all other creatures concealed to that creature. It can't cover its eyes or take other actions that directly obstruct its view of the gnoph-keh, but it can move or produce obstacles that incidentally block its view.

When a creature cursed by the gnoph-keh ends its turn in the area and can see the gnoph-keh, it must attempt a DC 32 Will save. On a failed save, the creature suffers an effect depending on how far it is from the gnoph-keh.

40 feet or farther The creature is slowed 1 until it can no longer see the gnoph-keh, it leaves the aura, or it approaches within 40 feet of the gnoph-keh. Subsequent failed saves increase the slowed value by 1, but each critical success decreases the slowed value by 1. If the creature starts its turn without regaining any actions, it falls unconscious for 8 hours or until it is damaged; the slowed condition ends when it falls unconscious.

10 to 40 feet The creature becomes confused for 1 round.

10 feet or closer The creature is slowed 2 and sickened 2 for 1 round.

Death Throes (necromancy, negative, occult) When a gnoph-keh dies, its body explodes in a 30-foot emanation of necromantic energy. All creatures in range take 8d10 negative damage (DC 36 basic Reflex save). This damage can't heal undead.

Speed 25 feet

Melee ♦ jaws +28 (reach 10 feet), Damage 3d10+14 piercing

Melee ♦ claw +28 (agile, deadly 2d10, reach 10 feet), Damage 3d4+14 slashing

Claw Frenzy ♦♦ The gnoph-keh makes four claw Strikes.

Curse of the Gnoph-Keh (curse, mental, occult) The drained condition doesn't decrease automatically while the curse lasts. The curse ends if the gnoph-keh dies or attempts to Engross another target. **Saving Throw** Fortitude DC 34; **Stage 1** carrier with no ill effects (1 day); **Stage 2** drained 1 and stupefied 1 (1 day); **Stage 3** drained 2 and stupefied 2 (1 day); **Stage 4** drained 3 and stupefied 3 (1 day); **Stage 5** drained 4 and stupefied 4 (1 day)

Death Touch ♦ (death, necromancy, negative, occult) **Frequency** once per day; **Effect** The gnoph-keh touches a creature within its reach. The creature must attempt a DC 34 Fortitude save. If the creature's Hit Points are reduced to 0 by this damage, it instantly dies.

Critical Success The creature is unaffected.

Success The creature takes 7d6 negative damage.

Failure The creature takes 70 negative damage.

Critical Failure The creature takes 7d6+70 negative damage.

Engross ♦ (curse, enchantment, mental, occult, secret, visual) A creature within 120 feet must attempt a DC 34 Will save. A creature already engrossed by another gnoph-keh is immune. On a failure, the target becomes afflicted with the curse of the gnoph-keh at stage 1.

Rend ♦ claw

Snow Stealth A gnoph-keh on ice or snow can Sneak even when observed, and it can move up to its full Speed when Sneaking. When it takes an action other than Sneak or Step after it successfully Sneaks, it becomes observed and concealed (rather than simply observed) to creatures it touched or affected, as well as to any creature it has cursed, but it remains hidden to other creatures. It leaves no tracks in ice or snow, increasing the DC to Track it to 39 (unless it was higher).

The gnoph-keh makes no sound when moving on ice or snow, so it can't be detected by hearing. Creatures that rely on hearing as part of their Perception DC against its Stealth checks and creatures using hearing as part of their Seek action to find it take a -2 status penalty. Creatures with an unobstructed line of sight to the gnoph-keh don't take this penalty.

Glitterdust and other effects that reduce the effectiveness of invisibility give the gnoph-keh a -3 status penalty to its visual Stealth checks and Stealth DC. *See invisibility* and other revelation effects that would reveal an invisible creature give a +2 status bonus to Perception checks to Seek the gnoph-keh and to Perception DC for the gnoph-keh's attempts to Sneak.



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 equally well on land and 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 carve out extensive grottoes in rocky coastlines. Though they keep to themselves, they generally communicate and interact with other species in a friendly manner. 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 the gnor entry in Chapter 2.

GNOR HUNTER

A gnor hunter protects gnorri territory from intruders and monsters. They can be defensive when confronted by particularly strange and unsettling creatures like humans.

What You See

These creatures have newt-like heads, long tapering bodies that end in prehensile tails, and three arms. Two wield bone spears and a third holds a dagger-like blade.

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GNOR HUNTER

CREATURE 1

N LARGE AMPHIBIOUS BEAST GNOR

Perception +5; darkvision**Languages** Common, Gnorri**Skills** Athletics +5, Crafting +2, Medicine +3, Nature +3, Survival +3**Str** +3, **Dex** +2, **Con** +4, **Int** +0, **Wis** +1, **Cha** -1**Items** gnorri longsword, gnorri shardsword, gnorri spearshot (10 shotspears)**AC** 14; **Fort** +8, **Ref** +6, **Will** +3**HP** 24; **Immunities** water pressure**Squeeze Entrails**  **Frequency** once per 10 minutes; **Trigger** The gnor hunter takes piercing or precision damage, or an attack against them is a critical hit; **Effect** Against the triggering attack, the hunter gains resistance 1 to piercing, resistance 1 to precision, and resistance 2 to the extra damage from a critical hit.**Speed** 20 feet, swim 30 feet**Melee**  gnorri longsword +6 (deadly 1d10, reach 10 feet, jousting d6 [always treated as mounted], versatile S), **Damage** 1d10+3 piercing**Melee**  gnorri shardsword +6 (agile, two-handed 1d8), **Damage** 1d6+3 slashing**Ranged**  gnorri spearshot +6 (deadly 1d8, propulsive, range increment 60 feet, reload 1), **Damage** 1d8+1 piercing**Allocate Limbs** (concentrate, exploration) **Frequency** once per day; **Effect** The gnor absorbs or extrudes arms. Having more than two arms allows them to hold or wield more items, but it doesn't give them any more actions.**Two Arms** With only two arms, each arm is stronger. The gnor gets a +1 circumstance bonus to Athletics checks and Strength-based weapon damage rolls.**Three Arms** With three arms, the gnor gains no bonus or penalty.**Four Arms** With four arms, the gnor gains no bonus and become drained 1 as a result of overburdening their body. This drained value can't be reduced while they have four arms.**Flexible Physiology** Narrow spaces aren't difficult terrain to the gnor unless they would be for a human, and the gnor can Squeeze through any space a human could.**Hunt Prey**  (concentrate); **Requirements** The hunter can see or hear the target or is Tracking it; **Effect** The hunter gains a +2 circumstance bonus to Perception checks when they Seek their prey and to Survival checks when they Track their prey. The hunter also ignores the penalty for making ranged attacks within the second range increment against the prey they're hunting. This designation lasts until the hunter's next daily preparation or until they designate a different target.**Twin Takedown**  (flourish); **Frequency** once per turn; **Requirements** The hunter is wielding two melee weapons, each in a different hand; **Effect** The hunter makes two Strikes against

its hunted prey, one with each of the required weapons. If both hit, combine their damage for the purposes of weaknesses and resistances. Its multiple attack penalty is applied normally.

GNOR SCULPTOR

A gnor sculptor uses druidic magic and their innate talents as a builder to carve the earth into useful shapes for gnorri communities, including defensive barricades and homes.

GNOR SCULPTOR

CREATURE 9

N LARGE AMPHIBIOUS BEAST GNOR

Perception +17; darkvision**Languages** Common, Druidic, Gnorri**Skills** Athletics +14, Crafting +17, Nature +19, Survival +17**Str** +1, **Dex** +3, **Con** +4, **Int** +2, **Wis** +4, **Cha** +0**Items** +1 *striking gnorri shardspear*, +1 *studded leather armor*, wooden shield (Hardness 3, 12 HP, BT 6)**AC** 27 (+29 with shield raised); **Fort** +17, **Ref** +16, **Will** +17**HP** 155; **Immunities** water pressure**Shield Block** **Squeeze Entrails**  **Frequency** once per 10 minutes; **Trigger** The gnor sculptor takes piercing or precision damage, or an attack against them is a critical hit; **Effect** Against the triggering attack, the sculptor gains resistance 4 to piercing, resistance 4 to precision, and resistance 8 to the extra damage from a critical hit.**Speed** 20 feet, swim 40 feet**Melee**  gnorri shardspear +17 (agile, finesse, magical, versatile S), **Damage** 2d6+1 piercing**Ranged**  gnorri shardspear +17 (agile, magical, range increment 20 feet, versatile S), **Damage** 2d6+1 piercing**Primal Innate Spells** DC 29; 6th *stone tell* (requires 6 non-builder gnorri and 2 hours to cast); 5th (1 slot) *meld into stone*, *mending* (stone only), *shape stone*, *wall of stone***Primal Prepared Spells** DC 29, attack +21; 5th *lightning bolt*, *wall of stone*; 4th *command of the bloody tongue* (page 111), *shape stone*, *stoneskin*; 3rd *lightning bolt* (2), *meld into stone*; 2nd *darkness*, *heal*, *shatter*; 1st *alarm*, *heal*, *mending*; **Cantrips** (5th) *acid splash*, *daze*, *electric arc*, *mage hand***Druid Order Spells** 1 Focus Point, DC 29; 5th *revitalize deep herds* (page 132)**Allocate Limbs** (concentrate, exploration) As gnor hunter.**Flexible Physiology** Narrow spaces aren't difficult terrain to the gnor unless they would be for a human, and the gnor can Squeeze through any space a human could.



GUG, MYTHOS

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 them to return, and they ever strive to circumvent the gods' ban. Since the ban does not apply to the waking world, they appear there in increasing numbers, but 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 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 specimen is about 12 feet tall, and some reach heights of 20 feet. They weigh at least 1,500 pounds. Despite their enormous size, they 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.

Though gugs in the Dreamlands were long ago banished to the underworld, 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 prefer operating in the dark where it is harder for surface-dwellers to see.

Gugs are intelligent and build stone cities, where they worship the Outer Gods and make formal sacrifices to them. Gug 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 those with vocal languages to communicate without special effort. Only a few especially intelligent gugs have mastered writing other languages.

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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

CREATURE 9

NE LARGE ABERRATION

Perception +19 (+23 vs. textual traps); greater darkvision, scent (imprecise) 30 feet
Languages Gug (signed); can't speak
Skills Acrobatics +19 (+23 to Squeeze), Athletics +20, Religion +17, Stealth +19, Survival +17
Str +7, **Dex** +6, **Con** +4, **Int** +3, **Wis** +4, **Cha** +2
Glyph Mastery A gug can attempt a Perception check to notice a *glyph of warding*, *secret page*, or other text-based magical trap or spell before triggering it even if it isn't actively Searching, and it gets a +4 status bonus to its check. If it is aware of such a trap, it can read the text without triggering the trap.

AC 27; **Fort** +19, **Ref** +21, **Will** +15; +3 status bonus to all saves vs. disease and poison
HP 150

Speed 30 feet, climb 25 feet

Melee ♦ jaws +22 (deadly 1d12 plus cursed critical, reach 15 feet), **Damage** 2d12+10 piercing
Melee ♦ claw +22 (agile, deadly cursed critical, reach 15 feet), **Damage** 2d8+10 slashing
Occult Innate Spells DC 25; **6th** *gug's curse* (see page 117); **2nd** *silence*

Cursed Critical ♦ **Requirements** The gug has critically hit a creature with its jaws or claw this turn; **Effect** The gug casts *gug's curse* on the target.

Eerie Flexibility Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.

Furious Claws ♦♦ The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.

GUG CARVER

Gug carvers lead worship and sacrifices in honor of the Outer Gods. They protect gug lairs with insidious magical traps.

GUG CARVER

CREATURE 12

NE LARGE ABERRATION

Perception +23 (+27 vs. textual traps); greater darkvision, scent (imprecise) 30 feet

Languages Gug, Undercommon (both signed); can't speak

Skills Acrobatics +22 (+26 to Squeeze), Athletics +23, Religion +21, Stealth +22 (can't be located by hearing), Survival +21

Str +7, **Dex** +6, **Con** +4, **Int** +3, **Wis** +5, **Cha** +2

Glyph Mastery A gug can attempt a Perception check to notice a *glyph of warding*, *secret page*, or other text-based magical trap or spell before triggering it even if it isn't actively Searching, and it gets a +4 status bonus to its check. If it is aware of such a trap, it can read the text without triggering the trap.

AC 32; **Fort** +22, **Ref** +24, **Will** +19; +3 status bonus to all saves vs. disease and poison

HP 230

Speed 30 feet, climb 25 feet

Melee ♦ jaws +25 (deadly 2d12 plus cursed critical, reach 15 feet), **Damage** 3d12+13 piercing

Melee ♦ claw +25 (agile, deadly cursed critical, reach 15 feet), **Damage** 3d8+13 slashing

Divine Prepared Spells DC 33; **7th** *glyph of warding*; **6th** *divine wrath* (evil), *gug's curse* (see page 117), *spellwrack*; **5th** *heal*; **4th** *silence*; **3rd** *fear*; **2nd** *dispel magic*; **1st** *comprehend language*
Occult Innate Spells DC 33; **6th** *gug's curse* (see page 117); **2nd** *silence*

Cursed Critical ♦ **Requirements** The gug's previous action this turn was a critical hit with its jaws or claw Strike; **Effect** The gug casts *gug's curse* on the target.

Eerie Flexibility Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.

Furious Claws ♦♦ The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.

Gug Spellcasting A gug carver can grab viscera or any magical glyph or symbol within its reach as material components instead of needing a material component pouch. It silently provides verbal components for its spells via its facial sign language, which allows it to provide a verbal component even in areas of *silence* and while holding its breath. It can't prepare more than one spell of each level it can cast except 6th.



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 nutrient 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, leaving a trail for the tenacious hounds to follow.

The hounds live in the angles of time, though it is unclear exactly what this means. They can only emerge onto the current world through an angle of less than 120 degrees (by definition,

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a rectangular room has 90-degree angles at its corners). Some victims have sought, with varying degrees of success, to evade the hounds by hiding in an area that has no corners or walls or angles, its walls instead rounded and smooth. Unfortunately, defending against the hounds once one becomes their quarry is often not enough, as many malign creatures, such as Mythos satyrs and dholes, know of the hounds and work with them, helping the hounds bring down their victim.

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, resembles a towering skeletal dog and glistens with a blue sheen.

HOUND OF TINDALOS

CREATURE 8

UNCOMMON NE LARGE ABERRATION TIME

Perception +18; darkvision, temporal perception
Languages Aklo; telepathy 100 feet
Skills Athletics +16, Occultism +16, Survival +18
Str +4, **Dex** +3, **Con** +6, **Int** +4, **Wis** +6, **Cha** +5
Temporal Perception (divination, occult, prediction) A hound of Tindalos automatically notices time travel, prediction effects, and *retroognition* or similar divinations used within 1 mile of it, as well as any spells or effects that learn about anything in the same range. It can attempt 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. Hounds are usually at least a billion years in the past and take 2d6+4 days to arrive.

AC 26; **Fort** +17, **Ref** +14, **Will** +17; +3 status bonus to all saves vs. mental and poison

HP 75, fast healing 15; **Resistances** negative 8, piercing 8, poison 8, slashing 8

Ichor (poison) A creature that touches the hound, hits it with a weapon attack from within 5 feet, or is hit by the hound's claw Strike takes 1d6 persistent poison damage. The condition automatically ends when that creature takes fire damage or the ichor is wiped off with an Interact action.

Timeless A hound of Tindalos is immune to

slow, effects that would cause it to cease aging or place it into suspended animation (such as some forms of *imprisonment*), and any other effect that would alter how time passes for it.

Speed 30 feet, fly 50 feet

Melee ♦ tongue +20 (magical, mental, reach 15 feet), **Damage** 2d6+10 mental plus psychic drain

Melee ♦ claw +20 (agile, magical), **Damage** 2d4+10 slashing plus ichor

Occult Innate Spells DC 26; **5th** *scrying*; **4th** *locate*, *paralyze*, *phantasmal killer*; **3rd** *mind reading* (3); **2nd** *invisibility* (at will), *obscuring mist* (at will)

Angled Entry ♦♦ (conjunction, occult, teleportation) The hound of Tindalos teleports, along with any objects it carries, to a destination within 120 feet. It can't bring creatures this way. It can choose a destination by naming a distance and direction. The hound arrives at the nearest open space to its intended destination that is within 5 feet of a sharp angle at least 5 feet across. The angle must be 120 degrees or less and have a physical form (not merely an image of an angle), such as a room corner or a doorway. The hound can't use Angled Entry again for 1d4 rounds.

Psychic Drain (mental) The hound's tongue drains the target's mind. The creature becomes stupefied 1. If the target was already stupefied, its stupefied value increases by 1, to a maximum of stupefied 4.



HUNTING HORROR

Hunting horrors are huge, enigmatic hunters seeking prey in the darkest nights across the universe. They flow down directly from the sky like black lightning. 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 mucus so rapidly that it constantly drips off as if the hunting horror were falling apart. After sloughing off,

the mucus hardens to a consistency like that of thick mud. It is possible to plod through it, but not to swim in it. 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, sending fantastically horrible images to the minds of those they intend to swallow. These grisly and horrific images are 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, but to the victim, it is a trial to resist dread and despair.

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ECOLOGY

Hunting horrors are all branches of the same immense organism that spans great reaches of space. Each horror is a bundle of this being's nerves and nerve endings. This interconnectedness is what lets them 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

Lancing down 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 like an unholy rain. Its many eyes stare with vile hatred.

HUNTING HORROR

CREATURE 17

CE HUGE ABERRATION AIR

Perception +32; greater darkvision
Languages Aklo; telepathy 300 feet
Skills Acrobatics +29, Athletics +33, Stealth +29 (+33 in darkness), Survival +32, Yog-Sothothery +30

Str +10, **Dex** +6, **Con** +8, **Int** +5, **Wis** +7, **Cha** +6
Shared Consciousness All hunting horrors are

semi-autonomous extensions of a single vast entity. When multiple horrors are in the same combat, they each roll initiative, but they all use the highest result among them. Each experiences what the others do, so all hunting horrors use the highest level of awareness among them for each subject (so if a creature is observed by one horror, it is observed by all hunting horrors everywhere).

AC 37; **Fort** +30, **Ref** +28, **Will** +29; +1 status bonus to all saves vs. magic

HP 265, fast healing 30; **Immunities** mental, prone; **Weaknesses** light 20; **Resistances** cold 10, electricity 10, physical 10

Mucus (aura) 5 feet. A hunting horror's body constantly weeps thick, foul mucus, seemingly melting off its serpentine frame as swiftly as it rebuilds and restores its shape. This mucus covers a 25-foot-diameter circle on any solid surface directly below any space the hunting horror moves through. The mucus is difficult terrain until it hardens after 1 minute. When a creature other than a hunting horror first enters this difficult terrain on its turn or begins its turn in the area, the creature must attempt a DC 35 Reflex save.

Success The creature is unaffected.

Failure The creature takes a –10-foot status penalty to its Speed until the end of its turn or

until it clears off the mucus with an Interact action.

Critical Failure The creature is immobilized until it removes the mucus with an Interact action.

Sunlight Powerlessness A hunting horror caught in sunlight is clumsy 2, drained 2, dazzled, and slowed 1.

Telepathic Reprisal  **Trigger** A creature within 60 feet uses a concentrate or manipulate action; **Effect** The hunting horror uses Telepathic Barrage on the triggering creature.

Speed 30 feet, fly 60 feet

Melee  jaws +33 (magical, reach 15 feet),

Damage 3d8+16 piercing plus Improved Grab

Melee  tail +33 (magical, reach 30 feet), **Dam-**

age 3d8+16 bludgeoning plus Improved Grab

Occult Innate Spells DC 38; **10th teleport** (3);

7th plane shift (3); **4th dimension door** (at will)

Constrict  3d8+10 bludgeoning, DC 43

Fast Swallow  **Trigger** The hunting horror Grabs a creature with its jaws; **Effect** The horror uses Swallow Whole.

Swallow Whole  Large, 3d6+16 bludgeoning, Rupture 32

Telepathic Barrage  (concentrate, divination, emotion, fear, mental, occult) The hunting horror psychically torments a creature within 60 feet, dealing 6d6 mental damage. The target must attempt a DC 38 Will save and then becomes temporarily immune until the start of the target's next turn.

Critical Success The target is unaffected.

Success The target takes half damage and becomes unnerved 1 (see page 93; replace with frightened 1 if your game doesn't use dread).

Failure The target takes full damage and is unnerved 1 (or frightened 1) and stunned 1.

Critical Failure The target takes double damage and is unnerved 2 (or frightened 2) and stunned 2.

Tormenting Strike  **Frequency** once per turn; **Effect** The hunting horror uses Telepathic Barrage, then makes one Strike against the same target.



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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.

More than once, the denizens of Leng have fallen under the sway of moon-beasts in the Dreamlands, serving as slaves, food, and emissaries to other, more natural humanoid races (who typically would balk at dealing with moon-beasts). The moon-beast leaders and their Leng folk sycophants have built a society that rewards cruelty and oppression and stamps out any inkling of compassion. Their shadowy masters extract their wealth from both unspeakable bargains with creatures of nightmare and from horrible exploitation such as violent piracy and slave-taking. 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.

What You See

This creature could have been taken for a human, but now that its disguise has fallen away, it boasts hooves instead of feet, furred legs, small horns, and an unsettlingly wide mouth.

LENG THIEF

A Leng folk thief moves alone or works in small groups discretely among other humans, identifying potential slaves and gathering useful intelligence. They might also crew slaver ships.

LENG THIEF**CREATURE 1****CE MEDIUM HUMANOID HUMAN****Perception** +6; low-light vision**Languages** Aklo, Common**Skills** Athletics +2, Deception +6, Intimidation +6, Sailing Lore +5, Stealth +5, Thievery +5**Str** +0, **Dex** +3, **Con** +3, **Int** +1, **Wis** +0, **Cha** +2**Items** dagger, hand crossbow (10 bolts), leather armor**Human Disguise** A Leng folk can Impersonate an ordinary human simply by covering their horns, tail, and hooves. When they do, they take no circumstance penalty to their Deception checks or DCs to Impersonate ordinary humans.**AC** 16; **Fort** +6, **Ref** +8, **Will** +4**HP** 19**Reflexive Readiness** ♦ **Trigger** The Leng thief rolls initiative; **Requirements** The Leng thief has noticed at least one enemy in this combat; **Effect** The Leng thief can take one of the following actions: Interact (typically to draw a weapon), Seek, or Step.**Speed** 25 feet**Melee** ♦ dagger +6 (agile, finesse, versatile S),**Damage** 1d4+3 piercing**Melee** ♦ fist +6 (agile, finesse, nonlethal), **Dam-****age** 1d4+3 bludgeoning**Ranged** ♦ dagger +6 (agile, finesse, range increment 10 feet, versatile S), **Damage** 1d4+3 piercing**Ranged** ♦ hand crossbow +6 (range increment 60 feet, reload 1), **Damage** 1d6 piercing**Sneak Attack** A Leng thief deals an extra 1d6 precision damage to flat-footed creatures.**LENG NECROMANCER**

A necromancer of Leng makes additional use of dead slaves and slain enemies, sometimes leading crews of Leng thieves on slave ships.

LENG NECROMANCER**CREATURE 8****CE MEDIUM HUMANOID HUMAN****Perception** +14; low-light vision**Languages** Aklo, Common, Ghoul, Necril**Skills** Arcana +18, Deception +14, Intimidation +14, Religion +12, Sailing Lore +14, Stealth +18**Str** +0, **Dex** +4, **Con** +4, **Int** +4, **Wis** +2, **Cha** +0**Items** staff**Human Disguise** A Leng folk can Impersonate an ordinary human simply by covering their horns, tail, and hooves. When they do, they take no circumstance penalty to their Deception checks or DCs to Impersonate ordinary humans.**Incredible Initiative** The Leng necromancer gets a +2 circumstance bonus to initiative rolls.**AC** 23; **Fort** +15, **Ref** +17, **Will** +15**HP** 96, 10 temporary HP from *false life*; *life siphon***Counterspell** ◊ (abjuration, arcane) **Trigger**A creature Casts a Spell the necromancer has prepared; **Effect** The necromancer expends a prepared spell to counter the triggering creature's casting of the same spell. They then attempt to counteract the triggering spell (counteract modifier +16).**Reflexive Readiness** ♦ **Trigger** The Leng necromancer rolls initiative; **Requirements** The Leng necromancer has noticed at least one enemy in this combat; **Effect** The necromancer thief can take one of the following actions: Interact (typically to draw a weapon), Seek, or Step.**Speed** 25 feet**Melee** ♦ staff +10 (two-hand d8), **Damage** 1d4 bludgeoning**Arcane Prepared Spells** DC 26, +18 attack; **4th** *charm*, *mage armor*, *vampiric touch*, *suggestion*; **3rd** *bind undead*, *blindness*, *lightning bolt*, *magic missile*; **2nd** *acid arrow*, *dispel magic*, *false life*, *mirror image*; **1st** *alarm*, *illusory disguise*, *ray of enfeeblement* (2); **Cantrips** (4th) *chill touch*, *detect magic*, *light*, *message*, *shield*, *sigil***Wizard School Spells** 2 Focus Points, DC 26; **4th** *call of the grave*, *life siphon***Rituals** DC 26; *inveigle***Conceal Spell** ♦ (concentrate, manipulate, metamagic) The Leng necromancer attempts to conceal the spell they cast as their next action. They attempt a Stealth check against observers' Perception DCs; if the spell has verbal components, they must also attempt a Deception check against observers' Perception DCs. If the necromancer succeeds at the check (or checks) against an observer, that observer doesn't notice that a Spell was Cast, although the effects aren't hidden by this metamagic.**Drain Bonded Item** ♦ (arcane) **Frequency** once per day; **Requirements** The Leng necromancer hasn't acted yet on this turn; **Effect** During this turn, the necromancer can cast one prepared spell they have already cast, without spending a spell slot.



LENG SPIDER

Leng spiders are intelligent, carnivorous spiders. An adult has a leg span of 20 to 30 feet or occasionally more, but smaller (younger) specimens are common. Since they never stop growing, a few are far larger. An average adult weighs 1 to 3 tons.

Leng spiders are sly and design traps for their prey. These can be elaborate and often involve treasure as bait. The spiders are clever enough to let some adventurers live after finding the treasure, to entice further visitors to their mountain lairs. Leng spiders 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 society and readily wage war on those who infringe on their territory. Unless in their homes, they rarely fight to the death and retreat if severely wounded.

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 level of the trap. The trap created must be mechanical (not magical) in nature and often utilizes Leng spider webbing in some way or another. 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.

A Leng spider generally maintains a total number of traps whose levels total less than twice the Leng spider's level. 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.

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BOULDER-CAPPED PIT**HAZARD 8****COMPLEX MECHANICAL TRAP****Stealth** +15 (trained)

Description An alluring item (usually a piece of treasure) is laced with a strand of webbing so fine as to be nearly invisible and sits atop a covered circular pit 5 feet in diameter and 20 feet deep. A 10-ton boulder slightly wider than the pit is suspended by ultra-strong webbing in a hidden alcove above or beside the pit. The pit and alcove are hidden by masterfully convincing and surprisingly strong silk coverings. The interior of the pit is coated in the spider's toxic webbing. The spider uses these pits where it can collect the intruder as part of a routine patrol.

Disable Survival (trained), Crafting (expert), or Thievery (expert) DC 27 to rearrange the webbing

AC 27; **Fort** +12, **Ref** +20

Boulder Hardness 14; **Boulder Section HP** 84 (BT 42); **Webbing Hardness** 0; **Webbing HP** 80; **Immunities** critical hits, object immunities, precision damage

Crumble If the boulder is broken while suspended, each creature below it is showered in rubble and takes 5d10 bludgeoning damage (DC 24 basic Reflex save).

Pull Down  **Trigger** A creature steps into the pit's square; **Effect** The triggering creature falls into the pit and takes falling damage, but reduce the damage by 5 due to the webbing. A creature can Grab an Edge (DC 16) to avoid falling, but doing so exposes the creature to toxic webbing (below). The DC to Climb the pit's walls is 26, but doing so exposes the creature to toxic webbing (above). The hazard rolls initiative.

Toxic Webbing A creature that touches a wall of the pit is stuck to that part of the wall, becoming immobilized (Escape DC 24). It is also exposed to Leng web venom (below).

Routine (1 action) The boulder rolls up to 60 feet toward the pit. Each Large or smaller creature in the boulder's path must attempt a DC 26 Reflex saving throw. On a failed save, the creature is pushed 5 feet along the boulder's path, falls prone, and takes 7d10 bludgeoning damage. On a successful save, the creature can move to one side of the boulder's path; if it doesn't, it is affected as failure but takes half damage. Once the boulder reaches the pit, it seals the opening.

Breaking a 1-foot cube section of the boulder creates a gap large enough for a Medium creature to Squeeze through with a successful DC 20 Acrobatics check or for a Small creature to wriggle through as a single action with a successful DC 24 check to Escape. A Leng spider can use its webbing as cables to roll the boulder

aside with 2 consecutive Interact actions. Others who carefully inspect the webbing can deduce how to do so with a successful DC 28 check to Recall Knowledge (suitable skills include Crafting, Occultism, Engineering Lore, Hunting Lore, Leng Lore, or Sailing Lore).

Leng Web Venom (contact, poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 2; **Stage 2** enfeebled 3

BOULDER PENDULUM**HAZARD 12****MECHANICAL TRAP****Stealth** DC 31 (trained)

Description A 6-foot-diameter, 10-ton boulder is suspended by ultra-strong webbing in a hidden alcove above the trigger location. It is hidden by a masterfully convincing and surprisingly strong silk covering. A boulder pendulum is typically placed in an area of narrow confines, such as along a mountain ledge or in a narrow passage with a tall ceiling. When triggered, the boulder swings down on a thick cord of webbing, passing through a 30-foot line to the trigger location.

Disable Survival (trained), Crafting (expert), or Thievery (expert) DC 33 to rearrange the webbing

AC 33; **Fort** +16, **Ref** +25

Hardness 0; **HP** 95; **Immunities** critical hits, object immunities, precision damage

Boulder  **Trigger** A creature steps into the trapped square; **Effect** The trap makes a boulder Strike against each creature in a 30-foot line beginning at the webbing and continuing away from its hiding spot.

Melee boulder +30; **Damage** 12d8 bludgeoning plus Topple

Topple A creature hit by the boulder must attempt a DC 32 Reflex save. On a failure, it is pushed 5 feet along the boulder's path and falls prone. If the creature is on a ledge no wider than its space and critically fails, it falls off the ledge.

WEB NET**HAZARD 3****MECHANICAL TRAP****Stealth** DC 21 (trained)

Description This trap uses a silk trip wire to release a 10-foot-square net of poisonous webbing suspended from the ceiling. The trip wire is 6 inches off the ground and stretches between two surfaces or stationary objects. The net is hidden by plants or common webs.

Disable Survival (trained), Crafting (expert), or Thievery (expert) DC 21 to rearrange the webbing

AC 21; **Fort** +7, **Ref** +10

Hardness 0; **HP** 40; **Immunities** critical hits, object immunities, precision damage



Drop **Trigger** A creature steps into the square with the web tripwire; **Effect** The trap drops toxic webbing in a 10-foot square. Each creature in the area must attempt a DC 19 Reflex save.

Critical Success The creature can immediately move into an adjacent area. If it doesn't, it gets a success instead.

Success The creature is exposed to toxic webbing (below).

Failure The creature is exposed to toxic webbing and knocked prone.

Critical Failure The creature is exposed to toxic webbing, knocked prone, and restrained.

Diluted Leng Web Venom (contact, poison)

Saving Throw DC 22 Fortitude; **Maximum**

Duration 6 rounds; **Stage 1** enfeebled 1; **Stage 2** enfeebled 2; **Stage 3** enfeebled 3

Toxic Webbing A creature that touches the net is immobilized and stuck to the nearest surface (Escape DC 18). It is exposed to Leng web venom (above).

What You See

This bloated, mottled purple spider scans the area, its head swiveling as if searching for its next meal. Its eyes shine eerily, as if resenting the fact that you are still alive.

LENG SPIDER

MONSTER 8

LE LARGE BEAST

Perception +16; darkvision, tremorsense (imprecise) 30 feet, web sense

Languages Aklo, Common, Leng Spider

Skills Athletics +20, Crafting +17, Thievery +19, Stealth +19 (+21 in webs)

Str +5, **Dex** +6, **Con** +6, **Int** +4, **Wis** +3, **Cha** +3

Web Sense The Leng spider has imprecise tremorsense to detect the vibrations of creatures touching its web, regardless of range.

AC 27, **Fort** +18, **Ref** +18, **Will** +16; +1 status to all saves vs. magic and poison

HP 190; **Resistances** cold 10, poison 10

Web Walking The Leng spider ignores the effects of webbing.

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Speed 35 feet, climb 35 feet

Melee ♦ fangs +20, Damage 2d8+9 piercing plus Leng spider venom

Melee ♦ talon +20 (agile, reach 10 feet), Damage 2d6+9 slashing

Ranged ♦ web +21 (range increment 40 feet), Effect toxic webbing

Descend on a Web ♦ (move) The Leng spider moves straight down up to 90 feet, suspended by a line of toxic webbing. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 0, 25 HP) severs it, causing the Leng spider to fall.

Leng Spider Venom (curse, injury, poison, virulent) **Saving Throw** DC 23 Fortitude; **Stage 1** enfeebled 2 (1 round); **Stage 2** enfeebled 3 (1 year)

Leng Web Venom (contact, poison) **Saving Throw** DC 23 Fortitude; **Stage 1** enfeebled 2; **Stage 2** enfeebled 3

Toxic Webbing A creature hit by the Leng spider's web attack or that touches the toxic webbing is immobilized, stuck to the nearest surface (Escape or Force Open DC 23), and exposed to Leng web venom.

Leng Web Venom (contact, poison) **Saving Throw** DC 29 Fortitude; **Stage 1** enfeebled 2; **Stage 2** enfeebled 3

Toxic Webbing A creature hit by the old Leng spider's web attack or that touches the toxic webbing is immobilized, stuck to the nearest surface (Escape or Force Open DC 29), and exposed to Leng web venom.

OLD LENG SPIDER

MONSTER 12

LE HUGE BEAST

Perception +22; darkvision, tremorsense (imprecise) 30 feet, web sense

Languages Aklo, Common, Leng Spider

Skills Athletics +27, Crafting +23, Thievery +24, Stealth +24 (+26 in webs)

Str +7, **Dex** +6, **Con** +6, **Int** +5, **Wis** +4, **Cha** +4

Web Sense The Leng spider has imprecise tremorsense to detect the vibrations of creatures touching its web, regardless of range.

AC 32, **Fort** +24, **Ref** +24, **Will** +22; +1 status to all saves vs. magic and poison

HP 205; **Resistances** cold 15, poison 15

Web Walking The Leng spider ignores the effects of webbing.

Speed 35 feet, climb 35 feet

Melee ♦ fangs +27, Damage 2d10+13 piercing plus Leng spider venom

Melee ♦ talon +27 (agile, reach 10 feet), Damage 2d8+13 slashing

Ranged ♦ web +26 (range increment 60 feet), Effect toxic webbing

Descend on a Web ♦ (move) As Leng spider.

Leng Spider Venom (curse, injury, poison, virulent) **Saving Throw** DC 29 Fortitude; **Stage 1** enfeebled 2 (1 round); **Stage 2** enfeebled 3 (1 year)



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 hallucinations 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 warriors. Adventurers typically encounter mi-go scouts, who are by no means the most advanced of their kind.

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MI-GO TECHNOLOGY

These highly intelligent creatures have advanced knowledge and skill in alchemical and biological processes. Their brain cylinders (page 363) and sensory machines (page 176) are among the more common examples of the many wonders they can create. As such, it is difficult to know what to expect and prepare for an encounter with 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 hallucinogenic spores modeled after the mi-go's own hyphae.

MI-GO SCOUT

Mi-go scouts are mobile and clever. They have been known to use heavy cloaks to disguise themselves as other kinds of creatures.

MI-GO SCOUT

CREATURE 5

NE MEDIUM FUNGUS

Perception +14; low-light vision, motion sense (precise) 30 feet

Languages Aklo, Common, Mi-Go

Skills Acrobatics +13, Athletics +12, Crafting +16, Deception +13, Medicine +16, Stealth +13, Yog-Sothothery +12

Str +3, **Dex** +6, **Con** +4, **Int** +7, **Wis** +5, **Cha** +4

Motion Sense A mi-go can sense nearby motion through vibration and air movement.

AC 19; **Fort** +11, **Ref** +15, **Will** +12

HP 75; **Resistances** bludgeoning 5, cold 5, fire 5

Attack of Opportunity ⚔

Speed 25 feet, fly 20 feet

Melee ⚔ pincer +15 (agile, deadly 1d8, finesse),

Damage 2d6+3 slashing plus Improved Grab

Eviscerate ⚔⚔ (concentrate, manipulate) **Re-**

quirements The mi-go has a living creature restrained; **Effect** The mi-go Grabs the creature (extending the grabbed and restrained conditions for all creatures it has grabbed) and performs

gains a condition of the mi-go's choice: clumsy, drained, enfeebled, or stupefied.

Critical Success The creature is unaffected.

Success The condition's value is 1.

Failure The condition's value is 2.

Critical Failure The condition's value is 3.

Hyphae Sting ⚔ **Requirements** The mi-go's last action dealt precision damage to a non-fungus living creature; **Effect** The mi-go scout extends swiftly stinging filaments of fungal matter from its body to infect the required target's wound.

The target is exposed to mi-go spores.

Mi-Go Spores (disease, incapacitation, mental)

Fungi are immune. **Saving Throw** DC 26 Will;

Maximum Duration 6 rounds; **Stage 1** stunned 1

(1 round); **Stage 2** confused (1 round)

Pinch ⚔ (agile, attack) **Requirements** The mi-go scout has at least one creature grabbed or restrained; **Effect** The mi-go scout Grabs (extending the duration for all creatures). Against one grabbed target, it deals 2d6 slashing damage plus 1d6 precision damage and attempts an Athletics check against the target's Fortitude DC.

Critical Success The mi-go deals double damage and the target is restrained until it Escapes or the Grab otherwise ends.

Success As critical success, but the mi-go deals full damage.

Failure The mi-go deals half damage.

Critical Failure The mi-go deals no damage.

Sneak Attack A mi-go scout's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

Star Travel (downtime) A mi-go can survive and fly through space quickly. It can generally arrive within the same solar system in 3d20 months or reach another star system within 3d20 years.

MI-GO WARRIOR

Mi-go warriors have more difficulty flying through space, so they are deployed only when scouts are unlikely to be effective alone.

MI-GO WARRIOR

CREATURE 9

NE LARGE FUNGUS

Perception +16; low-light vision, motion sense (precise) 30 feet

Languages Aklo, Common, Mi-Go

Skills Acrobatics +16, Athletics +16, Crafting +20, Deception +14, Medicine +20, Yog-Sothothery +14

Str +5, **Dex** +5, **Con** +6, **Int** +7, **Wis** +3, **Cha** +3

Motion Sense A mi-go can sense nearby motion through vibration and air movement.

AC 27; **Fort** +21, **Ref** +16, **Will** +14

HP 135; **Resistances** bludgeoning 7, cold 7, fire 7

Attack of Opportunity ⚔

What You See

This hideous crustaceous creature possesses multiple jointed limbs extending from its carapace and folded, fan-like wings. Its head is a brainy protuberance covered with tiny bristles that constantly cycle through a nauseating array of clashing colors.

a quick and painful impromptu surgery on one restrained target. The mi-go deals 2d6+6 slashing plus 1d6 precision damage. If the target takes any damage, it must attempt a Fortitude save against the mi-go's Medicine DC (26) and

Spore Burst ☞ Frequency once per day; **Trigger** The mi-go warrior takes physical damage; **Effect** The warrior expels a burst of acidic spores, deflating the sac that holds them. Each non-fungus creature within a 10-foot emanation takes 3d6 acid damage (DC 25 basic Reflex save), and any creature in the emanation with less than its maximum Hit Points (including those damaged by this ability) is exposed to mi-go spores.

Speed 25 feet, fly 20 feet

Melee ♦ pincer +21 (agile, deadly 1d10, reach 10 feet), **Damage** 2d8+9 slashing plus Improved Grab

Melee ♦ claw +19 (agile, backstabber, twin), **Damage** 2d6+7 slashing

Eviscerate ♦♦ (concentrate, manipulate) As mi-go scout, but 2d8+5 slashing plus 1d8 precision damage and DC 30.

Mi-Go Spores

(disease, incapacitation, mental)

Fungi are immune.

Saving Throw DC

27 Will; **Maximum Duration**

6 rounds; **Stage**

1 stunned 1 (1

round); **Stage**

2 confused (1 round)

Pinch ♦ (agile, attack) As mi-go scout, but 2d8+5 slashing damage and no precision damage.

Warrior Frenzy

♦♦ The mi-go warrior makes up to two pincer Strikes and one claw Strike, each against a different target. They count normally for the warrior's multiple attack penalty, but the penalty doesn't increase until after it makes all the attacks.

MI-GO THINKER

Mi-go thinkers have been engineered to maximize their ability to calculate and to solve problems. Their central bodies resemble bloated brains, which are actually sensitive vibration receptors.

MI-GO THINKER

CREATURE 11

UNCOMMON NE LARGE FUNGUS

Perception +22; low-light vision, motion sense (precise) 60 feet

Languages Aklo, Common, Mi-Go, 8 other languages; telepathy 100 feet

Skills Acrobatics +16, Athletics +18, Crafting +23, Deception +20, Medicine +22, Yog-Sothothery +22

Str +5, **Dex** +3, **Con** +6, **Int** +8, **Wis** +7, **Cha** +3

Items mi-go spore jet (page 164), *scroll of dispel magic* (6th level), *scroll of fireball*

(6th level), *scroll of invisibility* (4th level), *scroll of vampiric touch*

(6th level)

Genius Item User

The mi-go thinker can wring improbable effectiveness out of its items. It can

Activate Items that

require it to have any spell of 6th level and

lower on its spell list (DC 32, attack

+24) and uses its own DC or attack

bonus if they

are better than

the item's. In

addition, when

it Casts a Spell

from an item,

it gains a +2

status bonus to

the spell's level,

to a maximum

of 6th level.

Motion Sense A

mi-go can sense

nearby motion

through vibration

and air move-

ment.

AC 28; **Fort** +19,

Ref +16, **Will** +24

HP 175; **Resistances** bludgeoning 7, cold 7, fire 7

Outthink ☞ (mental) **Trigger** The mi-go thinker

or an ally it can telepathically communicate with

fails or critically fails a Will save; **Effect** The

thinker telepathically explains why the effect is

illogical, and the triggering creature gets a +3

status bonus to the triggering save.

Spore Burst ☞ Frequency once per day; **Trigger**

The mi-go thinker takes physical damage; **Effect**

The thinker expels a burst of acidic spores, de-

flating the sac that holds them. Each non-fungus

creature within a 15-foot emanation takes 4d6



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slashing damage and 3d6 precision damage.
Sneak Attack A mi-go thinker's Strikes deal an extra 3d6 precision damage to flat-footed creatures.

DIMENSION WALKER

A dimension walker is a mi-go scout who has lived unusually long and developed an especially advanced understanding of the occult sciences that all fungi from Yuggoth practice. Because it searches many dimensions for useful technology and minions, it can be encountered almost anywhere.

DIMENSION WALKER

CREATURE 16

UNCOMMON NE MEDIUM FUNGUS

Perception +28; low-light vision, motion sense (precise) 30 feet

Languages Aklo, Common, Mi-Go

Skills Acrobatics +27, Arcana +32, Athletics +25, Crafting +34, Deception +25, Medicine +32, Yog-Sothothery +32

Str +5, **Dex** +9, **Con** +5, **Int** +10, **Wis** +8, **Cha** +3

Motion Sense A mi-go can sense nearby motion through vibration and air movement.

AC 36; **Fort** +26, **Ref** +29, **Will** +30

HP 220; **Immunities** cold; **Resistances** bludgeoning 10, fire 10

Speed 25 feet, fly 20 feet

Melee ♦ pincer +27 (agile, deadly 2d8, finesse),

Damage 3d6+9 slashing plus Improved Grab

Arcane Prepared Spells DC 41, attack +33; 8th

maze, power word stun, suggestion, summon construct (brain cylinder pilot in construction drone, page 365); 7th *nuclear chaos* (page 120), *plane shift, project image, warp mind*; 6th *collective transposition, mislead, teleport, wall of force*; 5th *banishment, cloudkill, dispel magic, transport to Yondo* (page 124); 4th *dimension door, locate, solid fog, veil*; 3rd *hypnotic pattern, impossible arithmetic* (page 118), *stinking cloud, storm of powder* (page 123); 2nd *dispel magic, illusory creature, invisibility, mirror image*; 1st *fleet step, grease, negate aroma, ray of enfeeblement*; **Cantrips** (8th) *acid splash, dancing lights, detect magic, ghost sound, shield, tanglefoot*

Wizard School Spells 2 Focus Points, DC 41; 4th *augment summoning, dimensional steps* **Rituals** DC 41; *semblance of the Key and the Gate* (page 153)

Drain Bonded Item ♦ (arcane) **Frequency** once per day; **Requirements** The dimension walk-

acid damage
(DC 27 basic

Reflex save), and any
creature in the em-

anation with less than its
maximum Hit Points (including those damaged
by this ability) is exposed to mi-go spores.

Speed 25 feet, fly 20 feet

Melee ♦ pincer +22 (agile, deadly 1d10, reach
10 feet), **Damage** 2d8+11 slashing plus Im-

proved Grab

Melee ♦ claw +20 (agile, backstabber, twin),
Damage 2d6+9 slashing

Coordinate Tactics ♦ (divination, magical, men-
tal) **Requirements** The mi-go thinker is telepathi-
cally communicating with at least one ally; **Effect**
The mi-go thinker telepathically coordinates
its allies' tactics, causing them to move with
unnerving synchronicity. The thinker and all
allies it telepathically communicates with can't
be flanked, and they all gain a +2 status bonus to
attack rolls and AC against flat-footed targets.
Eviscerate ♦♦ (concentrate, manipulate) As mi-
go scout, but 3d6+9 slashing plus 2d6 precision
damage and DC 32.

Mi-Go Spores (disease, incapacitation, mental)

Fungi are immune. **Saving Throw** DC 31 Will;

Maximum Duration 6 rounds; **Stage 1** stunned 1
(1 round); **Stage 2** confused (1 round)

Pinch ♦ (agile, attack) As mi-go scout, but 2d8

er hasn't acted yet on this turn; **Effect** During this turn, the dimension walker can cast one prepared spell they have already cast, without spending a spell slot.

Effortless Concentration ♦ **Trigger** The dimension walker's turn begins; **Effect** The dimension walker gains the benefits of the Sustain a Spell action for one of its active wizard spells.

Eviscerate ♦♦ (concentrate, manipulate) As mi-go scout, but 3d6+9 slashing plus 2d6 precision damage and DC 42.

Hyphae Sting ♦ As mi-go scout.

Mi-Go Spores (disease, incapacitation, mental)

Fungi are immune. **Saving Throw** DC 41 Will; **Maximum Duration** 6 rounds; **Stage 1** stunned 1 (1 round); **Stage 2** confused (1 round)

Pinch ♦ (agile, attack) As mi-go scout, but 3d6 slashing damage and 2d6 precision damage.

Sneak Attack A dimension walker's Strikes deal an extra 2d6 precision damage to flat-footed creatures.

Star Travel (downtime) As mi-go scout.



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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 they 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 a similar breadth.

When moon-beasts take over a land, they typically enslave those groups that placate them and are willing to serve unquestioningly. Those who question or resist the moon-beasts are more often killed and eaten.

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 interac-

tions like any other civilization, though because of their hideous appearance, they use go-betweens for many such efforts. In the Dreamlands, for instance, they use Leng folk emissaries.

Moon-beasts are fully capable of using weapons but prefer to rely on soldiers drawn from their hordes of slaves. Many moon-beasts build their personal power through spellcasting, for they have a natural affinity for magic.

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 OVERSEER

The moon-beast overseer is a common moon-beast.

MOON-BEAST OVERSEER

CREATURE 2

CE MEDIUM ABERRATION

Perception +9; darkvision, scent (precise) 30 feet
Languages Aklo
Skills Intimidation +8, Occultism +5, Stealth +5, Yog-Sothothery +7
Str +3, **Dex** +1, **Con** +2, **Int** +1, **Wis** +3, **Cha** +4
Items trident
AC 15; **Fort** +8, **Ref** +7, **Will** +9
HP 30; **Immunities** cold; **Resistances** bludgeoning 3, precision 3
Speed 25 feet
Melee ♦ trident +9, **Damage** 1d8+3 piercing
Ranged ♦ trident +9 (range increment 20 feet), **Damage** 1d8+3 piercing
Occult Innate Spells DC 20; 3rd *mind reading*; 2nd *fear*; **Cantrips** (3rd) *chill touch*, *daze*
Gather Magic ♦ (concentrate, metamagic)
Frequency once per day; **Effect** The moon-beast gathers magical energy. They regain the ability to cast one innate spell, prepared spell, or spell slot they had previously cast that day, without expending a spell slot, but only if they begin to Cast the Spell with their next action. The moon-beast must still Cast the Spell and meet the spell's other requirements. The spell gains a +1 status bonus to its spell level.
Steady Spellcasting If a reaction would disrupt a moon-beast's spellcasting action, the moon-beast attempts a DC 15 flat check. If they succeed, the action isn't disrupted.

MOON-PRIEST

A moon-priest is a typical moon-beast leader, casting spells granted by Nyarlathotep.

MOON-PRIEST

CREATURE 7

CE MEDIUM ABERRATION

Perception +18; darkvision, scent (precise) 30 feet
Languages Aklo
Skills Intimidation +15, Occultism +13, Religion +18, Stealth +12, Yog-Sothothery +16
Str +3, **Dex** +3, **Con** +4, **Int** +2, **Wis** +5, **Cha** +2
Items dagger
AC 22; **Fort** +15, **Ref** +12, **Will** +18
HP 115; **Immunities** cold; **Resistances** bludgeoning 5, precision 5
Speed 25 feet
Melee ♦ dagger +16 (agile, versatile S), **Damage** 1d6+7 piercing
Divine Prepared Spells DC 27, attack +19; 4th *air walk*, *harm* (3), *heal*; 3rd *blindness*, *heroism*, *impossible arithmetic* (page 118); 2nd *calm emotions*, *dispel magic*, *spiritual weapon*; 1st *command*, *mending*, *sanctuary*; **Cantrips** (4th) *detect magic*, *divine lance*, *forbidding ward*, *message*, *sigil*
Cleric Domain Spells 2 Focus Points, DC 27; 4th *forced quiet*, *waking nightmare*

Occult Innate Spells DC 24; 4th *fear*; 3rd *mind reading*; **Cantrips** (4th) *chill touch*, *daze*
Gather Magic ♦ (concentrate, metamagic) As moon-beast overseer.

Selective Energy When the moon-priest casts a version of *heal* or *harm* that has an area, they can designate up to two creatures that are not affected by the spell.

Steady Spellcasting If a reaction would disrupt a moon-beast's spellcasting action, the moon-beast attempts a DC 15 flat check. If they succeed, the action isn't disrupted.

MOON-VASSAL

The greatest moon-beast leaders make many-layered pacts with Nyarlathotep or other Outer Gods, becoming moon-vassals.

MOON-VASSAL

CREATURE 11

CE MEDIUM ABERRATION

Perception +22; darkvision, scent (precise) 30 feet
Languages Aklo
Skills Deception +23, Occultism +18, Religion +24, Stealth +20, Yog-Sothothery +22
Str +3, **Dex** +5, **Con** +5, **Int** +3, **Wis** +7, **Cha** +6
Items +1 *striking dagger*
AC 30; **Fort** +22, **Ref** +18, **Will** +24
HP 195; **Immunities** cold; **Resistances** bludgeoning 7, precision 7
Speed 25 feet
Melee ♦ dagger +23 (agile, finesse, magical, versatile S), **Damage** 2d6+9 piercing
Divine Prepared Spells DC 34, attack +26; 6th *harm* (7), *shadow blast*, *vampiric exsanguination*; 5th *drop dead*, *flame strike*, *spiritual guardian*; 4th *air walk*, *heal*, *vampiric touch*; 3rd *blindness*, *heroism*, *impossible arithmetic* (page 118); 2nd *dispel magic*, *resist energy*, *see invisibility*; 1st *alarm*, *command*, *sanctuary*; **Cantrips** (6th) *divine lance*, *forbidding ward*, *guidance*, *message*, *read aura*
Cleric Domain Spells 3 Focus Points, DC 34; 6th *forced quiet*, *magic's vessel*, *mystic beacon*
Occult Innate Spells DC 30; 6th *fear*; 3rd *mind reading*; **Cantrips** (6th) *chill touch*, *daze*
Directed Channel When the moon-vassal casts a version of *heal* or *harm* that has an area, they can make its area a 60-foot cone instead of a 30-foot emanation.
Gather Magic ♦ (concentrate, metamagic) As moon-beast overseer.
Reach Spell ♦ (concentrate, metamagic) If the next action the moon-vassal uses is to Cast a Spell that has a range, increase the spell's range by 30 feet.
Steady Spellcasting If a reaction would disrupt a moon-beast's spellcasting action, the moon-beast attempts a DC 15 flat check. If they succeed, the action isn't disrupted.

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NIGHTGAUNT

Nightgaunts are lurking dangers known for swooping down and kidnapping lonesome travelers. They have slick, rubbery-looking skin rather like that of a whale. They don't 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 can sense things around them with perfect clarity. They clearly don't breathe.

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 they possess their own sort of intelligence. While always perfectly silent, even while flying, they can understand speech.

Usually, nightgaunts don't try to kill their victims directly, instead working to hamper, frustrate, and drive foes into dangerous situations. A horde of flapping nightgaunts typically emerges from tombs or a hollow mountain and carries off victims to deposit them in dire situations.

A NIGHTGAUNT KIDNAPPING

If all characters in a party are Ticked and fail to Escape for at least 1 round, consider ending the encounter as the nightgaunts successfully kidnap the characters and place them somewhere dangerous nearby.

What You See

This bipedal monstrosity has slick, violet-black skin. It sports horns, claws, bat wings, and a long, barbed tail, but its face is completely featureless.

NIGHTGAUNT

CREATURE 3

CN MEDIUM BEAST

Perception +10; faceless sight (precise) 90 feet
Languages Aklo, Ghoul (can't speak any language)

Skills Acrobatics +6, Athletics +11, Stealth +8
Str +4, **Dex** +1, **Con** +3, **Int** -2, **Wis** +3, **Cha** +1

Faceless Sight The nightgaunt can sense precisely within range of its faceless sight, although it has no eyes.

No Breath A nightgaunt doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

AC 20; **Fort** +10, **Ref** +8, **Will** +10

HP 40; **Immunities** visual

Flock  **Trigger** A creature moves or is forced to move out of a space within the nightgaunt's reach; **Effect** The nightgaunt Flies along with

the triggering creature, up to the nightgaunt's fly Speed. This allows it to keep its hold on a grabbed creature carried away from it.

Overwhelm  **Trigger** A creature within the nightgaunt's reach Escapes, is hit by a Strike from the nightgaunt's ally, uses a move action, or leaves a space during a move action it is using; **Effect** The nightgaunt attempts to Grapple the triggering creature.

Speed 25 feet, fly 30 feet

Melee  claw +13 (agile), **Damage** 1d12+4 slashing plus Grab

Clutches A nightgaunt can Fly at its full Speed while it has a single Medium or smaller creature grabbed. If two nightgaunts Grab the same Large creature, they can carry it at half their fly Speed.

Gang Up An enemy is flat-footed to the nightgaunt while within reach of at least one of the nightgaunt's allies.

Tickle  (attack, incapacitation) **Requirements** A living creature within the nightgaunt's reach is grabbed or restrained and is not be immune to precision damage; **Effect** The nightgaunt tickles the required creature. All the effects last until the end of the target's turn or until the target no longer meets the requirements. The target must attempt a DC 23 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is flat-footed, sickened 1, and stunned 1.

Failure The creature is flat-footed, sickened 1, and stunned 2.

Critical Failure The creature is flat-footed, sickened 2, and stunned 3.

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OFFSPRING OF THE OUTER GODS

Humanity was not meant to delve deeply into the eldritch secrets of Yog-Sothothery. Mental harm and lasting madness are the typical results 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 serpent-folk, or the mere presence of Shub-Niggurath, can cause physical distortions as surely as mental. These events can give rise to 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 Mythos 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-oc-topus 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. Offspring of the Outer Gods often progress inevitably through these stages, from mutant to abomination to spawn, the transitions marked by trauma and burgeoning evil.

Offspring 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. 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 far from average (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 their offspring not out of whim but for a purpose, and often a terrible one. Yog-Sothoth and the other Outer Gods seek constantly to break into the mortal planes for unthinkable purposes. These entities contact humans and other species (and can be contacted in return), seeking to 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 spawn: they constantly plot, scheme, and labor to open 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 their mortal parent's ancestry). 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 need to feed on blood and soul energy as well as normal provender, and they typically have a secret proboscis or mouth somewhere on their body for this purpose. Mutants don't require much blood—not enough to kill their prey—so they can rely on volunteers. They 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 continues throughout their lives.

Mutants gain 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 that mutant. Some mutants are bred and raised in secret at the hands of a single 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 leads its cultists and followers to take on adventures and rituals to bring this about as quickly as possible.

A humanoid outer mutant is still humanoid enough to disguise itself with a heavy layer of clothing. They possess a humanoid head, arms, and hands, and sometimes other parts. Beyond that, they begin to vary from their mundane heritage. 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.

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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.

CREATING OUTER MUTANTS

You can turn an existing living creature with a body into an outer mutant by completing the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the aberration trait in place of the trait that previously indicated what type of creature it was.
- Increase its Perception, AC, and Fortitude by 2.
- It gains Athletics, Intimidation, Religions, Survival, and Yog-Sothothery with a modifier relative to its Perception modifier, unless the previous skill modifier was already higher.
- Increase its attack modifiers, skill modifiers, and ability DCs by 1.
- Increase its Hit Points as shown on the table below.
- Increase its damage with Strikes and other offensive abilities by 2. If the creature is limited in how often it can use an ability (such as a breath weapon), increase the damage by 4 instead.

Starting Level	HP Increase
4 or lower	10
5-7	15
8-14	20
15+	30

OUTER MUTANT ABILITIES

All outer mutants gain the following abilities. Outer mutants also lose one unarmed attack, unless the base creature had only one unarmed attack.

Saving Throws +2 status bonus to all saves vs. mental incapacitation effects

Proboscis The outer mutant gains a proboscis Strike, an unarmed attack that deals piercing damage and has the finesse trait and Improved Grab. If it had any non-agile attacks, the damage dealt by its proboscis should be roughly the same as the damage dealt by those attacks. If it had only agile attacks, its proboscis should deal one-thirds more damage.

Spells If the creature can cast spells, the outer mutant has spell slots befitting its new level (generally adding a few spells of the next level if increasing from an even to an odd level, or adding one additional spell of the highest spell level if the creature increased from an odd to an even level).

Drain Blood and Soul ♦ (necromancy, occult) **Frequency** once per round; **Requirements** The outer mutant has a living creature grabbed by its proboscis; **Effect** The mutant draws body fluids and spiritual essence from the required creature. The creature becomes drained 1, and is stupefied 1 as long as this drained condition lasts. If the creature was already drained, its drained and stupefied values each increase by 1, to a maximum of 4.

Gather Magic ♦ (concentrate, metamagic) **Frequency** once per day; **Effect** The outer mutant gathers magical energy. They regain the ability to cast one innate spell, prepared spell, or spell slot they had previously cast that day, without expending a spell slot, but only if they begin to Cast the Spell with their next action. The mutant must still Cast the Spell and meet the spell's other requirements. The spell gains a +1 status bonus to its spell level.

DISGUISED MUTANTS

Regardless of their exact mutations, no mutant can pass for a mortal creature while much of its body is visible. The Deception DC of a disguise for the mutant to Impersonate a non-mutant takes a -3 circumstance penalty. In addition, an outer mutant can't wear armor that isn't custom-built for its unique physiology.

OVERSIZED MUTANTS

Outer mutants grow quickly, and as they grow, they tend to become larger than the norm for their mortal ancestry. Typically, an outer mutant is a few feet taller or longer than the base creature, but the oldest of them could well be an even larger size. You can create older mutants like this by customizing the mutant's size and applying elite adjustments, but most mutants who survive this long instead transform into the next stage: outer abomination.

OUTER MUTANT WARRIOR

The outer mutant warrior is a humanoid transformed by the power of an Elder influence such as Chaugnar Faugn.

OUTER MUTANT WARRIOR

CREATURE 4

NE MEDIUM ABERRATION

Perception +12

Languages Aklo, Common

Skills Athletics +12, Intimidation +9, Survival +9, Yog-Sothothery +11

Str +4, **Dex** +2, **Con** +4, **Int** +0, **Wis** +3, **Cha** +1

Items hatchets (3), buckler (Hardness 3, HP 6, BT 3), composite shortbow (20 arrows)

AC 20 (21 with buckler raised); **Fort** +13, **Ref**

+10, Will +9; +2 status to all saves vs. mental incapacitation effects

HP 64

Attack of Opportunity ☞

Shield Block ☞

Speed 25 feet

Melee ☞ hatchet +13 (agile, sweep), Damage 1d6+6 slashing

Melee ☞ proboscis +13, Damage 2d8+6 piercing plus Improved Grab

Ranged ☞ composite shortbow +11 (deadly 1d10, propulsive, range increment 60 feet, reload 0), Damage 1d6+4 piercing

Drain Blood and Soul ☞ (necromancy, occult)

OUTER MUTANT PRIEST

The outer mutant priest presented here is a half-human child of 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 power and eventually transform into an outer abomination (see page 443 for statistics for this mutant as an abomination).

What You See

This humanoid wears such voluminous robes it could hide a second person underneath.

OUTER MUTANT PRIEST

CREATURE 6

CE MEDIUM ABERRATION

Perception +14

Languages Aklo, Common

Skills Athletics +12, Deception +9, Intimidation +11, Religion +14, Yog-Sothothery +14

Str +3, Dex +1, Con +3, Int +0, Wis +4, Cha +1

Items +1 dagger

AC 23; Fort +14, Ref +9, Will +12; +2 status bonus to all saves vs. mental incapacitation effects

HP 90

Speed 25 feet

Melee ☞ dagger +14 (agile, magical), Damage 1d6+5 piercing

Melee ☞ proboscis +13, Damage 2d10+5 piercing plus Improved Grab

Divine Prepared Spells DC 23, attack +15; 3rd *harm* (2), *heal* (2), *vampiric touch*; 2nd *dispel magic*, *spiritual weapon* (2); 1st *command*, *heal*, *mending*; Cantrips (3rd) *chill touch*, *detect magic*, *light*, *forbidding ward*, *guidance*

Cleric Domain Spells 1 Focus Point, DC 23; 3rd *fold space* (page 130)

Channel Smite ☞☞ Cost expend a *heal* or *harm* spell; Effect The priest makes a melee Strike and adds the expended spell's damage to the Strike's damage. This is negative damage for *harm* or positive damage for *heal*. The spell has no effect if the Strike misses or if it hits a creature not damaged by that type.

Drain Blood and Soul ☞ (necromancy, occult)

Gather Magic ☞

THRALL OF YOG-SOTHOTH

The thrall of Yog-Sothoth is a sorcerer with the blood of Yog-Sothoth. For similar powers for player characters, see the Yog-Sothoth sorcerer bloodline on page 79-80.

THRALL OF YOG-SOTHOTH

CREATURE 13

UNCOMMON CE MEDIUM ABERRATION

Perception +23

Languages Aklo, Common

Skills Arcana +21, Athletics +22, Intimidation +26, Yog-Sothothery +24

Str +1, Dex +4, Con +4, Int +0, Wis +3, Cha +5

Items +1 *striking dagger*, *bracers of armor type I*

AC 31; Fort +25, Ref +23, Will +22; +2 status to all saves vs. mental incapacitation effects

HP 210

Speed 25 feet

Melee ☞ dagger +23 (agile, finesse, magical), Damage 2d6+5 piercing

Melee ☞ proboscis +22 (finesse), Damage 3d10+5 piercing plus Improved Grab

Arcane Spontaneous Spells DC 35, attack +27;

7th (3 slots) *dominate*^s, *plane shift*, *power word blind*; 6th (4 slots) *disintegrate*^s, *feeblemind*,

spellwrack, teleport; 5th (4 slots) *black tentacles*, *drop dead*, *fireball*^s, *tongues*; 4th (4 slots)

dimension door, *fire shield*, *stoneskin*, *veil*^s; 3rd (4 slots) *dispel magic*^s, *hypnotic pattern*, *mind*

reading, *stinking cloud*; 2nd (4 slots) *humanoid form*, *invisibility*^s, *mirror image*, *see invisibility*;

1st (4 slots) *alarm*, *fleet step*, *grease*, *summon plant or fungus*^s; Cantrips (7th) *acid splash*,

detect magic, *light*, *read aura*, *shield*

^s Signature spell

Sorcerer Bloodline Spells 3 Focus Points, DC 35; 7th *flickering gate* (page 134), *living gate* (page 135), *mutant proboscis* (page 135)

Drain Blood and Soul ☞ (necromancy, occult)

Gather Magic ☞

Steady Spellcasting If another creature's reaction would disrupt the thrall's spellcasting action, the thrall attempts a DC 15 flat check. On a success, the action isn't disrupted.

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THE SECOND STAGE: OUTER ABOMINATION

Outer abominations, much like outer mutants and outer spawn, are hybrids of mortals and beings from outside normal reality, typically descended from Outer Gods. When these offspring reach the abomination stage of development, they can no longer pass for mortal creatures.

Every outer abomination is unique. Generally, such beings are still clearly derived from a humanoid form and are still in the process of ongoing 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 transforming bodies often leave their inner organs open to the air, and they sprout tentacles or spawning sacs. They can 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 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 couple 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 can't afford to let the abominations feed on their numbers.

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. Most outer abominations must feed daily for several months to become outer spawn.

OUTER ABOMINATION

CREATURE 10

UNCOMMON CE LARGE ABERRATION

Perception +22; darkvision
Languages Aklo, Common
Skills Athletics +20, Deception +20, Intimidation +20, Religion +22, Yog-Sothothery +22
Str +5, **Dex** +3, **Con** +7, **Int** +3, **Wis** +7, **Cha** +5
AC 28; **Fort** +22, **Ref** +16, **Will** +20; +1 status to all saves vs. magic, +2 status bonus to all saves vs. mental incapacitation effects

HP 170; **Resistances** fire 10

Speed 30 feet

Melee ♦ proboscis +23 (reach 10 feet), **Damage** 2d12+11 piercing plus Improved Grab

Melee ♦ fist +23 (agile, reach 10 feet), **Damage** 2d10+11 bludgeoning

Arcane Innate Spells DC 29, attack +21; **6th** *teleport*; **5th** *black tentacles*, *dimension door*, *paralyze*, *summon entity*; **4th** *confusion*, *invisibility*, *fly*; **3rd** *dispel magic* (2)

Abominable Curse ♦♦ (arcane, curse, evocation, force) **Frequency** three times per day; **Effect** The outer abomination calls down coils of rippling, foaming magic to strike creatures in a 20-foot burst within 120 feet. The abomination can exclude any creatures it is observing in the area. Each creature in the area takes 5d10 force damage and must attempt a DC 29 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is sickened 1 for 1 minute.

Failure The creature takes full damage and is sickened 1. It is cursed with unlimited duration. Until the curse is counteracted (level 5th, DC 29), the sickened value can't be reduced below 1.

Critical Failure As failure, but the creature is sickened 2.

Mutate (downtime) After a month in which it kills at least 30 creatures by Draining Blood and Soul, the outer abomination gains a permanent +1 status bonus to its checks, DCs, and damage rolls. Each subsequent month in which it feeds enough, this bonus increases by 1. If the bonus is at least +3, the abomination's level increases to 11 and its Hit Points increase by 15. If the bonus would become +5, the abomination instead mutates into an outer spawn, and the status bonus ends.

Quadruple Punch ♦♦ The outer abomination makes up to four fist Strikes, each against a different target. These attacks count toward the abomination's multiple attack penalty, but the penalty doesn't increase until after all the attacks have been made.

Siphon Blood and Soul ♦ (necromancy, occult) **Frequency** once per round; **Requirements** The outer abomination has a living creature grabbed

by its proboscis; **Effect** The abomination draws body fluids and spiritual essence from the required creature. The creature becomes drained 1, and is stupefied 1 and doomed 1 as long as this drained condition lasts. If the creature was already drained, its drained, stupefied, and doomed values each increase by 1, to a maximum of 4 each.

THE THIRD STAGE: OUTER SPAWN

Yog-Sothoth and other Outer Gods such as Shub-Niggurath and Nyarlathotep can produce hybrids that vary greatly in power and size. These 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 the parent Outer God physically to the world.

The outer spawn is close to its ultimate form,

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.

and the traces of its former humanity are few and far between. It might still have 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 save when they choose to appear or someone dares suppress the ability.

Like a mutant or abomination, an outer spawn also drains blood and soul energy, but an outer spawn needs even more than the abomination. Their ravenous nature is alien and terrifying: an outer spawn 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 hard to conceal. Worse, when the cult can't

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continue feeding its spawn (as they often fail to do), the monster eventually breaks out of containment and rampages across the countryside, typically after eating any nearby cultists.

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: it can achieve apotheosis, or it can reproduce. If it matures properly and reaches apotheosis, it brings an avatar of its parent Outer God bodily into the world. The cult or wizard that fostered the spawn wants it to achieve this end. However, this process takes time, energy, and a huge amount of food, and the proper rituals must be performed.

If the outer spawn does not mature properly, it splits into a host of outer mutants. This happens if the rituals are not performed—if the spawn is alone when it reaches its apotheosis, for instance. The resulting mutants are equal in total mass to the spawn. 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 new mutant can go on to become a spawn, 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.

OUTER SPAWN

CREATURE 16

RARE CE HUGE ABERRATION

Perception +30; darkvision, *true seeing*

Languages Aklo, Common

Skills Athletics +30, Deception +28, Intimidation +30, Religion +32, Yog-Sothothery +32

Str +8, **Dex** +4, **Con** +9, **Int** +4, **Wis** +8, **Cha** +6

AC 36; **Fort** +29, **Ref** +24, **Will** +28; +2 status bonus to all saves vs. mental incapacitation effects or magic

HP 350, regeneration 15 (deactivated by force and *ghost touch*; see special); **Immunities** disease, poison; **Weaknesses** force 10; **Resistances** fire 10
Regeneration In addition to being deactivated by force damage and damage from attacks with the *ghost touch* property, the outer spawn's regen-

eration doesn't function while it is unable to teleport freely (such as while under the effects of *dimensional anchor* or in the area of *dimensional lock*).

Attack of Opportunity ☞ Claw only.

Speed 40 feet, climb 40 feet

Melee ♦ proboscis +32 (reach 10 feet), **Damage** 3d12+14 piercing plus Improved Grab

Melee ♦ claw +32 (agile, reach 20 feet), **Damage** 3d10+14 slashing

Melee ♦ leg +32 (agile, reach 15 feet), **Damage** 3d10+14 bludgeoning plus Improved Knock-down

Arcane Innate Spells DC 38, attack +30; 8th *confusion*, *power word stun*, *summon entity*, *teleport*; 7th *heal*, *power word blind*, *sound burst*; 6th *dispel magic* (2); 5th *black tentacles*, *dimension door*; 4th *fly*; **Constant** (6th) *true seeing*; (4th) *invisibility*

Abominable Curse ♦♦ As outer abomination, but 9d10 force damage and DC 38.

Apotheosis (downtime) After a week in which it kills at least 30 Medium or larger creatures by Siphoning Blood and Soul, the outer abomination gains a permanent +1 status bonus to its checks, DCs, and damage rolls. Each subsequent week in which it feeds enough, this bonus increases by 1. If the bonus is at least +3, the spawn's level increases to 17 and its Hit Points increase by 20. If the bonus would become +5, the spawn's final transformation occurs instead, and the status bonus ends. If the proper rituals were observed, it becomes a unique entity comparable to a Great Old One. If not, it splits apart into 1d20+40 outer mutants equal in shape and power to the mutant the outer spawn began life as.

Savage Body and Soul ♦ Frequency once per round; **Requirements** The outer spawn has a living creature grabbed by its proboscis; **Effect** The spawn consumes body fluids and spiritual essence from the required creature. The creature becomes drained 2, and is stupefied 2 and doomed 2 as long as this drained condition lasts. If the creature was already drained, its drained, stupefied, and doomed values each increase by 1, to a maximum of 4 each.

Trample ♦♦♦ Large or smaller, leg, DC 42

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RE-ANIMATED

The scientifically and magically advanced humans known as the ancients never leave their subterranean cities, but they often send their creations forth to forestall contact with the outside world. 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 effectively repurposed by anyone clever or powerful

enough. 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 majority of re-animated originate as prisoners or criminals of the ancients executed by exotic tortures. The bodies are resuscitated but only as biological machines with no souls or minds. These animated beings are programmed to undertake limited activities, but they are not true undead and can't be affected by negative or positive energy.

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.

CUSTOMIZATIONS

The re-animated are often missing pieces of their bodies as a by-product of their means of death. 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.

Automatic Crossbow The re-animated's ranged attack has a range of 120 feet. The re-animated also gains the Rapid Fire action.

- **Rapid Fire** ♦♦♦ The re-animated makes four automatic crossbow Strikes at the same target.

Drill The re-animated's melee attack deals piercing damage and has the fatal d8 and forceful traits. The re-animated also gains a burrow Speed of 10 feet.

Grappling Hook The re-animated's ranged attack has a range of 80 feet and tethers a creature when it deals damage. The re-animated gains a climb Speed of 20 feet as well as the Hook and Reel actions.

- **Hook** ♦ (move) The re-animated fires its grappling hook to embed in a firm surface within 80 feet. The re-animated then moves directly along this line to that point.
- **Reel** ♦ (attack) The re-animated attempts to pull a tethered creature to it. The re-animated attempts an Athletics check against the tethered creature's Fortitude DC. The creature is pulled up to 20 feet closer on a success, or up to 40 feet closer on a critical success.
- **Tether** A creature hit by the re-animated's grappling hook becomes tethered to the re-animated. The creature can't move farther away from the re-animated. The re-animated can have only one creature tethered at a time. The DC to Escape the tether is equal to the re-animated's AC.

Saw The re-animated's melee attack deals slashing damage and has the deadly d10 and sweep traits.

Vise The re-animated's melee attack deals bludgeoning damage with Improved Grab and has the forceful trait. The re-animated gains the Relocate action.

- **Relocate** ♦ The re-animated Strides. If it has

a creature grabbed by its vise, the re-animated attempts an Athletics check against the grabbed creature's Fortitude DC. On a success, the creature is moved along to an open space of its choice within the re-animated's reach, or a space of the re-animated's choice on a critical success.

ADVANCED CUSTOMIZATIONS

Adding one of the following abilities to a re-animated increases its level by 1.

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. When the re-animated is destroyed, its body explodes in a 20-foot emanation of fire and shrapnel. All creatures and objects in the area takes 1d6 fire damage and 1d6 piercing damage (DC 15 basic Reflex save).

Spray Pesticide ♦♦ (inhaled, poison) The re-animated projects poison gas from a built-in reservoir. It deals 1d6 persistent poison damage in a 15-foot cone (basic Fortitude save, with DC equal to the re-animated's AC). A creature that critically fails is also sickened 1. The re-animated can't Spray Pesticide again for 1d4 rounds unless it is at least 4th level.

Sterilize ♦♦ (acid) The re-animated sprays acid from a built-in reservoir. It deals 2d6 acid damage in a 15-foot cone (basic Reflex save, with DC equal to the re-animated's AC). A creature that fails also takes 1d6 persistent acid damage. The re-animated can't Sterilize again for 1d4 rounds unless it is at least 4th level.

Throw Flames ♦♦ (fire) The re-animated projects a gout of flame from a built-in flamethrower. It deals 4d6 fire damage in a 15-foot cone (basic Reflex save, with DC equal to the re-animated's AC). The re-animated can't Throw Flames again for 1d4 rounds unless it is at least 4th level.

RE-ANIMATED LABORER

Laborers are the most common and least dangerous of re-animated. They often have specialized tools incorporated into their bodies for a particular task.

RE-ANIMATED LABORER

CREATURE 0

N MEDIUM CONSTRUCT MINDLESS

Perception +2; darkvision

Skills Athletics +5

Str +3, **Dex** +0, **Con** +2, **Int** -5, **Wis** +0, **Cha** +0
AC 15; **Fort** +8, **Ref** +2, **Will** +4

HP 18; **Immunities** bleed, disease, death effects, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 2;

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Resistances bludgeoning 2, piercing 2
Speed 25 feet, climb 20 feet
Melee ♦ vise +7 (forceful), **Damage** 1d6+3 bludgeoning plus Improved Grab
Ranged ♦ grappling hook (range 80 feet), **Damage** 1d6 piercing plus tether
Hook ♦
Reel ♦
Relocate ♦
Tether

RE-ANIMATED GUARD

Re-animated guards protect laborers in areas that aren't secure. They are sometimes used as protectors when skilled conventional guards would be too expensive, or when their master fears that living guards might share what they witness.

RE-ANIMATED GUARD

CREATURE 2

N MEDIUM CONSTRUCT MINDLESS

Perception +6; darkvision
Skills Athletics +9
Str +3, Dex +0, Con +4, Int -5, Wis +0, Cha +0
Items 20 bolts
AC 17; Fort +11, Ref +5, Will +7
HP 30; **Immunities** bleed, disease, death effects, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 3;
Resistances bludgeoning 3, piercing 3
Speed 25 feet
Melee ♦ saw +13 (deadly d10, sweep), **Damage** 1d6+5 slashing
Ranged ♦ automatic crossbow +8 (range 120 feet), **Damage** 1d8+2 bludgeoning plus Grab
Rapid Fire ♦♦♦

RE-ANIMATED RAIDER

Re-animated raiders are dispatched to violently take whatever their master desires. They are rigged to explode when defeated so they cannot be studied and reused by enemies.

RE-ANIMATED RAIDER

CREATURE 6

N MEDIUM CONSTRUCT MINDLESS

Perception +13; darkvision
Skills Athletics +15
Str +5, Dex +2, Con +5, Int -5, Wis +2, Cha +0
Items 20 bolts
AC 24; Fort +16, Ref +11, Will +13
HP 85; **Immunities** bleed, disease, death effects, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 5;
Resistances bludgeoning 5, piercing 5

Explosive When a re-animated raider is destroyed, its body explodes in a 20-foot emanation of fire and shrapnel. All creatures and objects in range takes 2d6 fire damage and 2d6 piercing damage (DC 24 basic Reflex save).
Speed 25 feet
Melee ♦ vise +17 (forceful), **Damage** 2d8+8 bludgeoning plus Improved Grab
Ranged ♦ automatic crossbow +14 (range 120 feet), **Damage** 2d10+3 piercing
Relocate ♦
Rapid Fire ♦♦♦



SATYR, MYTHOS

Mythos satyrs were once humanoids whose bodies and minds were twisted by the influence of Mythos forces. The *milk of Shub-Niggurath* (see page 164) notoriously produces these degenerative effects in a very short time.

Enthusiastic, hobbling, chuckling, and mewling creatures, Mythos satyrs are the result of contact with certain forces outside mortal understanding. A typical Mythos satyr was originally human or human-sized, but grows as it mutates, 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 focused and more alien over time. Mythos satyrs may have additional limbs or limb stubs and incorporate animalistic or even plantlike forms. The only consistency is their degenerate and mutated nature.

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 CHANGE

When magic or chemicals from Outside mix with the blood of humanoids, it provokes changes down to the cellular level. This triggers mutation and eventually causes the victim or volunteer to devolve into a monstrous humanoid entity called a Mythos satyr.

The first effect of the change typically purges any ailments, curses, or ills, or incorporates them into the victim's metabolism. Unfortunately, the victim's mind also steadily degrades as the body undergoes metamorphosis. This physical transformation is partly based on the victim's instincts, urges, and tendencies. Most often, as the physical change takes place, the victim partly comes to resemble some kind of animal, such as a cat, deer, snake, or hawk. Such hybrid creatures might resemble lycanthropes in exterior appearance, but they are physiologically and mentally very different indeed.

Most Mythos satyrs are the result of a single contact with Mythos entities and therefore experience only the earliest stages of mutation, resembling human-beast hybrids. If they continue to come in contact with Outside powers, the Mythos satyrs further mutate: as they 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 almost randomly on the creature's flesh. If the process continues for long enough, a victim may just turn into a mass of flesh, no longer recognizable as human or even animal. At this point, the entity's only goals are the most basic of animal urges.

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.

What You See

This humanoid has misshapen limbs, its legs seemingly reversed, and a skull warped by horns obviously not meant to be there. It leers with a mouth full of fangs.

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SATYR STALKER

A satyr stalker uses its unnatural agility to watch, hunt, and rob humanoids who have things they want. They also make up the bulk of Mythos satyr cults dedicated to Outer Gods.

SATYR STALKER

CREATURE 2

NE MEDIUM ABERRATION

Perception +9; darkvision

Languages Aklo, Common

Skills Forest Lore +6, Religion +5, Stealth +8, Survival +9

Str +3, **Dex** +2, **Con** +0, **Int** +0, **Wis** +3, **Cha** +1

AC 16; **Fort** +6, **Ref** +8, **Will** +9; +1 status bonus to all saves vs. mental effects

HP 24; fast healing 5

Instinctive Resistance  **Trigger** The Mythos satyr fails but doesn't critically fail a Will save against a mental effect; **Effect** The Mythos satyr roars in primeval rage and gains a +2 circumstance bonus to the triggering save. Regardless of the outcome of the saving throw, if the mental effect has a duration, it is reduced by half.

Speed 30 feet, climb 20 feet

Melee  claw +9 (agile), **Damage** 1d4+3 slashing

Melee  horn +9 (deadly 1d10), **Damage** 1d6+3 piercing

Primal Innate Spells DC 16; **5th** *sending* (range 100 miles); **2nd** *entangle*; **1st** *jump* (at will)

Sneak Attack A satyr stalker deals an extra 1d6 precision damage to flat-footed creatures.

Traceless (abjuration, primal) The satyr effortlessly obscures its tracks wherever it goes. It gains a +4 status bonus to the DC of checks to Track it, with a minimum total DC of 20.

HIGH PRIEST OF SHUB-NIGGURATH

The high priest of Shub-Niggurath, typically a matriarch, leads the cult of the Black Goat in serving their goddess and attending to her dark young. They keep the *breath of life* and *unity* spells available to cast as a reaction.

HIGH PRIEST OF SHUB-NIGGURATH

CREATURE 18

CE MEDIUM ABERRATION

Perception +30; darkvision

Languages Aklo, Common

Skills Deception +30, Intimidation +30, Nature +32, Religion +32, Stealth +27

Str +3, **Dex** +1, **Con** +5, **Int** +0, **Wis** +6, **Cha** +4

Items +2 *greater resilient hide armor*, +2 *corrosive wounding greater striking handwraps of mighty blows*

Incredible Initiative The high priest gets a +2 circumstance bonus to initiative rolls.

AC 40; **Fort** +29, **Ref** +25, **Will** +32; +1 status bonus to all saves vs. mental effects

HP 242, fast healing 30

Eternal Bane (aura) The high priest is under the effects of a constant 9th-level *bane* spell, but they can't increase its radius.

Instinctive Resistance  **Trigger** The Mythos satyr fails but doesn't critically fail a Will save against a mental effect; **Effect** The Mythos satyr roars in primeval rage and gains a +2 circumstance bonus to the triggering save. Regardless of the outcome of the saving throw, if the mental effect has a duration, it is reduced by half.

Speed 25 feet, climb 15 feet

Melee  claw +29 (agile), **Damage** 3d6+3 slashing plus 1d6 acid and 1d6 persistent bleed (1d12 on a critical hit)

Melee  horn +29 (deadly 2d10), **Damage** 3d8+3 piercing plus 1d6 acid and 1d6 persistent bleed (1d12 on a critical hit)

Divine Prepared Spells DC 42, attack +34; **9th** *crusade*, *heal* (5), *shapechange* (divine vessel, monstrosity form), *wail of the banshee*; **8th** *divine aura*, *implant dark young* (page 118), *vampiric exsanguination*; **7th** *divine decree*, *harm*, *unfettered pack*; **6th** *implant dark young* (page 118), *spellwrack*, *tangling creepers*; **5th** *abyssal plague*, *breath of life*, *spiritual guardian*; **4th** *air walk* (2), *stoneskin*; **3rd** *circle of protection*, *heroism*, *wall of thorns*; **2nd** *faerie fire* (2), *see invisibility*; **1st** *command*, *fear*, *sanctuary*; **Cantrips** (7th) *chill touch*, *detect magic*, *divine lance*, *message*, *sigil*

Cleric Domain Spells 3 Focus Points, DC 42; **9th** *mutate attack* (page 130), *mutate body* (page 131), *soothing words*, *unity*, *vibrant thorns*

Primal Innate Spells DC 42 **5th** *sending* (range 100 miles); **2nd** *entangle*; **1st** *jump* (at will)

Rituals DC 42; *Red Sign* (page 153), *obscene fertility rites of Shub-Niggurath* (page 152)

Fast Channel When the high priest casts *heal* by spending 2 actions, they can produce the effects of the 3-action version instead.

Healing Hands When the high priest casts *heal*, they roll d10s instead of d8s.

Selective Energy When the high priest casts a version of *harm* or *heal* that has an area, they can designate up to four creatures that are not targeted by the spell.

Shub-Niggurath's Protection After the high priest casts a domain spell, they gain resistance 9 to all damage until the start of their next turn.

Traceless (abjuration, primal) The satyr effortlessly obscures its tracks wherever it goes. It gains a +4 status bonus to the DC of checks to Track it, with a minimum total DC of 42.



SERPENTFOLK

A highly intelligent race with knowledge of advanced magic and science alike, the serpentfolk once had a great empire that 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 change shape to resemble a particular humanoid and often live within humanoid societies unnoticed. Serpentfolk alchemists are renowned in secret circles, particularly for their skill at producing poisons and drugs, including metamorphic venom (see page 163).

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 AGENT

Serpentfolk agents insert themselves into younger civilizations to observe and manipulate those who can help or hinder their long-term schemes.

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SERPENTFOLK AGENT

CREATURE 6

NE MEDIUM HUMANOID

Perception +16; darkvision, scent (imprecise) 30 feet

Languages Aklo, Common, Serpentfolk

Skills Arcana +13, Crafting +15, Deception +13, Stealth +15, Thievery +15

Str +2, **Dex** +5, **Con** +4, **Int** +5, **Wis** +4, **Cha** +3

Items +1 dagger, minor elixir of life, mist of R'lyeh (page 165)

AC 23; **Fort** +12, **Ref** +17, **Will** +14; +2 status bonus to all saves vs. magic, mental, and poison effects

HP 95; **Immunities** paralyzed

Speed 25 feet

Melee ♦ fangs +17 (finesse), **Damage** 2d8+5 piercing plus serpentfolk venom

Melee ♦ dagger +18 (agile, finesse, versatile S), **Damage** 1d4+5 piercing

Ranged ♦ dagger +18 (agile, versatile S), **Damage** 1d4+5 piercing

Arcane Innate Spells DC 23; 4th

charm, suggestion; 2nd *illusory*

object; **Cantrips** (4th) *ghost sound*

Change Shape ♦ (arcane, concentrate, polymorph, transmutation)

The serpentfolk transforms into a humanoid.

They lose their fangs Strike, but unarmed Strikes for the new form deal the same amount of damage, of an appropriate damage type, without exposing the target to serpentfolk venom unless the new Strike normally would.

Envenom Weapon ♦ (manipulate) The serpentfolk licks a weapon or piece of ammunition they wield, applying their venom to the next attack made using that weapon.

Serpentfolk Venom (poison, virulent); **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d6 poison damage and enfeebled 2 (1 round)

SERPENTFOLK ALCHEMIST

A serpentfolk alchemist formulates whatever items and tools are necessary to revive the power of their lost civilization. They often lead serpentfolk agents.

SERPENTFOLK ALCHEMIST

CREATURE 12

NE MEDIUM HUMANOID

Perception +19; darkvision, scent (imprecise) 30 feet

Languages Aklo, Common, Serpentfolk

Skills Arcana +23, Crafting +25, Deception +21, Stealth +21

Str +2, **Dex** +5, **Con** +4, **Int** +7, **Wis** +3, **Cha** +3
Items alchemist's tools, infused greater acid flask (5), infused greater bottled lightning (5), infused greater powder of Ibn Ghazi (page 166), infused reagents (8), +1 *striking chamelium* (page 184) dagger, bracers of armor type I, ignition metamorphic venom (page 163), moderate elixir of life, mist of R'lyeh (page 165)

Infused Items A serpentfolk alchemist's items listed as infused last for 24 hours, or until the next time they make their daily preparations.

AC 32; Fort +23, Ref +22, Will +20; +2 status bonus to all saves vs. magic, mental, and poison effects

HP 165; Immunities paralyzed

Speed 25 feet

Melee ♦ fangs +23 (finesse), Damage 2d8+8 piercing plus serpentfolk venom

Melee ♦ dagger +24 (agile, finesse, versatile S), Damage 2d4+8 piercing

Ranged ♦ bomb +25 (range increment 60 feet, splash 10 feet); Damage varies by bomb plus expanded splash

Arcane Innate Spells DC 33; 6th *charm, suggestion*; 5th *illusory creature*; 2nd *illusory object*; **Cantrips** (6th) *ghost sound*

Alchemical Formulas (11th) greater acid flask, greater bottled lightning, greater tanglefoot bag, strike and escape metamorphic venom (page 163); (10th) greater antidote, greater powder of Ibn Ghazi (page 166); (9th) greater cheetah's elixir, moderate elixir of life; (8th) minor shriveling bomb (page 167); (6th) ignition metamorphic venom (page 163); (3rd) mist of R'lyeh (page 165)

Change Shape ♦ (arcane, concentrate, polymorph, transmutation) The serpentfolk transforms into a humanoid. They lose their fangs Strike, but unarmed Strikes for the new form deal the same amount of damage, of an appropriate damage type, without exposing the target to serpentfolk venom unless the new Strike normally would.

Envenom Weapon ♦ (manipulate) The serpentfolk licks a weapon or piece of ammunition they wield, applying their venom to the next attack with that weapon.

Expanded Splash When the serpentfolk alchemist throws a bomb they created (including items marked as infused), they deal splash damage to creatures within 10 feet of the target and increase the splash damage by 7.

Powerful Alchemy When the serpentfolk alchemist uses Quick Alchemy to create an infused alchemical item that allows a saving throw, the DC is 33 instead of the listed DC for that item.

Quick Alchemy ♦ The serpentfolk alchemist creates one or two alchemical items from their formula book (see Alchemical Formulas). Each item has the infused trait, but it remains potent only until the start of the alchemist's next turn.

Quick Bomber ♦ The alchemist Interacts to draw a bomb, then Strikes with it.

Serpentfolk Venom (poison, virulent) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 2 (1 round)

Uncanny Bombs The serpentfolk alchemist has

a range increment of 60 feet with their bombs, they reduce any circumstance bonus to the target's AC from cover by 1, and they automatically succeed at the flat check when targeting a concealed creature.

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SERVITOR OF THE OUTER GODS

These creatures exist to appease the Outer Gods and advance their interests in 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, byakhees, 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, followed by a different creature. The servitor summoned

immediately summons yet another servitor before going on to call other beings, leading to a rapid increase in their numbers.

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—also shudders along to a tune just beyond your perception.

UNCOMMON CE MEDIUM ABERRATION

Perception +10; greater darkvision**Languages** Aklo**Skills** Acrobatics +13, Performance +12**Str** +2, **Dex** +5, **Con** +0, **Int** +2, **Wis** +2, **Cha** +4**Items** flute**Flute** The servitor wields a bone wind instrument similar to a flute (AC 15, Hardness 5, HP 20, BT 10). If Disarmed or otherwise deprived of its flute, the servitor can't use its Calm Entity, Confusing Note, Pipe, or Summon Eldritch Horror until it extrudes a new flute by spending a total of 10 actions, which have the concentrate trait.**AC** 24; **Fort** +8, **Ref** +13, **Will** +10; +3 status bonus to all saves vs. poison**HP** 42; **Immunities** deafened, disease; **Resistances** cold 10, precision 5, sonic 10**Dance Away**  **Trigger** A creature enters or leaves a space in the servitor's reach during a move action it's using; **Effect** The servitor Climbs, Flies, or Strides 5 feet. This movement doesn't trigger reactions.**Speed** 40 feet, climb 40 feet, fly 25 feet**Melee**  tentacles +14 (finesse), **Damage** 2d8+4 bludgeoning**Calm Entity** (auditory) Four servitors within 60 feet of each other can cooperate to cast the *chaos at the heart of everything* composition cantrip (DC 22; page 126). Each servitor can contribute a single action that has the focus component by playing its flute. If three other servitors have contributed these actions within the last round, a fourth servitor can cast *chaos at the heart of everything* on its turn by spending the normal action to Cast the Spell.**Confusing Note**  (auditory, concentrate, divine, enchantment, emotion, incapacitation, manipulate, mental) **Requirements** The servitor has its flute; **Effect** The servitor plays a note that harms the minds of mortal creatures. One creature within 30 feet takes 3d6 mental damage and must attempt a DC 22 Will save. It is then temporarily immune for 1 minute.**Critical Success** The target is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and is confused on its next action.**Critical Failure** The creature takes double damage and is confused for 1 round.**Pipe**  (auditory, concentrate, divine, enchantment, emotion, manipulate, mental) **Requirements** The servitor has its flute and doesn't have any Summoning Points from Summon Eldritch Horror; **Effect** The servitor constantly plays unsettling alien music audible for hundreds of feet. Creatures within a 30-foot emanation experience

minor but disturbing hallucinations; until the start of the servitor's next turn or until they leave the area, creatures in the emanation are sickened 1. The effect ends immediately if the servitor uses Summon Eldritch Horror.

Recursive Summoner Unlike most creatures, a servitor of the Outer Gods can summon creatures even when it has the summoned trait.**Summon Eldritch Horror**  (concentrate, conjuration, divine, manipulate) **Requirements** The servitor has its flute; **Effect** 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. It immediately gains 2 Summoning Points. Up to twice per round on subsequent turns, the servitor can spend a single action (which has the concentrate trait) to continue the tune, gaining 1 Summoning Point each time it does so.

Whenever the servitor gains a Summoning Point, it can complete the song as a free action and summon a creature whose level is less than or equal to the number of Summoning Points the servitor has accumulated. The creature must be one associated with a Great Old One or Outer God. The servitor can add elite or weak adjustments to a creature to adjust that creature's level to suit the number of Summoning Points they wish to spend. Typical monsters summoned by number of Summoning Points are: 2. moon-beast (page 434), 3. nightgaunt (page 437) or favored one of Nyarlathotep (page 397), 4. servitor of the Outer Gods, 5. byakhee (page 366), 6. shantak (page 456), 7. adolescent dark young (page 374), 8. weak mi-go warrior (page 430).

As usual, a summoned creature gains the summoned and minion traits. It disappears when the servitor is reduced to 0 HP or ends its turn without Sustaining the Spell. Although the servitor chooses a kind of creature, the servitor has no special influence over the summoned creature, which might be hostile to the servitor. 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 level higher than 8 except in unusual circumstances.

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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 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 raise 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.

Shantaks exude an aura of fear that unsettles most creatures. 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 opponents, creating a feedback loop that empowers the bird-like monstrosity. Only those so powerful they don't fear the shantak in the first place are unaffected, leaving no foothold for an empathic loop to begin; the same is true of creatures incapable of experiencing fear or those who are immune to it. A creature able to cause fear itself creates a negative feedback loop that weakens the shantak. As a result, shantaks avoid entities such as nightgaunts or undead.

ECOLOGY

Shantaks are omnivorous but need protein to breed, so they tend to prefer to hunt prey. Naturally empathic, their neural structure focuses on their prey's emotions. A target's fear stimulates and boosts the shantak's abilities. Naturally, they like to chase their prey down to induce the maximum amount of fear and panic before feeding.

Shantaks are too intelligent to be truly domesticated, but they can be induced to work for a strong and cruel master in return for the obvious considerations (such as terrified prey to toy with and then devour).

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.

SHANTAK

CREATURE 6

CE HUGE BEAST

Perception +13; darkvision, fear sense (imprecise) 60 feet

Languages Aklo

Skills Acrobatics +15 (+18 to Escape), Intimidation +14

Str +7, **Dex** +4, **Con** +5, **Int** -1, **Wis** +3, **Cha** +2

Fear Sense (divination, emotion, mental, occult)

The shantak can psychically locate creatures with the fleeing, frightened, or unnerved conditions.

AC 21; **Fort** +17, **Ref** +14, **Will** +11

HP 100; **Immunities** contact disease and poison, inhaled effects; **Resistances** acid 5, cold 10, fire 5

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 21

Susceptible to Fear When subjected to a fear effect from a source other than another shantak, the shantak's innate ability to sense and feed on fear creates a harmful feedback loop. Whenever it gains the frightened or unnerved condition, the value of that condition increases by 1. If its Feed on Fear was active, the fear effect automatically attempts to counteract Feed on Fear.

Attack of Opportunity Talon only.

Speed 15 feet, fly 180 feet

Melee ♦ jaws +17 (reach 15 feet), **Damage** 2d6+7 piercing

Melee ♦ talon +17 (agile, reach 15 feet), **Damage** 2d4+7 piercing plus Grab

Clutches A shantak can Fly at its full Speed while it has a single Large or smaller creature grabbed.

Feed on Fear ♦ (emotion, enchantment, mental, occult) **Frequency** once per round; **Trigger** The shantak damages a creature with the fleeing, frightened, or unnerved conditions; **Effect** The shantak draws psychic energy from its prey, ending any fleeing, frightened, and unnerved conditions affecting the shantak. For 1 minute, it gains a +1 status bonus to attack rolls. Subsequent uses of this ability increase the bonus by 1, to a maximum of +4, and extend the duration. As long as the bonus is at least +3, the shantak is quickened.

Incite Dread ♦ (emotion, enchantment, fear, mental, occult) The shantak adopts a fearsome stance directed at a target creature within 30 feet, focusing its frightful presence to attack the target's mind. The target must attempt a DC 25 Will save and is then temporarily immune until the start of the shantak's next turn.

Critical Success The target is unaffected.

Success The target is unnerved 1 (or frightened 1 if your game doesn't use the dread rules in Chapter 4). The condition value decreases at the end of the creature's turn.

Failure As success, but the condition value is 2.

Critical Failure As success, but the condition value is 3 and the target is fleeing for 1 round.

Share Defenses ♦ (abjuration, occult) **Requirements** A living creature is touching the shantak; **Effect** The shantak grants the required creature immunity to cold and to inhaled effects, and it removes the required creature's need to breathe until the shantak ends the effect as a free action or until the creature ceases to meet the requirements.

Superluminal Spaceflight (conjunction, downtime, occult, teleportation) While a shantak can always Fly quickly, in outer space it can soar through other dimensions to travel faster than light to reach a destination it knows the way to. Travel times vary, but within a single star system a trip is typically 5d12 hours, and between star systems in the same galaxy it's typically 5d12 days.

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SHOGGOTH, PROTO-

A proto-shoggoth is a creature formed from protoplasm more delicate than the standard shoggoth. They can be created in several ways, including by degenerating normal living tissue, often that of living humanoids, to a more primitive state. Until the moment of its release, the proto-shoggoth attempts to hide its true nature within a humanoid skin, often wearing strong leather clothing or even armor to contain its true form. When it attacks, the humanoid shell bursts open, releasing the creature like a geyser of flesh and rage.

In this moment of surprise, the proto-shoggoth sprays itself over its intended target, intending to suffocate and kill. Afterward, 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. This creature is indeed formed from shoggoth-like protoplasm, but it is less toxic and much weaker than a true shoggoth, and it also lacks the same mutational power. However, because of its greater "liquidity," 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, the power, heat, and consumptive enzymes of 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 rarely weighs more than a few hundred pounds. Neither does it 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 cluster of pink pseudopods emerges from within. A mass of reeking protoplasm boils forth from the deflated human skin, which slips limply to the ground.

PROTO-SHOGGOTH

CREATURE 11

UNCOMMON CE MEDIUM AMPHIBIOUS OOZE

Perception +19; darkvision, scent (imprecise) 30 feet

Languages Aklo, Common

Skills Athletics +22, Deception +17 (+21 to Impersonate)

Str +7, **Dex** +6, **Con** +6, **Int** -2, **Wis** +4, **Cha** +0
AC 29, all-around vision; **Fort** +21, **Ref** +21, **Will** +19; +1 status bonus to all saves vs. magic
HP 115, fast healing 10; **Immunities** critical hits, precision; **Resistances** acid 10, bludgeoning 5, cold 10, fire 5, piercing 5

Explosive Ambush (visual) **Trigger** The proto-shoggoth rolls initiative while Masquerading; **Effect** The proto-shoggoth rips out of the skin explosively, destroying the skin. It gets a +3 circumstance bonus to the triggering initiative roll. Opponents who observed the eruption are flat-footed until the start of their first turn.

Speed 40 feet, climb 25 feet, swim 40 feet

Melee ♦ pseudopod +24 (agile, reach 10 feet, versatile P/S), **Damage** 2d8+7 bludgeoning plus 2d6 acid and Improved Grab

Constrict ♦ 1d10+7 bludgeoning plus 2d6 acid and Throttle, DC 30

Flowing Movement Narrow spaces aren't difficult terrain for a proto-shoggoth. Squeezing is a 3-action activity for it.

Masquerade ♦♦ (manipulate) The proto-shoggoth hollows out and inhabits the skin of an adjacent, dead Medium creature. If the corpse is no more than 4 hours dead (or preserved in similar condition), the proto-shoggoth can use it to Impersonate the living creature the corpse once was. Its Deception DC is 31 for this disguise. If the corpse is longer dead but still has intact skin, the proto-shoggoth can Impersonate only a very sickly or undead version of the creature.

Throttle ♦ **Requirements** The proto-shoggoth's last action was to Constrict a creature with a face or other breathing organ; **Effect** The proto-shoggoth extends tendrils over the Constricted creature's face or other breathing organ. The creature must succeed at a DC 30 Reflex save or it becomes unable to breathe or speak until the grabbed condition ends. If the creature critically failed its Fortitude save against Constrict, it is also stunned 1.

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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, shoggoths gained enough intelligence and will over the generations to rebel against their onetime masters,

rising up to destroy their creators' civilization. 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 from and dissolving into 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.

ELDER SHOGGOTH

Elder shoggoths were bred and trained as servants of the elder things, and they can still sometimes be controlled by alchemical items called twsha (page 168).

ELDER SHOGGOTH

CREATURE 15

RARE CN HUGE AMPHIBIOUS OOZE

Perception +26; darkvision, scent (imprecise) 30 feet, tremorsense (imprecise) 60 feet

Skills Acrobatics +27, Athletics +30

Str +9, **Dex** +6, **Con** +8, **Int** -3, **Wis** +5, **Cha** +1

AC 34, all-around vision; **Fort** +28,

Ref +26, **Will** +25; +1 status bonus

to all saves vs. magic

HP 225, fast healing 15;

Immunities blinded,

deafened, precision; **Re-**

sistances acid 15, blud-

geoning 8, cold 15, fire 8,

piercing 8

Attack of Opportunity ☞

Speed 40 feet, climb 25

feet, swim 40 feet

Melee ♦ pseudopod +30

(agile, magical, reach 30

feet, versatile P/S), **Damage**

3d8+12 bludgeoning plus

Improved Grab

Deadly Blow ☞

Trigger The shoggoth

reduces a Medium or

smaller creature to 0

HP and that creature's

dying value becomes

2 or higher;

Effect The

target instantly

dies as the shog-

goth plucks off the

victim's head, crushes

its torso, or otherwise

destroys a vital body part.

Flowing Movement Narrow spaces aren't difficult terrain for a shoggoth. Squeezing is a 3-action activity for it.

Swallow Whole ♦ Large, 3d6+9 bludgeoning plus 6d6 acid, Rupture 36

Tekeli-li ♦ (auditory, emotion, incapacitation, mental) The elder shoggoth burbles forth sounds and words dangerous to the minds of mortal creatures. The sound protects the elder shoggoth from hostile sounds until the start of its next turn, giving the shoggoth a +3 status bonus to saves against auditory effects and sonic resistance 10. Each animal, beast, and humanoid within 60 feet must succeed at a DC 38 Will saving throw or become unnerved 1 (unnerved 2 on a critical failure). If your game doesn't use the dread rules in Chapter 4, a creature that fails becomes confused for 1 round.

Trample ♦♦♦ Huge or smaller, pseudopod, DC 40



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REBEL SHOGGOTH

Those shoggoths that first broke free of the elder things have given rise to a newer and even deadlier breed of shoggoth, one that has developed a stronger intellect resentful of other intelligent beings.

REBEL SHOGGOTH

CREATURE 19

RARE CE HUGE AMPHIBIOUS OOZE

Perception +31; darkvision, scent (imprecise) 30 feet, tremorsense (imprecise) 60 feet

Skills Acrobatics +33, Athletics +37

Str +11, **Dex** +7, **Con** +10, **Int** -1, **Wis** +6, **Cha** +3

AC 40, all-around vision; **Fort** +33, **Ref** +30, **Will** +29; +1 status bonus to all saves vs. magic, +3 status to all saves vs. auditory and incapacitation effects

HP 285, fast healing 20; **Immunities** blinded, controlled, deafened, precision; **Resistances** acid 20, bludgeoning 10, cold 20, fire 10, piercing 10, sonic 10

Mantra of Tekeli-li (auditory, aura, emotion, incapacitation, mental) 60 feet. The rebel shoggoth burbles forth sounds and words dangerous to the minds of mortal creatures. An animal, beast, and humanoid that ends its turn in the area must succeed at a DC 38 Will saving throw or become unnerved 1 (unnerved 2 on a critical failure). If your game doesn't use the dread rules in Chapter 4, a creature that fails becomes confused for 1 round. On a critical success, the creature is temporarily immune for 24 hours.

Attack of Opportunity ⤵

Speed 40 feet, climb 25 feet, swim 40 feet

Melee ♦ pseudopod +36 (agile, magical, reach 30 feet, versatile P/S), **Damage** 4d8+14 bludgeoning plus Improved Grab

Deadly Blow ⤵ **Trigger** The shoggoth reduces a Medium or smaller creature to 0 HP and that creature's dying value becomes 2 or higher;

Effect The target instantly dies as the shoggoth plucks off the victim's head, crushes its torso, or otherwise destroys a vital body part.

Flowing Movement Narrow spaces aren't difficult terrain for a shoggoth. Squeezing is a 3-action activity for it.

Swallow Whole ♦ Large, 4d6+11 bludgeoning plus 6d6 acid, Rupture 42

Trample ♦♦♦ Huge or smaller, pseudopod, DC 46



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 animal or humanoid victims are sacrificed. The daughter's form varies depending on the type of sacrifice. 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 Shub-Niggurath's own worshippers) mistake them for Shub-Niggurath herself. A daughter of Shub-Niggurath acts as its 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.

PRIMAL INFLUENCE

A daughter of Shub-Niggurath generally lairs in a deep woodland or similarly difficult wilderness terrain featuring one or more sites of worship for its foul mother. Over time, its presence gradually spreads Shub-Niggurath's power through the region.

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The primal influence of Shub-Niggurath's daughters can manifest in a number of ways. Creatures native to the area grow worse at controlling their impulses: some become aggressive, others defensive, and still others self-indulgent. Living things grow strong and hardy. Procreation is quick and easy. Living creatures conceived or born in the area are mutated, perhaps as Mythos satyrs (page 451) or outer mutants (page 441).

What You See

This huge being has a beastlike body, somewhat like a pig or sheep. The form is headless and eyeless but sprouts tentacles, tusks, and other animalistic features.

DAUGHTER OF SHUB-NIGGURATH

CREATURE 20

RARE CE HUGE ABERRATION

Perception +33; darkvision, echolocation (precise) 30 feet, *true seeing*

Languages Aklo, Common, Sylvan

Skills Athletics +37, Intimidation +34, Nature +33, Religion +33, Stealth +33, Yog-Sothothery +35

Str +11, **Dex** +7, **Con** +10, **Int** +3, **Wis** +7, **Cha** +6

Echolocation A daughter of Shub-Niggurath can use its hearing as a precise sense at the listed range.

AC 42; **Fort** +34, **Ref** +31, **Will** +33; +3 status bonus to all saves vs. mental and poison effects **HP** 400; **Immunities** controlled, death effects, fleeing, paralyzed; **Resistances** acid 20, bludgeoning 10, cold 10, electricity 20, piercing 10 **Pheromones** (aura, emotion, incapacitation, mental, olfactory, poison) 300 feet. This aura is suppressed while the daughter has a use of Spawn Young available. If it does not, it emits a cloud of invisible pheromones. Each creature that ends its turn in the aura must attempt a DC 39 Fortitude save. If its Intelligence modifier is -4 or less, it uses an outcome one degree of success worse than the result of its saving throw. Dark young of Shub-Niggurath and other servants of Shub-Niggurath are immune.

Success The creature is temporarily immune for 24 hours.

Failure The creature is slowed 1 and fascinated until it leaves the aura.

Critical Failure The creature is fascinated until it leaves the aura. It must spend each of its actions to move closer to the daughter as expediently as possible, while avoiding obvious dangers. If a fascinated creature is adjacent to

the daughter, it stays still and doesn't act. When the daughter starts its turn adjacent to such a creature, it absorbs some of the creature's essence to regain its use of Spawn Young; this aura is suppressed until it next performs that activity.

Attack of Opportunity ⤵ Hoof or tentacle only.

Speed 40 feet, climb 30 feet, swim 40 feet

Melee ⬥ hoof +35 (agile, magical, reach 10 feet), **Damage** 4d8+15 bludgeoning plus Push 10 feet

Melee ⬥ jaws +37 (magical, reach 15 feet), **Damage** 4d12+17 piercing plus Improved Grab

Melee ⬥ tentacle +37 (agile, magical, reach 30 feet), **Damage** 4d6+17 bludgeoning plus Improved Grab

Primal Innate Spells DC 45, attack +37; 10th *moon frenzy, revival*; 9th *charm, regenerate, storm of vengeance*; 8th *earthquake, heal, horrid wilting*; 7th *plane shift, unfettered pack*; 6th *baleful polymorph, dispel magic (2), tangling creepers, restoration*; 5th *black tentacles, tree stride*; 4th *air walk, speak with plants* (at will); 3rd *stinking cloud, wall of wind*; 2nd *obscuring mist, shape wood*; 1st *sanctuary* (at will), *ventriloquism* (range 50 miles); **Constant** (6th) *true seeing*

Rituals DC 45; *commune, control weather, obscene fertility rites of Shub-Niggurath* (page 152), *plant growth, Red Sign* (page 153)

Demure ⬥ The daughter Steps, then casts a spell of 3rd level or lower.

Digest If a creature dies while Swallowed Whole by the daughter of Shub-Niggurath, the daughter regains the use of its Spawn Young activity and its pheromones aura is suppressed.

Fast Swallow ⤵ **Trigger** The daughter Grabs a creature with its jaws. **Effect** The daughter Swallows the creature Whole.

Furious Tentacles ⬥⬥ The daughter makes up to four tentacle Strikes, each against a different target. These attacks all count toward the daughter's multiple attack penalty, but the penalty doesn't increase until after the daughter makes all its attacks.

Goat Kick ⬥ The daughter makes two hoof Strikes, each against a different target. These count as a single attack when calculating its multiple attack penalty.

Spawn Young ⬥⬥ **Frequency** once per hour; **Effect** The daughter births a mature dark young of Shub-Niggurath (page 374) in an adjacent clear space. This creature has the minion trait.

Swallow Whole ⬥ Large, 4d8 bludgeoning plus 4d6 acid and Digest, Rupture 44

Trample ⬥⬥⬥ Large or smaller, hoof



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 mi-go or other starfaring entities.

Slime molds' 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 operate 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 en-

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vironment, 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 squeeze easily through small cracks or ooze up walls.

IMMATURE SLIME MOLD

Immature slime molds might spring up where slime mold spores have drifted across the cosmos, or they might be the result of a mature slime mold that has broken apart as it struggled to survive in a hostile environment.

Controlling Slime Molds

Slime molds can be controlled via bio-mechanical devices or magical druid or ranger practices, which make them potentially useful. Immature slime molds are the easiest to control. Any spell or effect that would summon or control a plant or fungus can also conjure or control a slime mold.

Slime Mold Companions

Immature slime molds are available as alternatives to animal companions for druids and rangers. See page 83.

What You See

This brightly colored, horse-sized, amoeba-like blob has pulsing veins and throbbing bladders.

IMMATURE SLIME MOLD

CREATURE 0

N **SMALL** **MINDLESS** **OOZE**

Perception +3; motion sense (precise) 60 feet, no vision

Skills Athletics +3

Str +1, **Dex** +2, **Con** +1, **Int** -5, **Wis** +1, **Cha** -5

Motion Sense A slime mold can sense nearby creatures through vibration and air or water movement.

AC 13; **Fort** +5, **Ref** +6, **Will** +3; +3 status bonus to all saves vs. poison

HP 24; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Weaknesses** bludgeoning 2; **Resistances** cold 3

Speed 25 feet, climb 25 feet

Melee ♦ pseudopod +7 (finesse), **Damage** 1d4+1 bludgeoning plus Produce Toxin

Produce Toxin ♦ **Trigger** The slime mold damages a creature with a pseudopod Strike; **Effect** The immature slime mold exposes the target to one toxin, randomly chosen by rolling 1d4.

1. **Caustic Toxin** (acid) The target takes 1d4 acid damage (DC 17 basic Reflex save). On a failure or critical failure, it also takes 1 persistent acid damage.

2. **Nauseating Toxin** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 2 rounds; **Stage 1** sickened 1 (1 round); **Stage 2** 1d4 poison damage and sickened 1 (1 round)

3. **Necrotic Poison** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 2 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage (1 round)

4. **Disorienting Toxin** (emotion, mental, poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** -5-foot status penalty to all Speeds and can't use reactions (1 round); **Stage 2** slowed 1 and can't use reactions (1 round)

MUTANT SLIME MOLD

Mutant slime molds have developed a dizzying array of defenses to respond to an unhealthy environment.

MUTANT SLIME MOLD

CREATURE 9

N **LARGE** **MINDLESS** **OOZE**

Perception +15; motion sense (precise) 60 feet, no vision

Skills Athletics +16

Str +7, **Dex** +6, **Con** +5, **Int** -5, **Wis** +3, **Cha** -5

Motion Sense A slime mold can sense nearby creatures through vibration and air or water movement.

AC 25; **Fort** +18, **Ref** +19, **Will** +15; +3 status bonus to all saves vs. poison

HP 175; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Weaknesses** bludgeoning 5; **Resistances** cold 10

Speed 25 feet, climb 25 feet

Melee ♦ pseudopod +20 (agile, reach 10 feet), **Damage** 2d6+7 bludgeoning plus Produce Toxin

Combat Mitosis ♦ **Trigger** The mutant slime mold Produces a Toxin upon a creature; **Requirements** The target is made of an organic substance (not an elemental or many constructs); **Effect** The slime mold splits into two identical mutant slime molds, each with half the Hit Points of the original. One slime mold is in the

same space as the original, and the other is in an adjacent, clear space. If no adjacent space is clear, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or heavy to push). If this results in mutant slime molds with fewer than 5 HP, each resulting slime mold is an immature slime mold instead.

Produce Toxin ♦ **Requirements** The slime mold's previous action was to damage a creature with a pseudopod Strike; **Effect** The mutant slime mold exposes the target to one toxin, randomly chosen by rolling 1d6.

1. Caustic Toxin (acid) The target takes 2d6 acid damage (DC 30 basic Reflex save). On a failure or critical failure, it also takes 1d4 persistent acid damage.

2. Paralytic Poison (incapacitation, poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** –15-foot status penalty to all Speeds and enfeebled 2 (1 round); **Stage 2** paralyzed (1 round)

3. Nauseating Toxin (poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** sickened 1 (1 round); **Stage 2** sickened 2 (1 round); **Stage 3** sickened 3 (1 round)

4. Necrotic Poison (poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and drained 1 (1 round); **Stage 2** 1d6 poison damage and drained value increases by 1, to a maximum of 4 (1 round)

5. Pain Agent (poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison damage and slowed 1 (1 round); **Stage 2** 2d4 poison damage and slowed 2 (1 round)

6. Hallucinogen (emotion, incapacitation, mental, poison) **Saving Throw** DC 30 Will; **Maximum Duration** 4 rounds; **Stage 1** slowed 1 and can't use reactions (1 round); **Stage 2** confused and slowed 1 (1 round)

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STAR VAMPIRE

The first sign of these naturally invisible 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. A star vampire is effectively covered in mouths, allowing any part of its body to 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 sensory organs or obvious anatomical structures.

What You See

An otherworldly chittering tickles your ears, sending chills down your spine. Slowly, a swollen creature covered in masses of sucker-like proboscises with huge talons comes into view—redly, for only where the blood inside of it sloshes around its form can you make out its shape.

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 doesn't seem to affect them.

CE LARGE ABERRATION

Perception +14; echolocation (precise) 60 feet; *see invisibility*

Languages Aklo

Skills Acrobatics +17, Occultism +19, Stealth +15

Str +6, **Dex** +4, **Con** +4, **Int** -1, **Wis** +3, **Cha** +2

Echolocation A star vampire can use its hearing as a precise sense at the listed range.

AC 22, all-around vision; **Fort** +15, **Ref** +13, **Will** +16; +3 status bonus to all saves vs. auditory, disease, and poison

HP 75; **Immunities** falling, prone; **Resistances** cold 10, sonic 5

Bloodless Invisibility The star vampire is naturally, constantly invisible. This ability is deactivated when it Drains Blood and reactivated when it Digests Blood. When it Strikes a creature, it becomes merely hidden until it moves. When it Grabs a creature, it becomes merely concealed until the Grab ends.

Tittering (auditory) A star vampire is constantly surrounded by a disturbing, high-pitched tittering that seems to come from everywhere at once. A hearing creature automatically knows whether a star vampire is within 30 feet, or the approximate direction to the nearest star vampire within 60 feet if none are within 30 feet, but nothing more precise than that without successfully Seeking.

Weightless A star vampire is unaffected by gravity, so Flying downward and upward are no different from Flying laterally for it. It never falls, although it can be forced downward.

Speed 25 feet, fly 25 feet

Melee ♦ proboscis +17 (reach 10 feet), **Damage** 2d10+8 piercing plus Improved Grab

Melee ♦ claw +17 (agile, reach 10 feet), **Damage** 2d8+8 slashing plus Improved Grab

Occult Innate Spells DC 25; **Constant** (2nd) *see invisibility*

Accelerated Star Travel (downtime) 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.

Digest Blood ♦♦ (concentrate, healing, occult)

Requirements The star vampire has Drained Blood and not yet Digested Blood; **Effect** The star vampire digests all the blood within it, regaining 4d10 Hit Points and reactivating its bloodless invisibility.

Drain Blood ♦ **Requirements** The star vampire has a Small or larger creature with blood grabbed; **Effect** The star vampire drinks blood from the required target, which deactivates the

vampire's bloodless invisibility. The target becomes drained 1 and the star vampire can Drain Magic. Subsequent uses of Drain Blood increase this drained value (maximum drained 4).

Drain Magic ♦ (abjuration, occult) **Trigger**

The star vampire Drains Blood from a creature with spell slots, innate spells, prepared spells, or Focus Points; **Effect** The drained target must attempt a DC 22 Will save as the star vampire absorbs its magic.

Critical Success The creature is unaffected.

Success The creature expends a 1st-level spell or spell slot as if cast. If it has multiple, it chooses one.

Failure The creature expends its highest-level spell or spell slot of 3rd level or lower as if cast. If it has multiple of the highest level, it chooses one. The target also loses 1 Focus Point, if it had any.

Critical Failure As failure, but the maximum spell level is 5th.

Eager Surge ♦ The star vampire Flies and makes a Strike at the end of that movement. If the star vampire began this action hidden, it remains hidden until after this Strike.

Quick Squeeze The star vampire can Squeeze as a 3-action activity.

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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 of their home. They can change their proportional size and symmetry at will. For instance, a starspawn can 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 might sprout a sensory organ at the end of the tentacle or reach around a target to attack from more than one direction.

In their default state, starspawn have four limbs, two wings, and 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. They typically exist on different planes of existence simultaneously. Starspawn are immortal and almost impossible to kill.

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 it is, because its sheer volume increases its intelligence and abili-

ties. Their minds are wholly alien, full of psionic and magic potential. Great Cthulhu is, technically, just another starspawn, but his enormous size reflects his supremacy as among the oldest and most powerful of his kind.

What You See

This gelatinous green monster has a head that vaguely resembles an octopus and a face that is a mass of feelers. It has titanic claws, batlike wings, and a massive, corpulent form.

LARVAL STARSPAWN

Starspawn reproduce by budding or fission: a smaller larval starspawn simply drops off of 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 its mental capacity is more limited.

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 its mind.

LARVAL STARSPAWN

CREATURE 15

RARE CN LARGE ABERRATION AMPHIBIOUS

Perception +29; darkvision, echolocation (precise) 30 feet

Languages Aklo, telepathy 300 feet

Skills Arcana +28, Athletics +31, Occultism +28, Religion +29, Society +26, Yog-Sothothery +29
Str +9, **Dex** +4, **Con** +8, **Int** +6, **Wis** +7, **Cha** +6

Echolocation A starspawn can use its hearing as a precise sense at the listed range.

AC 34; **Fort** +28, **Ref** +24, **Will** +27; +1 status bonus to all saves vs. magic; +3 status bonus to all saves vs. divination, forced movement, mental, poison, teleportation, and trip

HP 260, regeneration 30 (deactivated by fire or weapons with the *Elder Sign*); **Immunities** controlled, disease; **Resistances** cold 20, precision 10

Unfathomable Mind (emotion, enchantment, incapacitation, mental, occult) 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 directly read the starspawn's emotions or thoughts (even unsuccessfully), it learns no information except what the starspawn intentionally shares. The creature takes 4d12 mental damage and must attempt a DC 38 Will save unless it is an aberration or extraplanar creature. The target is then temporarily immune for 24 hours unless

it critically fails its save. If your game doesn't use the dread rules in Chapter 4, use the frightened condition instead of the unnerved condition.

Critical Success The creature is unaffected.

Success The creature takes half damage and is unnerved 1.

Failure The creature takes full damage, is unnerved 2, and is stunned 2.

Critical Failure The creature takes double damage, is unnerved 3, and is stunned 3.

Speed 30 feet, fly 40 feet, swim 30 feet

Melee ♦ claw +31 (agile, magical, reach 20 feet), **Damage** 3d8+15 slashing

Melee ♦ tentacle +31 (magical, reach 15 feet), **Damage** 3d12+15 bludgeoning and Improved Grab

Occult Innate Spells DC 37; 8th *feeblemind*, *telepathic demand*; 5th *sending*; 4th *nightmare*; 3rd *dream message*

Constrict ♦ 4d8+9 bludgeoning, DC 41

Easy Squeeze Narrow spaces 2 feet wide or wider aren't difficult terrain for a starspawn. It can Squeeze as a single action.

Prodigious Reach ♦ The larval starspawn stretches one limb incredibly long, increasing its reach to 60 feet until it uses a move action or Strikes with a different attack.

Telepathic Assault ♦ (divination, occult) The larval starspawn telepathically reveals overwhelming concepts to any number of target creatures within 300 feet or that it contacted via a spell using its previous action. The targets are exposed to its unfathomable mind.

STARSPAWN

Adult starspawn are able to fly through space, although they can't fly at extreme speeds. Due to precise conscious control of their biological processes, they can hibernate as long as they like. When traveling through space, they generally hibernate for the many years it takes to reach distant planets or stars. When sealed away by magic or physical effects, they can similarly sleep for centuries without difficulty.

STARSPAWN

CREATURE 19

RARE CE HUGE ABERRATION AMPHIBIOUS

Perception +32; darkvision, echolocation (precise) 30 feet

Languages Aklo, telepathy 300 feet

Skills Arcana +32, Athletics +36, Occultism +32, Religion +32, Society +30, Yog-Sothothery +32
Str +11, **Dex** +2, **Con** +8, **Int** +7, **Wis** +7, **Cha** +6

Echolocation A starspawn can use its hearing as a precise sense at the listed range.

AC 40; **Fort** +33, **Ref** +27, **Will** +32; +1 status to all saves vs. magic; +3 status to all saves vs.

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divination, forced movement, mental, poison, teleportation, and trip

HP 310, regeneration 40 (deactivated by weapons with the *Elder Sign*); **Immunities** controlled, disease; **Resistances** cold 20, precision 10

Hibernation If the starspawn starts its turn at 0 Hit Points for the tenth round in a row, it doesn't regain consciousness until it spends 24 hours with at least 1 HP.

Telepathic Interference  **Trigger** A creature within the starspawn's telepathy range uses a concentrate action; **Effect** The starspawn channels psychic energy to overload the triggering creature's mind. The target takes 4d12 mental damage (DC 42 basic Will save). On a critical failure, the triggering action is disrupted.

Unfathomable Mind (emotion, enchantment, incapacitation, mental, occult) As larval starspawn, but DC 42.

Speed 30 feet, fly 40 feet, swim 30 feet

Melee  claw +36 (agile, magical, reach 30 feet), **Damage** 4d8+17 slashing

Melee  tentacle +36 (magical, reach 20 feet), **Damage** 4d10+17 bludgeoning plus Improved Grab

Occult Innate Spells DC 42; 10th *alter reality, gate*; 9th *feeblemind, telepathic demand*; 5th *sending* (3); 4th *nightmare*; 3rd *dream message*
Constrict  5d8+11 bludgeoning, DC 46

Easy Squeeze Narrow spaces 2 feet wide or wider aren't difficult terrain for a starspawn. It can Squeeze as a single action.

Prodigious Reach  The larval starspawn stretches one limb incredibly long, increasing its reach to 60 feet until it uses a move action or Strikes with a different attack.

Shed Spawn  (concentrate) **Frequency** twice per year; **Effect** The starspawn Steps twice, shedding a portion of its own mass to spawn a larval starspawn (see above) within 30 feet of the space it left. It can't Shed Spawn again for 1d4 rounds.

Telepathic Assault  (divination, occult) As larval starspawn.





TCHO-TCHO

Tcho-Tcho are humans, though their ancestry boasts some magical crossbreeding with amphibian or reptilian 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, especially among the dreaded okkator, but not universal. The okkator assassin is trained for infiltration, whereas the masked okkator defends Tcho-Tcho leaders and power centers. For more information about the Tcho-Tcho, see Chapter 7.

What You See

This small human woman's polite smile doesn't quite hide her pointed teeth.

TCHO-TCHO HUNTER

Tcho-Tcho hunters are feared in certain circles for hunting other humanoids when times get tough or when it would help their families manufacture dangerous alchemical items.

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TCHO-TCHO HUNTER**CREATURE 1****CE MEDIUM HUMANOID HUMAN****Perception** +5**Languages** Common**Skills** Athletics +5, Deception +2, Intimidation +2, Nature +3, Stealth +5, Survival +3**Str** +3, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0**Items** giant centipede venom (2), hatchet (2), shortbow (20 arrows), studded leather armor
AC 15; **Fort** +7, **Ref** +8, **Will** +3**HP** 20**Call on Psychic Engineering** ➤ **Trigger** The Tcho-Tcho attempts a saving throw against a mental effect but hasn't rolled yet; **Effect** The Tcho-Tcho gains a +1 circumstance bonus to the triggering saving throw and to other saves against mental effects until the end of this turn. If the triggering effect can target or affect only humanoids, they use the outcome one degree of success better than the result of their saving throw.**Speed** 25 feet**Melee** ♦ hatchet +6 (agile, sweep), **Damage** 1d6+3 slashing**Ranged** ♦ shortbow +6 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing plus giant centipede venom**Cannibalize** ♦♦ (manipulate) **Frequency** once per day; **Requirements** The Tcho-Tcho can reach a bit of humanoid flesh; **Effect** The Tcho-Tcho eats some of the required flesh to gain 1d4+1 temporary Hit Points for 8 hours. As long as they have these temporary HP, they get a +1 status bonus to Fortitude saves.**Hunt Prey** ♦ (concentrate); **Requirements** The hunter can see or hear the target or is Tracking it in exploration mode; **Effect** The hunter gains a +2 circumstance bonus to Perception checks when they Seek their prey and to Survival checks when they Track their prey. The hunter also ignores the penalty for making ranged attacks within the second range increment against the prey they're hunting. This designation lasts until the hunter's next daily preparation or until they designate a different target.**Twin Takedown** ♦ (flourish) **Frequency** once per turn; **Requirements** The Tcho-Tcho hunter wields a different melee weapon in each hand; **Effect** The hunter Strikes once with each required weapon at their Hunted Prey. Their multiple attack penalty applies normally to these Strikes. If both hit the same target, combine their damage for the purpose of resistances and weaknesses.**OKKATOR ASSASSIN**

The okkator assassin infiltrates, observes, and undermines nearby humanoid societies for the profit of their family.

OKKATOR ASSASSIN**CREATURE 5****CE MEDIUM HUMANOID HUMAN****Perception** +10**Languages** Common**Skills** Acrobatics +12, Deception +12, Diplomacy +10, Intimidation +10, Society +10, Stealth +14, Survival +10, Tcho-Tcho Lore +10, Thievery +14**Str** +0, **Dex** +4, **Con** +1, **Int** +3, **Wis** +1, **Cha** +3**Items** blowgun (20 darts), daggers (2), giant centipede venom (2), studded leather armor**Swift Sneak** The okkator assassin can move their full Speed when Sneaking.**AC** 22; **Fort** +10, **Ref** +14, **Will** +10**HP** 53**Call on Psychic Engineering** ➤ **Trigger** The Tcho-Tcho attempts a saving throw against a mental effect but hasn't rolled yet; **Effect** The Tcho-Tcho gains a +1 circumstance bonus to the triggering saving throw and to other saves against mental effects until the end of this turn. If the triggering effect can target or affect only humanoids, they use the outcome one degree of success better than the result of their saving throw.**Speed** 25 feet, climb 10 feet**Melee** ♦ claw +14 (agile, finesse), **Damage** 1d4+5 slashing**Melee** ♦ fangs +14 (finesse), **Damage** 1d4+5 piercing plus okkator venom**Melee** ♦ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+5 piercing plus giant centipede venom**Ranged** ♦ blowgun +14 (agile, nonlethal, range increment 20 feet, reload 1), **Damage** 1 piercing plus giant centipede venom**Ranged** ♦ web +14 (range increment 30 feet), **Effect** acidic webbing**Acidic Webbing** A creature hit by the assassin's web Strike or that touches the acidic webbing is immobilized, stuck to the nearest surface (Escape or Force Open DC 20), and takes 1d4 persistent acid damage. Successfully Forcing Open or Escaping the webbing grants a creature an extra flat check to end the persistent damage immediately.**Cannibalize** ♦♦ (manipulate) **Frequency** once per day; **Requirements** The Tcho-Tcho can reach a bit of humanoid flesh; **Effect** The Tcho-Tcho eats some of the required flesh to gain 1d4+5 temporary Hit Points for 8 hours. As long as they have these temporary HP, they get a +1 status bonus to Fortitude saves.

Okkator Venom (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison and enfeebled 1 (1 round); **Stage 2** 1d4 poison and enfeebled 2 (1 round)
Sneak Attack An okkator assassin deals an extra 2d6 precision damage to flat-footed creatures.
Surprise Attack On the first round of combat, creatures that haven't acted yet are flat-footed to the okkator assassin.

MASKED OKKATOR

Masked okkator defend Tcho-Tcho leaders, power centers, and vulnerable borders. They rely as much on fear as on their incredible martial prowess.

MASKED OKKATOR

CREATURE 8

NE MEDIUM HUMANOID HUMAN

Perception +14

Languages Common

Skills Acrobatics +16 (+19 to Escape or Squeeze), Athletics +16, Intimidation +12, Stealth +16, Survival +14

Str +4, **Dex** +4, **Con** +2, **Int** +0, **Wis** +4, **Cha** +0

Items blowgun (20 darts), daggers (2), giant wasp venom (2), +1 *striking handwraps of mighty blows*

Crushing Grab When the okkator successfully Grapples an opponent, they can deal 4 bludgeoning damage to the target. They can make this effect nonlethal without taking a penalty. **AC** 24; **Fort** +14 (+16 vs. grabbed), **Ref** +18, **Will** +16

HP 112

Evasion When the masked okkator rolls a success on a Reflex save, they get a critical success instead.

Call on Psychic Engineering  **Trigger** The Tcho-Tcho attempts a saving throw against a mental effect but hasn't rolled yet; **Effect** The Tcho-Tcho gains a +1 circumstance bonus to the triggering saving throw and to other saves against mental effects until the end of this turn. If the triggering effect can target or affect only humanoids, they use the outcome one degree of success better than the result of their saving throw.

Stand Still  **Trigger** A creature within the Tcho-Tcho's reach uses a move action or leaves a square during a move action it's using; **Effect** The okkator makes a melee Strike against the triggering creature. If the attack is a critical hit, they disrupt the triggering action.

Speed 40 feet

Melee  **claw** +17 (agile, magical), **Damage** 2d6+6 slashing

Melee  **fangs** +17 (magical), **Damage** 2d6+6 piercing plus okkator venom

Melee  **dagger** +16 (agile, versatile S), **Damage** 1d4+6 piercing plus giant wasp venom

Ranged  **blowgun** +16 (agile, nonlethal, range increment 20 feet, reload 1), **Damage** 3 piercing plus giant wasp venom

Monk Ki Spells 1 Focus Point, DC 26; 4th *ki strike*

Cannibalize  (manipulate) **Frequency** once per day; **Requirements** The Tcho-Tcho can reach a bit of humanoid flesh; **Effect** The Tcho-Tcho eats some of the required flesh to gain 1d4+8 temporary Hit Points for 8 hours. As long as they have these temporary HP, they get a +1 status bonus to Fortitude saves.

Flurry of Blows  (flourish) **Frequency** once per turn; **Effect** The okkator makes two unarmed Strikes. Their multiple attack penalty applies normally to these Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. If both Strikes target the same creature and either Strike deals damage, the target must succeed at a DC 24 Fortitude save (with the incapacitation trait) or be stunned 1 (stunned 3 on a critical failure).

Ironblood Stance  (stance) The okkator gains resistance 2 to all damage and can make iron sweep attacks. An iron sweep Strike has an attack modifier of +17 (magical, nonlethal, parry, sweep, unarmed), and deals 2d8+6 bludgeoning damage.

Okkator Venom (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 2d4 poison and enfeebled 1 (1 round); **Stage 2** 2d4 poison and enfeebled 2 (1 round)

Spike Jab  The okkator uses the bone spikes protruding from their joints to jab creatures grabbed by, restrained by, or grabbing them. Each creature takes 2d4+4 piercing damage (DC 24 basic Reflex save).

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UNDEAD, MYTHOS

Mythos undead resemble other undead in many ways—mindless or fully intelligent, weak or powerful—but all have 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. In life, most Mythos undead were, to one degree or another, obsessed with some reckless goal—and this obsession continues to drive them in their unlife, preventing altruism and most 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, but more like zombies. Unlike a typical zombie, however, the insane dead are not intrinsically evil: their drive to savage and harm the living is rather one of confusion or fear. They are typically chaotic neutral in alignment.

In rare cases, when certain alchemical techniques are applied to an exceptionally fresh corpse that, in life, possessed a singularly powerful and focused mind, the result is an undead creature that retains its intellect; in such a case, create the creature as a Mythos undead.

CREATING MYTHOS UNDEAD

You can turn an existing living creature with a body into a Mythos undead by completing the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the undead trait. 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.
- Increase its Perception, Fortitude, and Will by 2.
- Increase its attack bonuses, save DCs, and skills by 2.
- Increase its Hit Points as shown on the table.
- It gains resistance to physical damage (except magical slashing) as indicated on the table.
- Increase its damage with Strikes and other offensive abilities by 1. If the creature is limited in how often it can use an ability (such as a breath weapon), increase the damage by 2 instead.

Starting Level	HP Increase	Resistance
4 or lower	10	3
5-7	15	5
8-14	20	8
15+	30	10

MYTHOS UNDEAD ABILITIES

All Mythos undead gain the following abilities. Mythos undead lose all abilities that come from being a living creature.

Darkvision

Saving Throws +1 status bonus to all saves vs. positive

Negative Healing

Rejuvenation (necromancy, occult) Unless its body is completely destroyed (generally by dealing additional damage to its body equal to its maximum HP once it is reduced to 0 Hit Points or via spells like *disintegrate*), a destroyed Mythos undead inhabits or conjures a new, fully healed body in 1d10+20 hours. 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 destroy them.

Immunities death effects, disease, paralyzed, poison, unconscious

YELLOW SIGN ATTENDANT

The Yellow Sign attendant prepares the way for the King in Yellow or Hastur, or else follows in their wake.

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.

YELLOW SIGN ATTENDANT

CREATURE 4

CE MEDIUM UNDEAD

Perception +10; darkvision

Languages Common

Skills Performance +12, Stealth +12, Thievery +10 (+12 to disable magic traps), Yog-Sothothery +10

Str +3, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +4

Items dagger, rapier

AC 20; **Fort** +10, **Ref** +12, **Will** +10; +1 status bonus to all saves vs. positive

HP 28, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** physical 3 (except magical slashing)

Speed 25 feet

Melee ✎ dagger +12 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Melee ✎ rapier +12 (deadly 1d8, disarm, finesse), **Damage** 1d6+3 piercing

Ranged ✎ dagger +12 (agile, versatile S), **Damage** 1d4+3 piercing

Occult Spontaneous Spells DC 22, attack +14; 3rd (2 slots) *glyph of warding*, *vampiric touch*; 2nd (3 slots) *invisibility*, see *invisibility*, *sleep*; 1st (3 slots) *fear*, *grim tendrils*, *sanctuary*; **Cantrips** (3rd) *daze*, *ghost sound*, *message*, *prestidigitation*, *sigil*

Bard Composition Spells 2 Focus Points, DC 22; 3rd *counter performance*, *philosopher's mantra* (page 126); **Cantrips** (3rd) *dirge of doom*, *inspire courage*

Rituals DC 22; *inveigle*, *Yellow Sign* (page 154)

DEATHLESS SORCERER

The Mythos undead deathless sorcerer presented here was a 10th-level sorcerer. It made a deal with a Great Old One to never die and in exchange it serves its master faithfully.

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DEATHLESS SORCERER

CREATURE II

CE MEDIUM UNDEAD

Perception +19

Languages Aklo, Common

Skills Arcana +17, Intimidation +25, Society +15, Stealth +19, Yog-Sothothery +23

Str +0, Dex +4, Con +5, Int +0, Wis +4, Cha +6

Items *staff of necromancy*

AC 28; Fort +21, Ref +20, Will +23; +1 status bonus to all saves vs. positive

HP 175, negative healing, rejuvenation; Immunities death effects, disease, paralyzed, poison, unconscious; Resistances physical 8 (except magic slashing)

Speed 25 feet

Melee ♦ *staff* +17 (magical, two-handed d8),

Damage 1d4 bludgeoning

Arcane Spontaneous Spells DC 33, attack +25;

5th (4 slots) *black tentacles, suggestion, summon entity*, vampiric touch*; 4th (4 slots) *blink, confusion, dimension door*, mage armor*; 3rd (4 slots) *dispel magic, fear, hypnotic pattern*, mind reading*; 2nd (4 slots) *enlarge, false life, invisibility*, obscuring mist*; 1st (4 slots) *fleet step, magic missile, ray of enfeeblement, summon plant or fungus**; Cantrips (5th) *chill touch, guidance, prestidigitation, read aura*, shield*

Sorcerer Bloodline Spells 3 Focus Points, DC 33;

5th *flickering gate* (page 134), *living gate* (page 135), *mutant proboscis* (page 135)

Rituals DC 33; *create undead*

Blood Magic (visual) When the deathless sorcerer casts a spell granted by their bloodline (marked with an asterisk) or a focus spell, the magic makes the deathless sorcerer or one target of the spell harder to see for 1 round, as if it were a flickering image. This gives attackers a -1 status penalty to attack rolls to hit that target. If the spell was at least 4th level, that target is instead concealed for 1 round (this doesn't allow it to Hide or Sneak).

RISEN WARLOCK

The risen warlock was a 17th-level necromancer wizard. It echoes 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.

RISEN WARLOCK

CREATURE 18

NE MEDIUM UNDEAD

Perception +25

Languages Aklo, Common, Elder Thing, Mi-Go, Necril, Yithian

Skills Arcana +31, Religion +27, Stealth +28, Yog-Sothothery +27

Str +5, Dex +4, Con +5, Int +7, Wis +3, Cha +1

Items +2 *resilient leather armor*, material component pouch, spellbook with all prepared spells, +2 *striking corrosive thundering major staff of necromancy*

AC 38; Fort +28, Ref +27, Will +30; +1 status bonus to all saves vs. positive

HP 310, negative healing, rejuvenation; Immunities death effects, disease, paralyzed, poison, unconscious; Resistances physical 10 (except magic slashing)

Cleverly Reflect Spell ⚡ (abjuration, arcane)

Trigger A creature Casts a Spell the risen warlock has in its spellbook (those prepared plus all common conjuration, enchantment, necromancy, and transmutation spells of 8th level or lower); Effect The warlock expends a prepared spell to counter the triggering creature's casting of a spell that shares a trait with the expended spell other than tradition, or which is a natural opposite.

The warlock then attempts to counteract the triggering spell, taking a -2 penalty to the check unless the expended spell was the same spell or otherwise very appropriate. If the spell affected targeted creatures or an area, the warlock can turn the effect back on its caster, affecting only that creature even if it normally affects more.

Speed 25 feet

Melee ♦ *staff* +29 (magical, two-handed d8),

Damage 2d4+11 bludgeoning plus 1d6 acid and 1d6 sonic

Arcane Prepared Spells DC 43, attack +35; 9th *dominate, implosion, power word kill*; 8th *grace of the King in Yellow* (page 117), *horrid wilting, maze, paralyze*; 7th *bind undead, nuclear chaos* (page 120), *plane shift, prismatic spray*; 6th *baleful polymorph, flesh to stone, purple worm sting, true seeing*; 5th *black tentacles, cloak of colors, dispel magic, mariner's curse*; 4th *dimension door, invisibility, locate, remortification* (page 121); 3rd *false life, impossible arithmetic* (page 118), *stinking cloud, web*; 2nd *deafness, humanoid form, illusory creature, invisibility*; 1st *command, fleet step, ray of enfeeblement, unseen servant*; Cantrips (9th) *chill touch, detect magic, light, read aura, tanglefoot*

Wizard School Spells 2 Focus Points, DC 43; 4th *call of the grave, life siphon*

Rituals DC 43; *control weather, create undead, imprisonment, semblance of the Key and the Gate* (page 153)

Drain Bonded Item ♦ (arcane) Frequency once per day; Requirements The warlock hasn't acted yet on this turn; Effect During this turn, the warlock can cast one prepared spell they have already cast, without spending a spell slot.



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, then reshape it. This is done both to project researchers into the outside realms and to punish criminals. Over time, the Ancients of K'n Yan stopped caring what happened to their victims and abandoned them to their fates, leaving them to eternally wander the world.

When first dissolved, an individual looks more or less humanoid, but as their psyche stretches, they deteriorate in form as well. They ultimately become less than human but also greater than human in certain ways.

The un-men are a sort of spiritual, spectral being that retains a strange form of life. They are not undead, but their modified physiology defies the limitations of normal life. They are immortal

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and don't require food to remain alive. They do require a slight input of energy for survival, but 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 touch. Instead, it must remain near 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, with human-like strength. They can also stretch themselves out, change shape, and even strangle victims.

What You See

Mist forms itself into a vaguely humanoid shape, stretched into an impossibly gangly parody of an emaciated human.

Subsequent failures increase the drained value by 1, to a maximum of 4.

Attach When an un-man hits a corporeal creature with its hand Strike, mist clings to that creature and obstructs its mouth and nose. This is similar to grabbing the creature, but the un-man moves with that creature rather than holding it in place. The un-man is flat-footed while attached. The target can't breathe or speak while the un-man is attached.

Steal Breath ♦♦ (evocation, occult) **Requirements** The un-man is attached to a creature that's holding its breath; **Effect** The un-man attempts to steal the air from the required creature's lungs. The target takes 3d4 force damage and must attempt a DC 19 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and loses 1 round worth of air.

Failure The creature takes full damage and loses 1d4 rounds worth of air.

Critical Failure The creature takes double damage and loses 1d6 rounds worth of air.

UN-MAN

CREATURE 2

N MEDIUM INCORPOREAL OOZE

Perception +6; motion sense (precise) 60 feet
Skills Athletics +8, Stealth +4

Str +4, **Dex** -2, **Con** +5, **Int** +0, **Wis** +0, **Cha** +3

Motion Sense An un-man can sense nearby creatures through vibration and air or water movement.

AC 14; **Fort** +9, **Ref** +4, **Will** +6

HP 24; **Immunities** bleed, critical hits, disease, paralyzed, poison, precision, unconscious; **Resistances** acid 3, cold 6, physical 3 (except *ghost touch*; double resistance against non-magical)

Absorb Magic ⤵ (abjuration, occult) **Trigger** A creature within 60 feet Casts a Spell; **Effect** The un-man absorbs some of the spell's magic before the spell takes effect. The un-man gains 2 temporary Hit Points for 1 hour, and the caster takes a -1 status penalty to any attack roll, check, damage roll, or DC for the spell.

Speed fly 30 feet

Melee ♦ hand +9 (agile, evocation, occult),

Damage 1d4+4 force plus attach

Melee ♦ telekinetic object +9 (evocation, occult, reach 10 feet), **Damage** 2d10 bludgeoning, piercing, or slashing (depending on object)

Absorb Life Energy (exploration, necromancy, occult) If the un-man remains within 60 feet of a living creature it can sense for 1 hour, it can absorb some of that creature's life energy. It can absorb life energy from only one creature each hour. The un-man gains 4 temporary Hit Points for 8 hours, and that creature must succeed at a DC 19 Fortitude save or become drained 1.



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; instead, their lower bodies stretch out, 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 labyrinthine. Openings to these burrows are often on land, where they might look like harmless 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 they can't truly be tamed, sometimes other beings cultivate voonith burrows near the entrances to their own citadels as a means of discouraging or debilitating invaders.

DISEASE CARRIERS

Some vooniths carry filth fever (see below) or more unusual diseases. A creature hit by a carrier voonith's jaws Strike is exposed to the disease. Being a carrier doesn't change a voonith's level. **Filth Fever** (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured. **Saving**

Throw DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

What You See

This pale, eel-like creature has bulging amphibian eyes and two broad, spade-like claws.

VOONITH

CREATURE 2

N LARGE AMPHIBIOUS ANIMAL

Perception +7; tremorsense (imprecise) 60 feet
Skills Athletics +9, Stealth +7

Str +3, **Dex** +1, **Con** +3, **Int** -4, **Wis** +1, **Cha** -1
AC 16; **Fort** +9, **Ref** +7, **Will** +5

HP 35

Speed 25 feet, burrow 10 feet, swim 30 feet

Melee ♦ claw +11 (agile), **Damage** 1d6+5 slashing

Melee ♦ jaws +11, **Damage** 1d8+5 piercing plus Grab

Melee ♦ tail +11 (agile, reach 10 feet), **Damage** 1d4+5 bludgeoning plus Trip

Aquatic Ambush ♦ 35 feet

Hunting Frenzy ♦♦ **Requirements** The voonith hit a creature with a jaws Strike on its previous action; **Effect** The voonith makes a tail Strike and two claw Strikes against the required target. Its multiple attack penalty applies to these attacks normally.

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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, decay, and ruins. They are normally solitary, though when a large food supply appears, many might appear together. They are semi-intelligent and can sometimes work in groups for a common cause. Naturally blind, they hunt with their keen senses of smell and hearing. Though they prefer to operate at night, they are not necessarily nocturnal. Wamps are normally native to the Dreamlands.

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 new wamps tend to appear. In the cities with the most terrible histories and the most wamps, wamps can sometimes fester in such numbers that they emerge and raid the surrounding countryside.

The bite of a wamp is contaminated, exposing victims to a loathsome disease. The nature of the disease varies from wamp to wamp (and

sometimes even from bite to bite) but is always disgusting. Possible results are fungal infections, bone fevers, sinuses that weep strange-colored fluids, pustules, and mental harm. 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 that end in crimson claws. It has two long, pointed ears that adjust rapidly at every little noise.

WAMP

CREATURE 0

N MEDIUM BEAST

Perception +6; echolocation (precise) 30 feet, scent (imprecise) 60 feet
Skills Stealth +5, Survival +6
Str +2, **Dex** +1, **Con** +2, **Int** -4, **Wis** +2, **Cha** +0
Echolocation A wamp can use its hearing as a precise sense at the listed range.
AC 15; **Fort** +6, **Ref** +5, **Will** +6
HP 16; **Resistances** negative 2
Speed 30 feet, climb 25 feet
Melee ♦ jaws +6, **Damage** 1d8+2 piercing plus infection
Infection When the wamp damages a creature with its jaws Strike, it exposes the target to a disease randomly chosen by rolling 1d6.

1. Cackling Cough (disease) The symptoms are an irrepressible giggle that eventually turns into a retching cough. The sickened value can be reduced but returns repeatedly. **Saving Throw** DC 14 Fortitude; **Onset** 1d4 hours; **Stage 1** sickened 1 that returns upon becoming fatigued or attempting a save, and coughing that requires you to succeed at a DC 5 flat check to Cast a Spell with verbal components or Activate an Item with a command component (1 day); **Stage 2** sickened 2 that returns upon becoming fatigued, attempting a save, or speaking, and coughing that requires you to succeed at a DC 10 flat check to Cast a Spell with verbal components or Activate an Item with a command component (1 day); **Stage 3** can't speak, and sickened 3 that returns upon becoming fatigued, attempting a save, or moving other than Stepping (1 day); **Stage 4** death

2. Filth Fever (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured. **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 (1 day); **Stage 4** unconscious (1 day); **Stage 5** death

3. Tears of Woe (disease) Symptoms include increasingly painful swelling eyes that weep infectious tears. **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** dazzled (1 day); **Stage 3** clumsy 1 and dazzled (1 day); **Stage 4** clumsy 2 and permanently blinded (1 day); **Stage 5** unconscious (1 day); **Stage 6** death

4. Abhorrent Fungus (disease) Symptoms begin with painful warts. Damage and the drained condition from abhorrent fungus can't be healed or reduced until the disease is cured. **Saving Throw** DC 14 Fortitude; **Onset** 1d4 hours; **Stage 1** can't regain Hit Points from resting or Treat Wounds (1 day); **Stage 2** 1d6 poison damage, can't regain Hit Points from resting or Treat Wounds, and all other healing is reduced by 5 (1 day); **Stage 3** 2d6 poison damage and can't regain Hit Points in any way (1 day)

5. Creaking Tetanus (disease) This unsettlingly fast-acting form of tetanus causes creaking aches in the joints. **Saving Throw** DC 14 Fortitude; **Onset** 1d4 hours; **Stage 1** clumsy 1 (1 day); **Stage 2** clumsy 2 and can't speak (1 day); **Stage 3** paralyzed with spasms (1 day); **Stage 4** death

6. Crumbling Ruin (curse, disease, transmutation) The slowed condition can't be removed until the disease is cured. **Saving Throw** DC 14 Fortitude; **Onset** 1d4 hours; **Stage 1** -5-foot status penalty to Speed (1 day); **Stage 2** slowed 1 and -10-foot status penalty to Speed (1 day); **Stage 3** slowed 2 and -15-foot status penalty to Speed, plus immobilized until you Escape or Force Open (DC 14) the shell of your petrified outer skin, which deals 1d4 persistent bleed on a success (1 day); **Stage 4** petrified

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WATCHER, EYE OF THE

Large insect-like constructs of horrific power and unknown purpose, these creatures fly far and wide across the stars from the planet Yuggoth. They serve as the eyes of the Watcher of the Green Pyramid described on page 433, and their arrival generally heralds utter calamity.

Each winged eye of the Watcher is actually a separable organ of the greater whole. The glowing organ of the Watcher in each eye's chest acts as the creature's main sensory apparatus. 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. The body of a typical eye is dark gray in color, 12 to 15 feet long, and around 2,000 pounds.

The eyes do not have individual sensibilities—they are literally just a disposable organ of a greater being. Neither 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 eyes produce an immense amount of mayhem overall, the Watcher spreads their influence over multiple worlds, making them relatively 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, and it never does so to flee combat. It prefers to fly and typically teleports only if it absolutely must travel to a destination swiftly.

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.

CE LARGE CONSTRUCT

Perception +38; greater darkvision, lifesense (precise) 60 feet, *true seeing*, x-ray vision 30 feet
Languages Aklo, Mi-Go

Skills Acrobatics +37, Occultism +30, Stealth +37

Str +11, **Dex** +9, **Con** +6, **Int** +2, **Wis** +7, **Cha** +9
Lifesense (divination, occult) The eye can sense the vital essence of living and undead creatures within the listed range.

X-Ray Vision An eye of the watcher can see into and through solid matter to the listed range. This vision can penetrate 5 feet of stone, up to 1 foot of most metal, or up to 15 feet of wood or dirt. Thicker substances or a thin sheet of lead or denser material blocks the vision.

AC 48, degrading energy armor; **Fort** +31, **Ref** +34, **Will** +32; +1 status bonus to all saves vs. magic

HP 345; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Resistances** cold 20, fire 20, electricity 20, physical 10 (except magic piercing)

Degrading Energy Armor The eye depends on energy to maintain its body and to deflect attacks with fields of force. It degrades as it expends energy, losing Hit Points when it taxes itself and decreasing its Armor Class as its HP are depleted. Its AC is determined by the table below. At the end of each turn on which it used at least 3 actions, its current and maximum HP are each reduced by 10.

HP	AC
259 or more	48
173-258	45
87-172	42
86 or fewer	39

Death Throes (occult, evocation, force) When an eye is reduced to 0 Hit Points in a manner that didn't reduce its maximum HP, its body explodes in a 60-foot emanation of intense cosmic energy and shrapnel. All creatures and objects in range take 6d10 force damage plus 6d10 piercing damage (DC 39 basic Reflex save). If the eye is destroyed by an effect that reduced its maximum HP, it simply falls inert to the ground.

Speed 35 feet, fly 70 feet

Melee ♦ horn +38 (deadly 3d10, magical), **Damage** 4d10+17 piercing

Melee ♦ tail +38 (magical, reach 10 feet), **Damage** 4d8+17 bludgeoning

Melee ♦ wing +36 (agile, magical, reach 10 feet), **Damage** 4d6+16 bludgeoning plus Improved Knockdown

Ranged ♦ energy ray +36 (evocation, magical, range 150 feet), **Damage** 7d10 force
Occult Innate Spells DC 46; **Constant** (8th) *true seeing*

Annihilation Beam ♦ (concentrate, death, evocation, occult) **Cost** The eye's current and maximum HP are each reduced by 90; **Effect** The eye unleashes a tremendous blast of energy in a 150-foot line. Each creature and unattended object in the area takes 14d10 damage (DC 42 basic Reflex save). A creature or object reduced to 0 HP is reduced to fine powder. All force constructs in the area are automatically destroyed. The eye can't use Overwhelming Gaze this turn, and it can't use Annihilation Beam until after its next turn.

Draining Teleport ♦♦ (conjunction, occult, teleportation) **Cost** The eye's current and maximum HP are each reduced by 100; **Effect** The eye casts *teleport* as a 10th-level spell.

Overwhelming Gaze ♦ (concentrate, divination, incapacitation, mental, occult) The eye stares intently over a 60-foot cone, sending mental energy it has collected in a wave too potent for most creatures to process safely. Each creature in the area takes 6d6 mental damage and must attempt a DC 42 Will save. The eye can't use Annihilation Beam this turn, and it can't use Overwhelming Gaze until after its next turn.

Critical Success The creature takes no damage and gleans useful insight from a glimpse of cosmic truths. It gains a +3 status bonus to its next Occultism or Yog-Sothothery check within 24 hours and can immediately attempt to Recall Knowledge using one of those skills as a free action.

Success The creature takes half damage and is confused by vast cosmic truths for its first action on its next turn.

Failure The creature takes full damage, is stunned 1, and is confused by vast cosmic truths until the end of its next turn.

Critical Failure The creature takes double damage and is paralyzed until the end of its next turn.

Salvo of Rays ♦♦ (concentrate, evocation, force, occult) The eye unleashes a volley of energy beams at each of up to 2d10 different targets. Each creature takes 7d10 force damage and must attempt a DC 42 basic Reflex save. The eye can't use Salvo of Rays again for 1d4 rounds.

Star Travel (downtime, move) The eye can survive and fly in space at great speeds, arriving anywhere in the same solar system within 1 week.

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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.

Rarely, when a humanoid is forced to commit

acts of cannibalism in the frozen reaches of the world, its soul is damaged as a result and it contracts wendigo hunger. Within a matter of days, this disease can transform a mortal creature into a ravenous wendigo.

WENDIGO HUNGER

DISEASE 4+

DISEASE MENTAL PRIMAL VIRULENT

This magical disease targets humanoids. It first fills your mind with shame and causes nausea at the thought of eating normal food, and eventually results in increasingly irresistible cravings for the flesh of related humanoids. Eating any food other than the raw flesh of a humanoid makes you sickened 3. You can attempt a save to reduce the sickened value only once per hour. If you ever eat raw humanoid flesh while affected, you take a -2 circumstance penalty to future saves against wendigo hunger. If inflicted by a wendigo, this disease's level is equal to the wendigo's level.

Saving Throw Will save, DC 20 or higher as indicated for the wendigo; **Onset** 1 day; **Stage 1** stupefied 1 (1 day); **Stage 2** stupefied 2 (1 day); **Stage 3** stupefied 3 (1 day); **Stage 4** stupefied 4, +10-foot status bonus to Speed, and confused (1 day); **Stage 5** transform into a new ravenous wendigo, and you can be revived only by *wish* on this new wendigo or by killing the wendigo and using resurrection magic that doesn't require a body.

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

Ravenous wendigos serve Ithaqua, albeit in an indirect, instinctual way. Only when such a wendigo transcends to become a full-fledged wind-walker, gaining in intellect and power, does it begin to serve its patron knowingly and directly. The transformation process is mysterious, but tends to take place after the wendigo eats fresh humanoid bodies more days than not in the course of a month.

Ravenous wendigos are roughly the same size as the humanoids they once were, though some wendigos grow after their transformation, becoming Large.

CREATING RAVENOUS WENDIGOS

Most ravenous wendigos leave no trace of the original creature, but humanoids of exceptional stature or strength might become unusually powerful wendigos. You can create a ravenous wendigo from a humanoid creature by completing the following steps.

Increase the ravenous wendigo's level to match the creature's and add any abilities that don't have the concentrate trait or require equipment or language. The following alterations use values from Chapter 2: Tools in the *Pathfinder Second Edition Game Mastery Guide*.

- It has high Strength, moderate Dexterity, low Constitution, and moderate Wisdom for its new level.
- It has moderate Perception for its new level.
- It has high Athletics, Stealth, and Survival for its new level. It gets a +2 circumstance bonus to Survival checks to Track humanoids.
- It has moderate AC, low Fortitude, moderate Reflex, and high Will for its new level.
- It has moderate HP for its new level. It has regeneration equal to twice its new level, rounded up to the next multiple of 5.
- It has weakness to fire equal to its new level, rounded up to the next multiple of 5.
- It has a high attack modifier for its new level. It deals moderate damage with its claw and high damage with its jaws.
- Its spell and wendigo hunger DCs are each a high DC for its new level.

RAVENOUS WENDIGO

CREATURE 4

CE MEDIUM AIR BEAST COLD

Perception +11; greater darkvision

Languages Aklo, Auran

Skills Athletics +11, Stealth +11, Survival +11 (+13 to Track humanoids)

Str +5, **Dex** +3, **Con** +2, **Int** -2, **Wis** +3, **Cha** +1
AC 20; **Fort** +8, **Ref** +11, **Will** +13

HP 60, regeneration 10 (deactivated by critical hits and fire); **Immunities** cold; **Weaknesses** fire 5
Exposed Entrails Any attack result that exceeds the ravenous wendigo's AC by 8 or more is a critical hit.

Speed 40 feet; *air walk*

Melee ♦ claw +14 (agile), **Damage** 2d6+5 slashing plus Grab

Primal Innate Spells DC 22; 4th *gaseous form*; **Constant** (4th) *air walk*

Jaws ♦ **Requirements** The ravenous wendigo has a creature grabbed or restrained; **Effect** The wendigo bites the required creature. This is an unarmed melee Strike with an attack modifier of +14 that deals 2d8+5 piercing damage on a hit. It has the fatal d10 trait, and a creature damaged by the jaws is exposed to wendigo hunger.

Wendigo Hunger (disease, mental, primal, virulent) DC 21

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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 hunger 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 hunger via bites) or indirect action (by causing famines and starvation via the manipulation of weather). In so doing, they expand the faith of Ithaqua like a disease.

The windwalker wendigo does not truly have a weight or mass, though when confronted, it seems to be truly massive—30 or more feet tall.

WINDWALKER

CREATURE IS

CE HUGE ABERRATION AIR COLD

Perception +28; greater darkvision, scent (imprecise) 120 feet

Languages Aklo, Auran

Skills Acrobatics +27, Athletics +28, Nature +30, Stealth +28, Survival +30, Yog-Sothothery +30

Str +8, **Dex** +7, **Con** +6, **Int** +3, **Wis** +9, **Cha** +4

Windy Form A windwalker's body is composed of howling wind and bone fragments. This enables a windwalker to move through spaces as narrow as 6 inches wide with no reduction to its Speed. However, a windwalker can't enter water or other fluids.

Storm Senses Fog, mist, snow, rain, and other water-based precipitation don't impede the windwalker's vision or scent.

AC 35, storm cloak;

Fort +23, **Ref** +26,

Will +28; +3 status

bonus to all saves

vs. mental effects

HP 260, regeneration

30 (deactivated by

fire); **Immunities** air,

bleed, cold, inhaled

effects, paralyzed, poison,

unconscious; **Weaknesses**

fire 15; **Resistances** electricity

10, sonic 10

Cannibalistic Whispers (auditory,

aura, necromancy, primal) 120

feet. Each humanoid that ends their

turn in the area must attempt a DC

33 Fortitude save. On a failure, they

begin to starve and become fatigued

until they eat enough to sustain them for

a day; if they were already fatigued, they

take 1d4 damage (2d4 damage on a critical

failure) that can't be healed until they sate their hunger. A humanoid that has ever eaten the flesh of another humanoid is immune.

Storm Cloak (air, aura, evocation, primal) 15 feet. The windwalker is wrapped in a layer of protective wind. Wind and air effects can't move, harm, or interfere with the windwalker or its allies in the area against its will. The windwalker also can't be harmed by gases or lack of air. Flying toward the windwalker in the area is difficult terrain for its enemies. The winds also impose a –1 circumstance penalty on ranged weapon attacks that pass through the area.

Attack of Opportunity  Claw only.

Speed fly 60 feet

Melee  jaws +29 (fatal d12), **Damage** 3d10+8

piercing plus 2d6 cold and wendigo hunger

Melee  claw +29 (agile), **Damage** 3d8+8 slashing plus 1d6 cold and Improved Grab

Primal Innate Spells DC 38; 8th *punishing*

winds, *subconscious suggestion*, *wind walk* (at

will); 7th *cone of cold* (2), *wall of ice*

Rituals DC 38; *control weather*

Snatch A windwalker can Fly at half Speed while

it has a Medium or smaller creature grabbed or

restrained in one or both of its claws, carrying

that creature along with it.

Wendigo Hunger (disease, mental, primal, viru-

lent) DC 35, no onset





YITH, THE GREAT RACE OF

The "great race," also known as yithians, was so called because it was the only natural terrestrial species to conquer time and extinction. Rather than travel physically through time, yithians are known instead to project their minds across eons, swapping minds with members of their target species. This gives the yithians an ideal means of studying other races and other times whilst avoiding easy detection, and it is also how the yithians have escaped extinction.

Through its knowledge of all time, both future and past, the yithians know when their current form will become untenable. Before this happens, the yithians transfer their minds—en masse—to a chosen species, which then becomes its new form, while its victims' minds are sent back into the former bodies. Confused, shocked, and on the brink of extinction, they speedily meet their doom. Thus do the yithians wipe out

an entire species—mentally, culturally, and spiritually, if not physically—each time it moves on.

With the aid of technological devices called *mind projectors* (page 174), 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 until they rest and make daily preparations. 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.

Other yithian technology includes the *alembic of anguish*, *lightning gun*, *stun field projector*, and *thought recorder*, all described in Chapter 6.

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RELATIONSHIP WITH HUMANITY

Yithians periodically send scouts to take over human bodies to investigate and record human progress. Over time, they've fostered a sort of cult to assist them, rewarding their followers with advanced knowledge and secrets from the entirety of time. Unfortunately, the great race has enemies, such as the Cult of the Yellow Sign, who seek to capture members of the great race in human form and torture them to gather their secrets.

In general, the yithians act as neutral observers of human culture and society, but they may occasionally try to drive events in a direction beneficial to them.

Sandy's Notes

Using Yithians

The true "weapon" of the great race of Yith is their knowledge of all times in all history. Thus, they have access to everything ever developed by any species on the planet (and sometimes other planets). Did someone create a terrible artifact or impenetrable defense? The great race can duplicate it, as some genius member of their species has traveled in time, studied the process, and given the necessary information to their loremasters.

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 roughly 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 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 among the limbs. The yithians are immensely intelligent, and this form suits their cognitive requirements well: 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, though, it does indeed die.

The yithians 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 among themselves, as well as battling other powerful primeval species, such as the elder things, serpentfolk, flying polyps, and starspawn.

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-stalk, and a horrific head bristling with sensing tentacles.

PAST YITHIAN SAGE

Most explorers encountered outside the home time of the past yithians are sages, who primarily search for institutional, cultural, and technological innovations they can study and record for the great race to learn from. When encountered outside their own time, they are generally using Swap Mind and controlling another creature's body rather than their own.

PAST YITHIAN SAGE

CREATURE 12

RARE LN LARGE ABERRATION

Perception +21; darkvision, motion sense (imprecise) 30 feet

Languages Aklo, Yithian, 20 other languages; telepathy 100 feet

Skills Arcana +24, Crafting +26, Lore (any one) +24, Medicine +23, Nature +23, Occultism +24, Society +23, Thievery +20, Yog-Sothothery +23
Str +7, **Dex** +4, **Con** +7, **Int** +8, **Wis** +5, **Cha** +5
Items *lightning gun* (10 charges; page 174)

Motion Sense A past yithian can sense nearby creatures through vibration and air or water movement.

AC 30; **Fort** +25, **Ref** +18, **Will** +23

HP 205; **Resistances** acid 10, cold 10, fire 10, physical 10 (except magic piercing)

Psychic Riposte (abjuration, occult) **Trigger**

The yithian is about to attempt a save against a mental effect from another creature; **Effect** The yithian attempts to counteract the triggering effect (counteract modifier +26, counteract level 6th). If the effect is counteracted, the yithian can instantly target the triggering creature with a mental spell or activity, regardless of range.

Speed 20 feet, climb 10 feet

Melee ♦ pincer +25 (agile, deadly 2d12, reach 10 feet), **Damage** 3d10+10 bludgeoning

Ranged ♦ *lightning gun* +26 (electricity, evocation, magical, range 150 feet), **Damage** 3d12+11 electricity

Occult Innate Spells DC 36; 6th *paralyze*; 4th *modify memory* (3), 3rd *mind reading* (at will)

Swap Minds ♦♦ (concentrate, curse, incapacitation, mental, necromancy, occult, possession) The yithian attempts to exchange their mind with that of a creature they are contacting telepathically. The creature must attempt a DC 36 Will save.

Critical Success The creature is unaffected and is temporarily immune for 1 week.

Success The creature and the yithian each get a glimpse of what the other can currently see and hear. The creature is temporarily immune for 1 day.

Failure The yithian sends its mind into the creature's body, and the creature's mind is forced into the yithian's body. This removes the effects of Swap Minds for each mind returned to its original body. Each body with a mind not its own gains the controlled condition, each displaced mind controlling the body it inhabits and using the controlled body's senses. Each mind acts on its controlled body's initiative count. Each can use only its own spells, as well as its own actions not dependent on its original body. The yithian's telepathy, Swap Mind, and Wipe Mind don't depend on their body and thus are usable only by their own mind. The swapped mind uses its own proficiency rank for items its controlled body wields (such as the yithian's *lightning gun*). Each creature with a displaced mind is clumsy 2; the value of the clumsy condition decreases by 1 for every day the mind remains in that body. Death, unconsciousness, and mental effects only apply to the controlling mind; the original mind remains unaffected in the body it is currently controlling. Counteracting Swap Mind on a creature with a displaced mind reverses the swap (or the most recent swap, if the body has had its mind swapped repeatedly) unless either body is dead. Reviving a body that died while possessed by a swapped mind also revives the possessing mind.

Critical Failure As failure, and the creature (now controlling the yithian's body) is stunned 2. **Wipe Mind** ♦♦ (concentrate, curse, divination, incapacitation, mental, occult) The yithian attempts to erase the memories of a creature they are contacting telepathically. The creature takes 12d8 nonlethal mental damage and must attempt a DC 36 Will save. The target is then temporarily immune for 24 hours.

Critical Success The creature is unaffected and knows the yithian attacked its mind.

Success The creature takes half damage, forgets the past 1 round (including experiencing this effect), and becomes flat-footed until the start of its next turn.

Failure The creature takes full damage, is stupefied 1 (or unnerved 1, if your game is using the dread rules in Chapter 4), and forgets all knowledge about yithians and its experiences relating to them or forgets everything about another topic of the yithian's choice.

Critical Failure The creature takes double damage, is stupefied 2 (or unnerved 2), and forgets all memories except those the yithian chooses to leave intact.



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Wipe Returning Mind ⤿ **Trigger** The yithian's mind returns to their own body as a result of successfully Swapping Minds; **Effect** The yithian Wipes the Mind that just left their body.

PAST YITHIAN INTERVENOR

Occasionally, past yithians find they need to address enemies directly, whether in their own time or across the ages (if the enemy is likewise able to influence the yithians from across time). Regardless of when they are encountered, intervenors prefer to strike in teams and surprise their foes. When encountered outside their own time, they are generally using Swap Mind and are controlling another creature's body rather than their own.

PAST YITHIAN INTERVENOR

CREATURE 15

RARE LN LARGE ABERRATION

Perception +24; darkvision, motion sense (imprecise) 30 feet

Languages Aklo, Yithian, 20 other languages; telepathy 100 feet

Skills Arcana +27, Crafting +29, Deception +26, Nature +27, Occultism +27, Society +26, Thievery +25, Yog-Sothothery +27

Str +7, **Dex** +4, **Con** +8, **Int** +8, **Wis** +6, **Cha** +5
Items *advanced lightning gun* (10 charges; page 174)

Motion Sense A past yithian can sense nearby creatures through vibration and air or water movement.

AC 34; **Fort** +29, **Ref** +23, **Will** +27

HP 260; **Resistances** acid 10, cold 10, fire 10, physical 10 (except magic piercing)

Attack of Opportunity ⤿

Psychic Riposte ⤿ (abjuration, occult) As past yithian sage, but counteract modifier +29 and counteract level 8th.

Speed 20 feet, climb 10 feet

Melee ⬥ pincer +28 (agile, deadly 2d12, reach 10 feet), **Damage** 3d10+10 bludgeoning

Ranged ⬥ *advanced lightning gun* +30 (electricity, evocation, magical, range 150 feet), **Damage** 4d12+11 electricity

Occult Innate Spells DC 39; 8th *paralyze*; 4th *modify memory* (3), 3rd *mind reading* (at will)

Swap Minds ⬥⬥ (concentrate, curse, incapacitation, mental, necromancy, occult, possession) As past yithian sage, but the DC is 39.

Wipe Mind ⬥⬥ (concentrate, curse, divination, incapacitation, mental, occult) As past yithian sage, but DC 39.

Wipe Returning Mind ⤿ **Trigger** The yithian's mind returns to their own body as a result of successfully Swapping Minds; **Effect** The yithian Wipes the Mind that just left their body.

YITHIANS OF THE FUTURE

The yithians have no interest in conquering humanoids. They have identified a future species—a kind 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 in fact quite 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 manipulating appendages, millions of sensory organs, and untold billions of brain cells (each beetle's brain contributes to a great whole). They can communicate via colored biological lights.



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.

FUTURE YITHIAN SAGE

CREATURE 13

RARE LN LARGE ABERRATION SWARM

Perception +26; darkvision, scent (precise) 30 feet, tremorsense (imprecise) 60 feet

Languages Aklo, Yithian, 20 other languages; light patterns, telepathy 100 feet

Skills Arcana +25, Crafting +27, Lore (any one) +25, Medicine +24, Nature +24, Occultism +25, Society +24, Thievery +25, Yog-Sothothery +24
Str -1, **Dex** +8, **Con** +4, **Int** +8, **Wis** +5, **Cha** +5
Items *lightning gun* (10 charges; page 174)

Beetle Scout At any time, the future yithian can send one of its constituent beetles away from its central swarm to observe areas far removed from itself. This individual has the same statistics as the swarm except it is Tiny; it has 1 Hit Point; and it can't use hostile actions except a beetle bite Strike (melee +27 with the finesse trait and reach 0 feet, 1 piercing damage plus beetle bile) or an acid jet Strike (ranged +27 with a range increment of 20 feet, 1 acid damage plus beetle bile). The yithian's main swarm and beetle scout share the same pool of actions.

Light Patterns (aura, light, visual) 5 feet. A future yithian can produce elaborate patterns of light from their beetles as easily as speaking. This is dim light and can be used to communicate textually or using the visual pattern-based language of the future yithians.

AC 32; **Fort** +19, **Ref** +26, **Will** +24

HP 205, all-around vision; **Immunities** grabbed, precision, prone, restrained, swarm mind; **Weaknesses** area damage 12, splash damage 12; **Resistances** bludgeoning 8, piercing 12, slashing 12
Disincorporate When the future yithian is reduced to 0 HP, it disincorporates and the component beetles that make up its swarm disperse in every direction. If even a single beetle escapes, the future yithian will eventually re-form using a process that typically takes 1d10+20 days.

While the exact circumstances and surroundings determine how long the yithian's foes have to dispatch the fleeing beetles before they escape, usually their foes have only a single round. Typically, this requires the application of an area effect or splash weapon to the space where the yithian collapsed. After any amount of area or splash damage is dealt to that space, the character dealing the damage must attempt a DC 15 flat check. Each subsequent area or splash

damage effect performed on the area reduces the DC of this flat check by 2, to a minimum of DC 5. If any of these flat checks succeed, none of the beetles escape, and the future yithian is destroyed permanently. At the GM's discretion, clever means of trapping or otherwise detaining the vermin may extend the time allowed to finish off the future yithian.

Improved Evasion When the future yithian rolls a success or critical failure on a Reflex save, they use the outcome one degree of success better. When they roll a failure on a Reflex save against a damaging effect, they take half damage.

Psychic Riposte (abjuration, occult) As past yithian sage, but counteract modifier +27 and counteract level 7th.

Speed 20 feet, climb 20 feet

Ranged ♦ toxic jets +27 (acid, agile, range increment 20 feet), **Damage** 3d4+3 acid plus beetle bile

Ranged ♦ *lighting gun* +28 (electricity, evocation, magical, range 150 feet), **Damage** 3d12+11 electricity

Occult Innate Spells DC 37; 7th *enthrall* (visual), *paralyze*, *suggestion* (visual, targeting only creatures it has fascinated); 4th *modify memory* (3), 3rd *mind reading* (at will)

Beetle Bile (poison) **Saving Throw** DC 34 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison (1 round); **Stage 2** 6d6 poison (1 round)
Swap Minds ♦♦ (concentrate, curse, incapacitation, mental, necromancy, occult, possession) As past yithian sage, but DC 37.

Swarming Bites ♦ Each enemy in the future yithian's space takes 3d4 piercing damage and 3d4 acid damage (DC 33 basic Reflex save). On a failed save, the creature is exposed to beetle bile.

Wipe Mind ♦♦ (concentrate, curse, divination, incapacitation, mental, occult) As past yithian sage, but DC 37.

Wipe Returning Mind (Trigger) The yithian's mind returns to their own body as a result of successfully Swapping Minds; Effect The yithian Wipes the Mind that just left their body.

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YOTHAN

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.

Yothans are quadrupeds, large in size and aggressive. While they might appear at first to be simple monsters, they are more intelligent than many humanoids, employ sophisticated alchemical items and technological devices, and make

use of armor and other defenses as they are useful. Yothans also use their claws, fangs, and tail in combat, which 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. Left to their own devices, they tend sort themselves into three distinct categories: warriors, designers, and commanders.

YOTHAN FLESHWARPS

Many forces in the Mythos can transform a creature into a monstrous mockery of its former body. Among them all, yothan designers are perhaps the most prolific creators of fleshwarps. A yothan designer might create all manner of horrifically transformed monsters for many different purposes or to satisfy its perverse curiosity on a variety of topics.

Tamer experiments might resemble an owl-bear, pegasus, or chimera, but they can be far more creative. A designer could, for instance, turn a dragon into a smelting furnace. In addition to their own distinctive inventions, yothan designers can also create more widely known fleshwarps (*Pathfinder Bestiary*) such as driders.

What You See

This lizard-like creature is larger than a horse and has numerous strange eyes.

YOTHAN DESIGNER

A yothan designer is responsible for creating the servitor entities 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 for existing beings. In addition to creating yothan fleshwarps like draconic amalgams (later in this section), designers are also readily able to manage a variety of grafts like those in Chapter 6. Typically not trained for combat, a designer relies on the significant natural defenses common to all yothans and the ability to inflict minor mutations on foes when pressed.

Untrained yothans are similar to designers but lack the Reshape Flesh action.

YOTHAN DESIGNER

CREATURE 6

LE LARGE DRAGON

Perception +16 (+18 to Seek hidden creatures); darkvision

Languages Common, Draconic, Yothan

Skills Arcana +15, Athletics +11, Crafting +15, Nature +13, Stealth +11

Str +4, **Dex** +3, **Con** +4, **Int** +5, **Wis** +4, **Cha** +4

Items moderate acid flask, alchemist's tools, moderate quicksilver mutagen, lesser tanglefoot bag

AC 22; **Fort** +12, **Ref** +13, **Will** +14; +1 status bonus to all saves vs. magic

HP 105

Speed 40 feet, climb 40 feet

Melee ♦ jaws +16 (reach 10 feet), **Damage** 2d6+4 piercing

Melee ♦ claw +16 (agile), **Damage** 2d4+4 piercing

Melee ♦ tail +16 (agile, reach 15 feet, sweep), **Damage** 2d6+4 bludgeoning

Ranged ♦ bomb +25 (range increment 60 feet, splash 10 feet); **Damage** varies by bomb

Wizard School Spells 3 Focus Points, DC 25; 3rd *physical boost*

Reshape Flesh ♦♦ (arcane, curse, morph, transmutation) The yothan designer touches a living creature within 10 feet and makes a sudden alteration to that creature's physiology in one of the following ways. The creature must attempt a DC 25 Fortitude save, becoming drained 1 on a success or a failure, or drained 2 on a critical failure. Subsequent uses increase the drained value (to a maximum of 4). On a failure, the chosen modification below takes effect.

- **Distort 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 takes a –2 status penalty to attack rolls and skill checks 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, it takes a –10-foot status penalty to its Speed.
- **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 Interact action with a slashing or piercing weapon or tool, which deals 1d4 damage to the target and removes the condition.
- **Scramble Nerves** The target's nerves are scrambled, making the target clumsy 1 (clumsy 2 on a critical failure).
- **Wither** The target's core muscles atrophy, making the target enfeebled 1 (enfeebled 2 on a critical failure).

YOTHAN WARRIOR

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 is level 8 and deals 4d10 poison damage with its jaw blade Strike.

YOTHAN WARRIOR

CREATURE 9

LE LARGE DRAGON

Perception +19 (+21 Seeking hidden creatures); darkvision

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Languages Common, Draconic, Yothan
Skills Athletics +20, Stealth +15
Str +5, Dex +2, Con +5, Int +3, Wis +4, Cha +4
Items claw blade (2, page 182), +1 *striking handwraps of mighty blows*, jaw blade (page 183), moderate quicksilver mutagen, studded leather armor, wyvern poison (2)
AC 25; Fort +20, Ref +15, Will +17; +1 status bonus to all saves vs. magic
HP 195

Attack of Opportunity

Speed 40 feet, climb 40 feet

Melee ♦ *jaw blade* +21 (magical, reach 10 feet),
Damage 2d8+8 piercing

Melee ♦ *claw blade* +21 (agile, magical),
Damage 2d6+8 slashing

Melee ♦ *tail* +21 (agile, magical, reach 15 feet, sweep),
Damage 2d6+8 bludgeoning

Dispense Poison ♦ (manipulate) **Trigger** The yothan warrior's turn begins; **Effect** The warrior applies a carried poison to a weapon.

Draconic Frenzy ♦♦ The warrior makes three Strikes, one each with its *jaw blade* and its two *claw blades*.

Sudden Charge ♦♦ The warrior Strides twice, then makes a melee Strike.

YOTHAN COMMANDER

The yothan commander is a storied creature now so rare that many consider them extinct. The few and mighty commanders were raised and trained specifically to control the multiplicity of loathsome entities that their civilization once ruled, but their power to project their will onto others extends beyond yothan creations. A commander is normally accompanied by a large number of slaves. Typically, it has 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.

YOTHAN COMMANDER

CREATURE 13

RARE LE LARGE DRAGON

Perception +25 (+27 Seeking hidden creatures); darkvision

Languages Common, Draconic, Yothan; telepathy 100 feet

Skills Athletics +23, Occultism +27, Stealth +21

Str +5, Dex +2, Con +4, Int +8, Wis +5, Cha +7

Items +1 *resilient breastplate*, greater claw blade (2, page 182), +1 *striking handwraps of mighty blows*, greater jaw blade (page 183)

AC 33; Fort +22, Ref +20, Will +25; +1 status bonus to all saves vs. magic

HP 220

Aggravate ♦ (arcane, emotion, enchantment, mental) **Trigger** A creature uses a manipulate or

move action, makes a ranged attack, or leaves a space during a move action it's using; **Requirements** The triggering creature is within 60 feet of the yothan commander and within reach of a creature affected by one of the yothan commander's mental effects; **Effect** The required mentally affected creature must attempt a DC 29 Will save.

Critical Success The commanded creature is unaffected.

Success The commanded creature attempts a melee Strike against the triggering creature. On a critical hit, the triggering action is disrupted if it was a manipulate action.

Failure As success, and the commanded creature then becomes confused for the first action on its next turn.

Speed 40 feet, climb 40 feet

Melee ♦ *jaw blade* +27 (reach 10 feet),
Damage 2d10+13 piercing

Melee ♦ *claw blade* +27 (agile),
Damage 2d8+13 slashing

Melee ♦ *tail* +27 (agile, reach 15 feet, sweep),
Damage 2d6+13 bludgeoning

Occult Innate Spells DC 35; 7th *charm, dominate* (3; on a critical failure, the duration is unlimited), *subconscious suggestion*; 6th *zealous conviction*; 5th *synesthesia*

Crush Mind ♦ (enchantment, mental, occult)

The yothan commander projects its will onto a creature it can contact telepathically. The creature takes 6d8 nonlethal mental damage and must attempt a DC 35 Will save. If the creature would be knocked unconscious by this damage, instead it is reduced to 1 HP and becomes paralyzed for 10 minutes or until targeted by one of the yothan commander's spells. While paralyzed, the target is stupefied 4.

Critical Success The creature is unaffected.

Success The creature takes half damage and is stupefied 1 until the end of the commander's next turn.

Failure The creature takes full damage and is stupefied 2 for 10 minutes.

Critical Failure The creature takes double damage and is stupefied 3 for 10 minutes.

Dispense Poison ♦ (manipulate) **Trigger** The yothan commander's turn begins; **Effect** The commander applies a carried poison to a weapon.

Draconic Frenzy ♦♦ The warrior makes three Strikes, one each with its *jaw blade* and its two *claw blades*.

DRACONIC AMALGAM

The draconic amalgam, which incorporates components from numerous dragons to create something even more fearsome, is an example of the yothans' most ambitious fleshwarping work. A draconic amalgam is a flying horror with a dozen sets of wings and dangling, stinging tails. It is composed of parts from wyverns and five different chromatic dragons. They have been groomed to reflexively trust all yothans, making them hard to free or turn against their masters.

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.

DRACONIC AMALGAM

CREATURE 16

NE GARGANTUAN ABERRATION

Perception +29; darkvision, scent (imprecise) 30 feet

Languages Draconic, Yothan

Skills Acrobatics +27, Athletics +31, Stealth +25
Str +7, **Dex** +3, **Con** +9, **Int** +0, **Wis** +5, **Cha** +0
AC 38; **Fort** +31, **Ref** +25, **Will** +27; +3 status bonus to all saves vs. mental effects from non-yothans

HP 295; **Immunities** paralyzed, unconscious;
Resistances acid 10, cold 10, electricity 10, fire 10, poison 10

Reactive The draconic amalgam gains 5 extra reactions per round. It can't use more than one on the same triggering action, even if a creature leaves several squares in the amalgam's reach.

Attack of Opportunity ⚔

Speed 25 feet, fly 80 feet

Melee ⚔ fangs +31 (reach 10 feet), **Damage** 3d12+7 piercing

Melee ⚔ claw +31 (reach 10 feet), **Damage** 3d8+7 slashing plus Improved Grab

Melee ⚔ stinger +29 (agile, reach 15 feet), **Damage** 2d6+7 piercing plus wyvern venom

Fusion Breath ⚡ (arcane, evocation) The draconic amalgam exhales a multicolored blast of clashing energies in a 50-foot cone. Each creature in the area must roll 1d6 on the table below to see which energy affects it, then attempt a basic saving throw of the indicated type. If it is affected by multiple energies, it uses the same d20 result for all saves. The energy applies the matching trait to the effect for that creature. It can't use Fusion Breath again for 1d4 rounds.

1d6	Energy	Save	Effect
1	Cold	Reflex	40 cold damage
2	Fire	Reflex	50 fire damage
3	Acid	Reflex	60 acid damage
4	Electricity	Reflex	70 electricity damage
5	Poison	Fortitude	30 poison damage and enfeebled for 1 minute on failure
6	Mixed	Two	Roll again, rerolling duplicates or results of 6

Snatch A draconic amalgam can Fly at half Speed while it has a Large or smaller creature grabbed or restrained in any of its twelve claws or six stinger pairs, carrying those creatures along with it.

Stinger Pinch ⚔ (attack) The draconic amalgam attacks a single target with two stingers simultaneously. This is a melee attack with a +29 modifier that deals 4d6+7 piercing damage plus Improved Grab. It exposes the target to wyvern venom only once, but the save DC is 2 higher.

Wyvern Venom (poison) **Saving Throw** DC 35 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison (1 round); **Stage 2** 6d6 poison (1 round); **Stage 3** 8d6 poison (1 round)

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ZOOG

Well known for their tricks and traps, zoogs are native to the Dreamlands. All four of a zoog's limbs are clawed and form prehensile hands. For more about zoogs, see Chapter 2.

ZOOG TRICKS

Below are some popular tricks used by zoog villains to secure their forests against pesky adventurers.

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

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.

have avoided the too-obvious snare. The bridge is hinged at one end. When the adventurers get part way 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 “reseed” 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 *dagger of venom*, since that item’s poison is ineffective against undead. This scheme 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 venomous swarm of insects.

The Trap: All the adventurers must do to avoid the swarm is leap gracefully over the log. 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 venomous spiders, poison-coated spikes, or whatever the zoogs’ inventive imagination came up with. Nightmare vapor or a *silence* spell is particularly useful, as the first adventurer who falls into the pit might not be able to usefully 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.

ZOOG TRAPPER

The zoog trapper is the most common kind of zoog adventurers are likely to encounter in a zoog forest. A typical zoog trapper is a 1st-level challenge when they have time to build snares tailored to their enemies.

ZOOG TRAPPER

CREATURE –1

CN SMALL BEAST ZOOG

Perception +4 (+5 vs. traps); darkvision, scent (imprecise) 30 feet

Languages Common, Zoog

Skills Crafting +5, Forest Lore +5, Society +3, Stealth +5, Thievery +5 (+6 to disable traps)

Str –1, **Dex** +3, **Con** +2, **Int** +2, **Wis** +1, **Cha** +0

Items anklewrencher (page 185), spring spear (page 186), thieves’ tools

Genius Trapper The zoog trapper can lay snares of up to 3rd level in forests by spending 10 minutes per snare. They can maintain up to 4 snares without paying for materials.

AC 14 (15 vs. traps); **Fort** +5, **Ref** +6, **Will** +3;

+1 circumstance bonus to all saves vs. traps

HP 9

Speed 20 feet, climb 10 feet

Melee ♦ jaws +4 (backstabber, finesse), **Damage** 1d4+3 piercing

Melee ♦ claw +4 (agile, finesse), **Damage** 1d4–1 slashing

Quick Pouch ♦ (manipulate) **Trigger** The zoog’s turn begins or ends; **Effect** The zoog Interacts with their facial tentacles or tail to draw or stow an object of up to 1 Bulk in one of their two marsupial pouches.

GROVE KEEPER

The grove keeper draws magic from and protects sacred or dangerous ruins within forests. It might lead a patrol of zoog trappers, direct them from afar, or use magic alone to stop intruders.

GROVE KEEPER

CREATURE 6

CN SMALL BEAST ZOOG

Perception +11 (+12 within 20 miles of warded ruin); darkvision, scent (imprecise) 30 feet

Languages Common, Sylvan, Zoog

Skills Arcana +14, Forest Lore +14, Society +12, Stealth +14, Thievery +12

Str –1, **Dex** +4, **Con** +3, **Int** +4, **Wis** +1, **Cha** +0

Items *brooch of shielding* (bonded item), material component pouch, spellbook

Canopy Lurker The grove keeper doesn’t need to have cover or be concealed from observers below them in order to Hide or Sneak.

Ruin Bond (divination, occult) The grove keeper instinctively knows if any creature damages their

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bonded ruin or if any creature removes treasure or valuables from the ruin. They don't know the identity of the creature or where in the ruin the event occurred, but they can sense the disruption at any range.

AC 23; Fort +13, Ref +16, Will +13

HP 75

Warding Spell ☞ **Trigger** An opponent makes an attack against the grove keeper or a target within 20 miles of their bonded ruin or in the area of their *ruin link* (including attacking the ruin itself); **Requirements** The triggering opponent could be the target of a cantrip or focus spell the grove keeper can cast with 1 or 2 actions; **Effect** The grove keeper casts a required cantrip or focus spell on the triggering opponent after the triggering attack is resolved.

Speed 20 feet, climb 10 feet

Melee ♦ jaws +12 (backstabber, finesse), **Damage** 1d4+4 piercing

Melee ♦ claw +12 (agile, finesse), **Damage** 1d4–1 slashing

Arcane Prepared Spells DC 22, attack +14; **4th** *bargained blessing* (page 111); **3rd** *glyph of warding*, *lightning bolt*, *shrink item*, *stinking cloud*; **2nd** *flaming sphere*, *glitterdust*, *humanoid form*, *web*; **1st** *alarm*, *fleet step*, *grease*, *illusory object*; **Cantrips** (3rd) *acid splash*, *daze*, *electric arc*, *mage hand*, *shield*, *tanglefoot*

Focus Spells 2 Focus Points, DC 22; **Ruin**

Warden Spells (3rd) *ruin link* (page 133), *ruin's warning* (page 133); **Wizard School Spells** (3rd) *physical boost*

Rituals DC 22; *animate object*, *geas*

Drain Bonded Item ♦ **Frequency** once per day;

Requirements The grove keeper hasn't acted yet on their turn; **Effect** During their current turn, the grove keeper gains the ability to Cast one Spell they prepared today and already cast, without spending a spell slot. They must still Cast the Spell and meet the spell's other requirements.



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APPENDIX I: 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 humans or other common humanoids, but you can use them to represent ghouls, gnorri, or stranger creatures by making simple changes like size and traits. You can also add abilities to more precisely capture the right feel for a non-human ancestry, such as using a zoog's Speeds and the abilities in the zoog entry on page 499.

BLESSED BERSERKER

A blessed berkserker is one of the elite warriors that serve dangerous cults like those of Ithaqua and Shub-Niggurath. They see violence and bloodshed as a way to steal the strength of the creatures they kill and prove their superiority in the eyes of their patrons. Glimpses of entities beyond mortal comprehension have given the berserkers a form of rage that delivers insights while weakening their resistance to mental magic.

BLESSED BERSERKER**CREATURE 3****CE MEDIUM HUMAN HUMANOID****Perception** +8**Languages** Aklo, Common**Skills** Athletics +9, Intimidation +8, Survival +6, Yog-Sothothery +6**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1**Items** hatchet (4), leather armor**AC** 17; **Fort** +10, **Ref** +6, **Will** +8; -1 circumstance penalty to all saves vs. mental effects**HP** 53**Frenetic Haste**  **Trigger** The blessed berserker is subjected to a mental effect (including Rage); **Effect** The berserker performs one of the following actions: Escape, Leap, Rage, or Stride.**Speed** 25 feet**Melee**  jaws +11, **Damage** 1d8+4 piercing**Melee**  hatchet +11 (agile, sweep), **Damage** 1d6+4 slashing**Ranged**  hatchet +8 (agile, range increment 10 feet, sweep), **Damage** 1d6+4 slashing**Combat Feast**  (healing, manipulate) **Frequency** once per day; **Requirements** The blessed berserker can reach the corpse of an enemy that died in the past 1 minute; **Effect** The berserker eats a bit of the required corpse. They regain Hit Points equal to 4 x the creature's level. If they are currently raging and this healing would restore their HP beyond the maximum, they gain the excess as temporary Hit Points that last until their rage ends (maximum 6 temporary HP).**Insightful Delirium**  (rage) **Trigger** The blessed berserker's turn begins; **Requirements** The blessed berserker is raging; **Effect** The blessed berserker Recalls Knowledge using Yog-Sothothery. If they successfully Recall Knowledge about a target, their additional damage from Rage is doubled against that target during this rage.**Rage**  (concentrate, emotion, mental) **Requirements** The blessed berserker isn't fatigued or raging; **Effect** The berserker gains 6 temporary Hit Points that last until the rage ends and reduces their unnerved and frightened conditions each by 1. While raging, they deal 2 additional damage with melee attacks and take a -1 status penalty to AC. The berserker can't use concentrate actions except Seek and rage actions. The rage lasts for 1 minute, until there are no enemies the berserker can perceive, or until the berserker falls unconscious. Once the rage ends, the berserker can't rage for 1 minute.**OBSESSED ARTIST**

Obsessed artists are inspired by dreams to bring terrible visions into reality, or else fight amongst themselves over how to channel their dark inspiration most effectively. They often dwell in

picturesque, dingy, and cursed coastal towns, travel by sea to exotic destinations, or sink into the intellectual circles of corruptible port cities. They often willingly or unwillingly serve the interests of Great Cthulhu, Father Dagon, Hastur, Mother Hydra, the King in Yellow, or Mythos ghoulish conspiracies.

OBSESSED ARTIST**CREATURE 6****CN MEDIUM HUMAN HUMANOID****Perception** +13**Languages** Aklo, Common**Skills** Crafting +13, Performance +12, Stealth +12, Thievery +12, Yog-Sothothery +13**Str** +0, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +4**Items** artisan's tools, dagger, *wand of mage armor***AC** 23; **Fort** +11, **Ref** +14, **Will** +12; -2 circumstance penalty to all saves vs. mental effects**HP** 70**Speed** 25 feet**Melee**  dagger +12 (agile, finesse, versatile S),**Damage** 1d4 piercing**Ranged**  dagger +12 (agile, range increment 10 feet, versatile S), **Damage** 1d4 piercing**Occult Spontaneous Spells** DC 22; **3rd** (3 slots) *grim tendrils*, *paralyze*, *summon dream-dweller*(page 123; voonith from page 483 or moonbeast overseer from page 436); **2nd** (3 slots)*ghoulish cravings*, *hideous laughter*, *invisibility*; **1st** (3 slots) *fear*, *sanctuary*, *soothe*; **Cantrips**(3rd) *daze*, *ghost sound*, *guidance*, *shield*, *sigil***Bard Composition Spells** 3 Focus Points, DC 22; **3rd** *counter performance*, *lingering composition*,*philosopher's mantra* (page 126), *portrait of perfect likeness* (page 126); **Cantrips** (3rd) *inspire courage*, *inspire defense***Rituals** DC 24; contact deep ones (page 145), *Yellow Sign* (page 154)**WILD SORCERER**

A wild sorcerer has been physically transformed by the influence or blood of a mutative entity, such as Chaugnar Faugn, Ithaqua, Mother Hydra, Nyarlathotep, Shub-Niggurath, Yig, or the great Yog-Sothoth. Such a sorcerer often works with a cult that operates in a wilderness area, venturing into urban areas only as necessary to gather resources or sacrifices for the cult. Depending on their alignment, a sorcerer might not revere an Outer God, even if it is their parent, but rather choose to use its power for their own goals or as part of a larger-scale exchange.

Before combat, the wild sorcerer casts *bark-skin*, *bestial toughness*, and *insect form*.

WILD SORCERER

CREATURE 7

CN MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Herbalism Lore +13, Intimidation +15, Nature +13, Survival +13, Yog-Sothothery +13
Str +0, Dex +4, Con +3, Int +0, Wis +2, Cha +4

Items wand of mage armor

AC 24; Fort +14, Ref +15, Will +13; -2 circumstance penalty to all saves vs. mental effects
HP 75

Speed 25 feet

Melee ♦ dagger +14 (agile, finesse, versatile S), Damage 1d4 piercing

Melee ♦ claw +14 (agile, finesse),

Damage 2d4 piercing plus 1d6

persistent bleed

Primal Spontaneous Spells DC 25, attack +17; 4th (3 slots) *command of the bloody tongue* (page 111), *insect form*, *vital beacon*; 3rd (4 slots) *animal form*, *heal*, *stinking cloud*, *wall of thorns*; 2nd (4 slots) *barkskin*, *dispel magic*, *enlarge*, *glitterdust*; 1st (4 slots) *fleet step*, *goblin pox*, *heal*, *pest form*; Cantrips (4th) *acid splash*, *guidance*, *prestidigitation*, *read aura*, *stabilize*

Sorcerer Bloodline Spells 2

Focus Points, DC 25; 4th *bestial toughness* (page 134), *satyr's horns* (page 135)

Rituals DC 25; *blight*, *plant growth*

CULT KILLER

A cult killer commits murders inspired by corrupting brushes with Mythos forces or in payment for gifts of unnatural power. Killers with a more educated or urbane 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 hope of gaining more such glimpses. Other killers stalk forlorn places, seeking victims who seem like viable sacrifices in terrible rites. The most famous cult killers operate alone, but many serve organized cults as enforcers and assassins.

CULT KILLER

CREATURE 8

CE MEDIUM HUMAN HUMANOID

Perception +8

Languages Aklo, Common

Skills Athletics +17, Intimidation +17, Stealth +15, Survival +15, Yog-Sothothery +15

Str +5, Dex +3, Con +5, Int +1, Wis +3, Cha +3

Items +1 striking battle axe, leather armor

Swift Sneak The cult killer can move their full Speed while Sneaking.

AC 24; Fort +19, Ref +13, Will +15; -2 circumstance penalty to saves vs. mental effects

HP 160

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 23

Ferocity ⤿

Speed 25 feet

Melee ♦ battle axe +20 (magical, sweep), Damage 2d8+8 slashing

Angled Entry ♦♦ (conjunction, occult, teleportation) The cult killer teleports, along with any objects they carry, to a destination within 120 feet. They can't bring creatures this way. They can choose a destination by naming a distance and direction. The killer arrives at the nearest open space to their intended destination that is within 5 feet of a sharp angle at least 5 feet across. The angle must be 120 degrees or less and have a physical form (not merely an image of an angle), such as a room corner or a doorway. The killer can't use Angled Entry again for 1d10 minutes.

Bloody Whenever the cult killer's Strike damages a flat-footed creature, that creature takes 1d4 persistent bleed damage.

Brutal Beating (emotion, fear, mental) Whenever the cult killer's Strike critically hits a creature, the target becomes frightened 1.

Surprise Attack During the first round of combat, creatures that haven't acted yet are flat-footed to the cult killer.

EREMITE ASPIRANT

An eremite aspirant is typically a wizard from a heavily populated area interested in buying powerful knowledge at any price. Some are preparing to join with an eremite symbiont (page 395) to become a true eremite. Although some research the Mythos alone, they commonly serve cults of the Crawling Chaos (especially in humanoid guise or as the Shadow Pharaoh), the Sleeper, Great Cthulhu, or the Opener of the Way.



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described below) tend to gain rat-thing familiars with humanoid faces and the cling, manual dexterity, magical tutor, and razor jaws abilities. Those that serve Great Cthulhu or the Sleeper tend to gain familiars that resemble miniature formless spawn or shoggoths with the amorphous and unfathomable form abilities. Those that serve the Opener of the Way tend to gain mutant familiars with the blood-sucker ability.

EREMITE ASPIRANT

CREATURE 10

CE MEDIUM HUMAN HUMANOID

Perception +16

Languages Aklo, Common, 4 other languages

Skills Arcana +21, Crafting +21, Religion +18, Yog-Sothothery +20

Str +0, **Dex** +4, **Con** +3, **Int** +5, **Wis** +4, **Cha** +0

Items +1 *adventurer's clothing*, +1 *striking dagger*, material component pouch, spellbook

Improved Familiar The eremite aspirant has a familiar with 4 abilities.

AC 27; **Fort** +17, **Ref** +18, **Will** +20; -3 circumstance penalty to all saves vs. mental effects

HP 130

Speed 25 feet

Melee ♦ *dagger* +17 (agile, finesse, magical, versatile S), **Damage** 2d4+4 piercing

Arcane Prepared Spells DC 33, attack +25; **5th** *black tentacles*, *paralyze*, *summon dragon*; **4th** *confusion*, *dimension door*, *dispel magic*, *summon construct*; **3rd** *haste*, *mind reading*, *paralyze*, *stinking cloud*; **2nd** *dispel magic*, *obscuring mist*, *summon elemental*, *web*; **1st** *charm*, *grease*, *ray of enfeeblement*, *unseen servant*; **Cantrips** (5th) *chill touch*, *daze*, *mage hand*, *ray of frost*, *shield*, *tanglefoot*

Wizard School Spells 2 Focus Points, DC 33; **5th** *augment summoning*, *dimensional steps*

Command Familiar ♦ (auditory, concentrate) **Frequency** once per turn; **Effect** The eremite aspirant's familiar gains 2 actions.

Drain Familiar ♦ **Frequency** once per day;

Requirements The eremite aspirant hasn't acted yet on their turn; **Effect** During their current turn, the eremite aspirant gains the ability to Cast one Spell they prepared today and already cast, without spending a spell slot. They must still Cast the Spell and meet the spell's other requirements.

Many eremite aspirants have familiars with Mythos familiar abilities (page 83). Those that serve the Crawling Chaos (such as the one

RAT-THING FAMILIAR**CREATURE 10****CE TINY ANIMAL MINION****Perception** +15; low-light vision**Languages** Aklo; empathic connection 1 mile**Skills** Acrobatics +15, Stealth +15, Yog-Sothothery +15, other skills +10**Empathic Connection** (divination, emotion, mental) The eremite aspirant's familiar can communicate emotions with its master.**Minion** The familiar takes actions in combat only if it must defend itself while left to its own devices or when granted by its master's Command Familiar action.**AC** 27; **Fort** +17, **Ref** +18, **Will** +20**HP** 50**Speed** 25 feet, climb 25 feet**Melee** ♦ fangs +15 (agile, finesse), **Damage** 1d4 piercing**Cling** ♦ (attack) The familiar attempts an Acrobatics check against the Reflex DC of a creature in its space. If it succeeds, it clings to the creature. This is similar to grabbing the creature, but the familiar moves with that creature rather than immobilizing it. On a critical success, the familiar is so distracting that the creature is clumsy 1 until the cling ends.**Razor Fangs** When the familiar's jaws attack hits an object or flat-footed creature, it deals an extra 4d6 precision damage.**HAUNTED VISIONARY**

A haunted visionary has made a pact with a Mythos entity to gain unearthly magical insight or artistic or social prestige. Depending on alignment, the visionary 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. Haunted visionaries generally make their pacts with Atlach-Nacha, Azathoth, Cthugha, Ghat-anothoa, Gobogeg, Great Cthulhu, Hastur, the King in Yellow, Nyarlathotep, Nyogtha, Quachil Utaus, Rhan-Tegoth, Tsathoggua, or Tuzscha.

This haunted visionary has the emptiness and nightmares domains and worships Great Cthulhu, but you can adjust the stats to suit another patron by swapping out Cthulhu's domains and granted spells for those of another deity.

HAUNTED VISIONARY**CREATURE 13****CE MEDIUM HUMAN HUMANOID****Perception** +23**Languages** Aklo, Common**Skills** Crafting +21, Deception +24, Performance +22, Religion +25, Yog-Sothothery +25**Str** +0, **Dex** +4, **Con** +4, **Int** +0, **Wis** +5, **Cha** +4

Items bracers of armor type I, +1 striking dagger
AC 32; **Fort** +22, **Ref** +22, **Will** +25; -3 circumstance penalty to all saves vs. mental effects
HP 180

Dreamed Insight ♦ (divine, divination) **Frequency** once per day; **Trigger** The haunted visionary is about to attempt a skill check, a spell attack roll, or a dagger attack roll; **Effect** The visionary gets a +3 status bonus to the triggering check.

Speed 25 feet**Melee** ♦ dagger +19 (agile, finesse, magical, versatile S), **Damage** 2d6+2 piercing**Divine Prepared Spells** DC 32, attack +24;

7th *harm* (5), *sleep*, *spirit blast*, *summon dream-dweller* (page 123; Leng spider on page 427); **6th** *collective transposition*, *dream sending of Cthulhu* (page 114), *heroism*; **5th** *control water*, *drop dead*, *shadow siphon*; **4th** *dispel magic*, *Orne's black* (page 120), *spell immunity*; **3rd** *circle of protection*, *dream message*, *heal*; **2nd** *deafness*, *dispel magic*, *resist energy*; **1st** *command*, *fear*, *ray of enfeeblement*; **Cantrips** (7th) *chill touch*, *divine lance*, *message*, *read aura*, *shield*

Cleric Domain Spells 3 Focus Points, DC 32; **7th** *extradimensional conduit* (page 130), *fold space* (page 130), *shared nightmare*, *waking nightmare*
Rituals DC 32; *dream guide* (page 147)

Font of Fear ♦ (concentrate, emotion, fear, mental, metamagic) If the next action the haunted visionary uses is to cast *harm* to damage a single target, the spell also conveys glimpses of horrible revelations. The spell deals additional mental damage equal to the spell's level and the target becomes frightened 1 on a failure, or frightened 2 on a critical failure.

Harming Hands When the haunted visionary casts *harm*, they roll d10s instead of d8s.

Selective Energy When the haunted visionary casts a version of *harm* or *heal* that has an area, they can designate up to 4 creatures that are not targeted by the spell.

Steady Spellcasting If a reaction would disrupt the haunted visionary's spellcasting action, the visionary attempts a DC 15 flat check. If they succeed, the action isn't disrupted.

CULT MASTERMIND

Cult masterminds lead cults to exploit eldritch pacts, generally using the connections a city offers. They often worship Hastur, the King in Yellow, Nyarlathotep, Tsathoggua, or Yog-Sothoth and might be personally responsible for drawing forth the influence of such a foul being.

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CE MEDIUM HUMAN HUMANOID

Perception +32**Languages** Aklo, Common, four other languages
Skills Bardic Lore +28, Deception +33, Diplomacy +31, Intimidation +33, Occultism +32, Performance +33, Religion +31, Yog-Sothothery +29**Str** +0, **Dex** +3, **Con** +1, **Int** +5, **Wis** +4, **Cha** +6**Items** +2 *resilient bracers of armor*, +2 *greater striking dagger*, material component pouch, spellbook**AC** 38; **Fort** +24, **Ref** +26, **Will** +33; -3 circumstance penalty to all saves vs. mental effects**HP** 235**Speed** 25 feet**Melee** ♦ dagger +30 (agile, finesse, magical, versatile S), **Damage** 3d4+8 piercing**Occult Spontaneous Spells** DC 43, attack +35;**9th** (2 slots) *cursed slumber* (page 112), *overwhelming presence*, *summon entity*; **8th** (4 slots) *disappearance*, *mind blank*, *spirit song*, *spiritual epidemic*; **7th** (4 slots) *dimensional lock*, *plane shift*, *possession*, *project image*; **6th** (4 slots)*collective transposition*, *dominate*, *feeblemind*, *phantasmal calamity*; **5th** (4 slots) *banishment*, *false vision*, *shadow blast*, *telepathic bond*; **4th** (4 slots) *dimension door*, *dispel magic*, *modify memory*, *suggestion*; **3rd** (4 slots) *enthrall*, *heroism*, *mind reading*, *slow*; **2nd** (4 slots)*calm emotions*, *dispel magic*, *illusory creature*, *paranoia*; **1st** (4 slots) *alarm*, *charm*, *sanctuary*, *unseen servant*; **Cantrips** (9th) *daze*, *electric arc*, *ghost sound*, *prestidigitation*, *sigil***Bard Composition Spells** 1 Focus Point, DC 43;**9th** *counter performance*; **Cantrips** (9th) *dirge of doom*, *inspire courage*, *inspire defense*, *inspire heroics***Rituals** DC 43; *essential salts* (page 148)**Effortless Concentration** ♦ **Requirements** The cult mastermind hasn't acted yet on their turn; **Effect** The mastermind immediately gains the benefits of a Sustain a Spell action for one of their active occult spells.**Quickened Casting** ♦ (concentrate, metamagic)**Frequency** once per day; **Effect** If the cult mastermind's next action is to cast an occult cantrip or an occult spell that is at least 2 levels lower than the highest level spell they can cast, reduce the number of actions to cast it by 1 (minimum 1 action).



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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.

New monsters and NPCs are found in Chapter 9. Elder Influences are found in Chapter 8. A few encounters include standard monsters from the *Pathfinder Bestiary*, which are indicated by a superscript B, or the *Pathfinder Gamemastery Guide*, marked with a superscript GMG.

Party Size and Threat: Each table indicates what degree of threat it represents to an average party of four characters. If the party has five or six members, treat the group as 1 level higher. If the party has three members, treat the group as 1 level lower.

Randomly Choosing Encounters: To use the table to select an encounter at random, first roll on the Encounter Difficulty table. Then, go the encounter table for the type of encounter you'd like (aliens, urban, etc.), find the party's level in the column corresponding with the difficulty you rolled, and choose one of the encounters from that row.

ENCOUNTER DIFFICULTY

d20	Difficulty	XP Award
1	Trivial threat	40
2-7	Low threat	60
8-15	Moderate threat	80
16-19	Severe threat	120
20	Extreme threat	160

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, Nyarlathotep, Rhan-Tegoth, and Shub-Niggurath.

Moon-beasts (including moon-priests and moon-vassals) and their Leng folk servants might be found only in the Dreamlands, depending on your setting.

DETAILS

The following details can hint at an alien encounter:

- Glistening ectoplasm appears on a random surface, stinking with an unrecognizable odor.
- A crater containing a spongy meteorite is surrounded by a region utterly devoid of color.

ALIEN ENCOUNTERS

Trivial	Low	Moderate	Severe	Extreme	Encounters
1	—	—	—	—	1d8 brain cylinder scholars 1 weak moon-beast overseer 1 immature slime mold 1 Saturnian or Uranian Dreamlands cat
2	1	—	—	—	1 moon-beast overseer 2 immature slime molds 2 Saturnian or Uranian Dreamlands cats
3	2	1	—	—	1 favored one of Nyarlathotep 1 elite moon-beast overseer 3 immature slime molds 3 Saturnian or Uranian Dreamlands cats
4	3	2	1	—	2 weak favored ones of Nyarlathotep 2 moon-beast overseers 1 servitor of the outer gods 1 shadow ^B 4 immature slime molds 4 Saturnian or Uranian Dreamlands cats
5	4	3	2	1	1 byakhee 2 favored ones of Nyarlathotep 6 Saturnian or Uranian Dreamlands cats 1 ether spider ^B 1 mi-go scout 3 moon-beast overseers 6 immature slime molds
6	5	4	3	2	4 moon-beast overseers 1 moon-beast overseer and 4 Leng thieves 2 moon-beast overseers and 2 Leng thieves 2 servitors of the outer gods 1 shantak 8 immature slime molds 8 Saturnian or Uranian Dreamlands cats
7	6	5	4	3	2 byakhees 2 ether spiders ^B 4 favored ones of Nyarlathotep 2 mi-go scouts 6 moon-beast overseers 3 moon-beast overseers and 4 Leng thieves 1 star vampire 1 brain collector ^B
8	7	6	5	4	1 flesh golem ^B with a bard brain cylinder 6 favored ones of Nyarlathotep 4 servitors of the outer gods 2 shantaks 1 greater shadow ^B and 2 shadows ^B 1 moon-priest and 2 moon-beast overseers
9	8	7	6	5	4 byakhees 1 eremite symbiont 4 mi-go scouts 2 star vampires 6 servitors of the outer gods 1 flesh golem ^B with a bard brain cylinder and 1 mi-go scout 1 moon-priest and 6 moon-beast overseers
10	9	8	7	6	1 brain cylinder construction drone 6 byakhees 1 colour out of space 2 brain collectors ^B 2 flesh golems ^B with bard brain cylinders 1 mi-go warrior and 1 mi-go scout 2 moon-priests and 4 elite moon-beast overseers 8 servitors of the outer gods 4 shantaks

Trivial	Low	Moderate	Severe	Extreme	Encounters
11	10	9	8	7	2 elder thing dilettantes 1 moon-vassal 3 flesh golems ^B with bard brain cylinders 1 fire vampire 6 shantaks 1 mi-go warrior and 4 mi-go scouts 2 mutant slime molds
12	11	10	9	8	4 flesh golems ^B with bard brain cylinders 2 flesh golems ^B with bard brain cylinders and 1 brain cylinder construction drone 1 eremite 1 moon-vassal and 1 Leng necromancer 1 moon-vassal and 1 moon-priest 1 mi-go thinker and 1 mi-go warrior 3 mutant slime molds
13	12	11	10	9	1 moon-vassal and 3 elite moon-priests 1 brain cylinder construction drone and 2 mi-go warriors 1 dimensional shambler 4 elder thing dilettantes 2 fire vampires 4 mi-go warriors 4 mutant slime molds
14	13	12	11	10	3 moon-vassals 6 elder thing dilettantes 1 grikkito ^B 6 mi-go warriors 2 Leng necromancers and 2 moon-vassals 3 fire vampires 6 mutant slime molds 2 shining children ^B
15	14	13	12	11	8 elder thing dilettantes 4 moon-vassals 2 dimensional shamblers 8 mi-go warriors 4 fire vampires 8 mutant slime molds Quachil Uttaus (stage 1)
16	15	14	13	12	3 dimensional shamblers 1 dracoform eremite symbiont 6 fire vampires 1 mi-go dimension walker and 1 mi-go warrior 1 larval starspawn
17	16	15	14	13	4 dimensional shamblers 8 fire vampires 1 hunting horror 6 moon-vassals 2 quelaunts ^B Rhan-Tegoth (stage 1)
18	17	16	15	14	1 abyssal custodian 2 mi-go dimension walkers 2 larval starspawn 3 quelaunts ^B 1 worm of Ghroth Atlach-Nacha's webs Cthugha (stage 1) Quachil Uttaus (stage 2)
19	18	17	16	15	1 dracoform eremite 2 hunting horrors 1 starspawn 3 larval starspawn 1 terotricus ^B Rhan-Tegoth (stage 2)

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Trivial	Low	Moderate	Severe	Extreme	Encounters
20	19	18	17	16	1 eye of the Watcher 3 hunting horrors 4 mi-go dimension walkers 1 starspawn and 1 larval starspawn 4 larval starspawn 2 worms of Ghroth Atlach-Nacha's avatar Cthugha (stage 2)
–	20	19	18	17	3 worms of Ghroth 4 hunting horrors 6 mi-go dimension walkers 1 starspawn and 3 larval starspawn The Dark Demon (Nyarlathotep) Quachil Uttaus (stage 3)
–	–	20	19	18	4 worms of Ghroth 6 hunting horrors 2 starspawn and 2 larval starspawn 2 eyes of the Watcher Cthugha (stage 3) Hastur (stage 1) Rhan-Tegoth (stage 3)
–	–	–	20	19	6 worms of Ghroth 8 hunting horrors 2 elite starspawn and 2 elite larval starspawn 3 eyes of the Watcher Ghroth (stage 1) Hastur (stage 2) Watcher of the Green Pyramid (stage 1)
–	–	–	–	20	4 elite starspawn 4 eyes of the Watcher 8 worms of Ghroth Cthugha (stage 4) Hastur (stage 3) Rhan-Tegoth (stage 4) Watcher of the Green Pyramid (stage 1) and 1 eye of the Watcher



THE ANCIENT PAST

Ancient past encounters are appropriate for vaults of secret creatures kept in stasis or simply hidden from the present day. Areas of extreme cold sometimes preserve a fragmentary few of these encounters from a past otherwise long gone. For more thorough exploration, these encounters might be used in conjunction with gates connected to other times.

Magic that violates normal time sometimes draws the attention of Atlach-Nacha, Gobogeg, Great Cthulhu, Rhan-Tegoth, Ubbo-Sathla, and Yog-Sothoth. These encounters can also result from rituals performed by any of their cultists or servants.

DETAILS

The following details can hint at an ancient past encounter:

- Stone towers arc with lightning in the distance.
- A massive idol of a many-headed snake writhes with living snakes.



ANCIENT PAST ENCOUNTERS

Trivial	Low	Moderate	Severe	Extreme	Encounters
1	—	—	—	—	1 velociraptor ^B (dinosaur) 1 lizardfolk scout ^B 1 xulgath warrior ^B
2	1	—	—	—	1 deinonychus ^B (dinosaur) 1 pteranodon ^B (pterosaur) 1 xulgath stalker ^B
3	2	1	—	—	2 velociraptors ^B (dinosaur) 2 lizardfolk defenders ^B 2 xulgath warriors ^B
4	3	2	1	—	2 deinonychus ^B (dinosaur) 3 lizardfolk defenders ^B 2 pteranodons ^B (pterosaur) 2 xulgath stalkers ^B
5	4	3	2	1	1 lizardfolk stargazer ^B and 2 lizardfolk defenders ^B 4 velociraptors ^B (dinosaur) 1 ochre jelly ^B (ooze) 1 weak serpentfolk agent 1 xulgath leader ^B and 2 xulgath warriors ^B
6	5	4	3	2	2 faceless stalkers ^B (alghollthu) 4 deinonychus ^B (dinosaur) 6 velociraptors ^B (dinosaur) 4 pteranodons ^B (pterosaur) 1 serpentfolk agent 1 yothan designer
7	6	5	4	3	6 deinonychus ^B (dinosaur) 2 ochre jellies ^B (ooze) 1 serpentfolk agent and 1 weak ochre jelly ^B 1 yothan designer and 1 elite deinonychus ^B (dinosaur)
8	7	6	5	4	4 faceless stalkers ^B (alghollthu) 2 ankylosaurus ^B (dinosaur) 1 hound of Tindalos 2 serpentfolk agents 2 yothan designers

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Trivial	Low	Moderate	Severe	Extreme	Encounters
9	8	7	6	5	2 alghollthu masters ^B 1 elder thing dilettante 2 quetzalcoatlus ^B (pterosaur) 2 serpentfolk agents and 1 weak ochre jelly ^B 1 yothan warrior
10	9	8	7	6	1 elder thing dilettante and 1 ankylosaurus ^B (dinosaur) 2 triceratops ^B (dinosaur) 2 hounds of Tindalos 4 serpentfolk agents 1 yothan warrior and 1 yothan designer
11	10	9	8	7	2 elder thing dilettantes 1 proto-shoggoth 6 serpentfolk agents 2 yothan warriors
12	11	10	9	8	2 brontosaurus ^B (dinosaur) 2 tyrannosaurus ^B (dinosaur) 2 elder thing dilettantes and 1 triceratops ^B (dinosaur) 1 elder thing dilettante using a twsha to control 1 proto-shoggoth 4 hounds of Tindalos 1 serpentfolk alchemist and 1 serpentfolk agent 1 past yithian sage 3 yothan warriors
13	12	11	10	9	4 elder thing dilettantes 6 hounds of Tindalos 2 proto-shoggoths 1 serpentfolk alchemist and 2 elite serpentfolk agents 1 yothan commander controlling 1d4+2 serpentfolk agents 4 yothan warriors
14	13	12	11	10	3 elder thing dilettantes, 1 brontosaurus ^B , and 1 tyrannosaurus ^B (dinosaur) 3 elder thing dilettantes and 2 proto-shoggoths controlled by two of them using twshas 1 flying polyp with 1 body 2 serpentfolk alchemists 2 past yithian sages 1 yothan warrior and 1 yothan commander controlling 1d4+2 serpentfolk agents
15	14	13	12	11	2 elder thing polymaths 3 elder thing dilettantes using twshas to control 2 proto-shoggoths 3 serpentfolk alchemists 1 elder shoggoth 4 proto-shoggoths 1 larval starspawn 1 yothan warrior and 1 yothan commander controlling 2 tyrannosaurus ^B (dinosaur)
16	15	14	13	12	6 elder thing dilettantes 1 elder thing polymath using a twsha to control 1 elder shoggoth 4 past yithian sages 1 draconic amalgam ridden by an elite yothan designer 1 elite yothan warrior and 1 yothan commander controlling 2 elder thing dilettantes and 1 brontosaurus ^B (dinosaur)
17	16	15	14	13	4 elder thing polymaths 1 flying polyp with 4 bodies 2 elder shoggoths 2 larval starspawn 1 yothan commander and 1 draconic amalgam Gobogeg Seed (stage 1) Rhan-Tegoth (stage 1)
18	17	16	15	14	2 elder thing polymaths using twshas to control 2 elder shoggoths 1 flying polyp with 6 bodies 8 past yithian sages 3 larval starspawn 2 draconic amalgams each ridden by an elite yothan designer

Trivial	Low	Moderate	Severe	Extreme	Encounters
19	18	17	16	15	3 elder thing polymaths using twshas to control 3 elder shoggoths 4 elder shoggoths 1 rebel shoggoth 4 larval starspawn 1 starspawn 2 draconic amalgams each ridden by a yothan commander Rhan-Tegoth (stage 2)
20	19	18	17	16	8 flying polyps with 1 body each 1 rebel shoggoth and 2 elder shoggoths 1 starspawn and 2 larval starspawn 4 draconic amalgams (yothan) Gobogeg Seed (stage 2) Great Cthulhu (stage 1)
–	20	19	18	17	2 rebel shoggoths 2 starspawn 4 elite draconic amalgams (yothan) Abboth
–	–	20	19	18	3 starspawn Abboth controlling 2 elite draconic amalgams (yothan) Great Cthulhu (stage 2) Rhan-Tegoth (stage 3) 3 elite starspawn
–	–	–	20	19	Abboth controlling 4 elite draconic amalgams (yothan) Gobogeg Seed (stage 3) Great Cthulhu (stage 2) and 1 rebel shoggoth
–	–	–	–	20	4 elite starspawn Rhan-Tegoth (stage 4) Ubbo-Sathla (stage 1)

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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, Bokrug, Great Cthulhu, the King in Yellow, and Nyarlathotep.

Yetis are likely found only on peaks above the snowline.

DETAILS

The following details can hint at a Dreamlands or plateau encounter:

- Cats soar through the sky in the distance, leaping to or from the moon.
- Panicked laughter carries on the breeze from far overhead or beyond unscalable cliffs.
- Elaborate webs waft in the breeze, obviously torn by something far taller than a humanoid.



DREAMLANDS AND PLATEAU ENCOUNTERS

Trivial	Low	Moderate	Severe	Extreme	Encounters
1	—	—	—	—	1 wamp 2 Terran sneaks (Dreamlands cat) 1 Leng thief
2	1	—	—	—	3 Terran sneaks (Dreamlands cat) 2 Saturnian or Uranian Dreamlands cats 2 ghoulish scavengers 1 voonith 2 wamps
3	2	1	—	—	4 Terran sneaks (Dreamlands cat) 3 Saturnian or Uranian Dreamlands cats 3 ghoulish scavengers 2 Leng thieves 3 wamps
4	3	2	1	—	4 Saturnian or Uranian Dreamlands cats 1 ghoulish scavenger and 1 Mythos ghast (night only) 4 ghoulish scavengers 3 Leng thieves 2 vooniths 4 wamps
5	4	3	2	1	1 Ulthar hero on a quest with 1 Terrain sneak companion (Dreamlands cat) 6 Saturnian or Uranian Dreamlands cats 2 Mythos ghasts (night only) 1 crypt lurker and 2 ghoulish scavengers 6 ghoulish scavengers 1 moon-beast overseer and 2 Leng thieves 3 vooniths 6 wamps

Trivial	Low	Moderate	Severe	Extreme	Encounters
6	5	4	3	2	3 Mythos ghosts (night only) 2 crypt lurkers (Mythos ghoul) 3 nightgaunts 2 Yellow Sign attendants (undead) 4 vooniths 8 wamps 1 obsessed artist (NPC) accompanied by 1 Terran sneak (Dreamlands cat) or ghoul scavenger
7	6	5	4	3	2 Ulthar heroes (Dreamlands cat) on a perilous quest 4 Mythos ghosts ridden by ghoul scavengers (night only) 3 crypt lurkers (Mythos ghoul) 4 nightgaunts 12 wamps 2 yetis ^B
8	7	6	5	4	1 ghoul scavenger, 2 crypt lurkers, and 3 Mythos ghosts (night only) 1 ghoul ravager and 1 crypt lurker 1 Leng necromancer and 1 Leng thief 1 Leng spider Boulder-capped pit trap (Leng spider) 6 nightgaunts 2 shantaks 4 Yellow Sign attendants (undead) 1 cult killer (NPC)
9	8	7	6	5	4 Ulthar heroes (Dreamlands cat) on a perilous quest 3 crypt lurkers (Mythos ghoul) riding Mythos ghosts (night only) 1 ghoul ravager and 3 crypt lurkers 1 Leng spider patrolling a web net trap 1 night hag ^B 1 Leng necromancer and 2 vampire spawn rogues ^B 8 nightgaunts 4 yetis ^B
10	9	8	7	6	2 ghoul ravagers and 2 crypt lurkers 2 Leng necromancers 2 Leng spiders 12 nightgaunts 1 nilith ^B 4 shantaks 1 cult killer and 2 obsessed artists
11	10	9	8	7	4 ghoul ravagers 3 Leng spiders 16 nightgaunts 2 Leng necromancers and 1 zombie hulk ^B 2 cult killers and 2 obsessed artists (NPC)
12	11	10	9	8	6 ghoul ravagers 2 gugs ^B Boulder-capped pit trap and 3 Leng spiders Boulder pendulum trap (Leng spider) 1 night hag ^B and 1 greater nightmare ^B 4 cult killers (NPC)
13	12	11	10	9	1 gug carver and 2 gugs ^B 2 Leng necromancers and 2 deathless sorcerers (undead) 1 old Leng spider and 2 Leng spiders Coven of 3 night hags ^B (which grants elite adjustments) 6 cult killers (NPC)
14	13	12	11	10	1 bhole hatchling 1 grave sage (Mythos ghoul) 2 gug carvers 2 old Leng spiders 1 haunted visionary and 2 cult killers (NPC)
15	14	13	12	11	2 gug carvers and 1 gug ^B 3 old Leng spiders 1 quelaunt ^B 1 larval starspawn 2 haunted visionaries (NPC)

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Trivial	Low	Moderate	Severe	Extreme	Encounters
16	15	14	13	12	2 bhole hatchlings 2 grave sages (Mythos ghoul) 4 gug carvers Boulder pendulum trap (Leng spider) and 3 old Leng spiders 1 deathless sorcerer (undead) and 2 haunted visionaries (NPC) 1 weak cult mastermind and 1 elite cult killer (NPC)
17	16	15	14	13	3 bhole hatchlings 6 gug carvers 2 quelaunts ^B 2 larval starspawn 4 haunted visionaries (NPC)
18	17	16	15	14	4 grave sages (Mythos ghoul) 3 larval starspawn 3 quelaunts ^B 1 skultaker ^B 1 cult mastermind and 2 haunted visionaries (NPC) Atlach-Nacha's webs
19	18	17	16	15	1 adult bhole 4 quelaunts ^B 1 starspawn 2 cult masterminds (NPC) The Dark Demon (Nyarlathotep)
20	19	18	17	16	1 adult bhole and 2 bhole hatchlings 6 quelaunts ^B 2 skultakers ^B 1 starspawn and 2 larval starspawn 2 risen warlocks (undead) Atlach-Nacha's avatar Great Cthulhu (stage 1)
—	20	19	18	17	2 adult bholes 2 risen warlocks (undead) and 1 cult mastermind (NPC) 2 starspawn 4 cult masterminds (NPC) The King in Yellow Great Cthulhu (stage 1) and Mother Hydra
—	—	20	19	18	2 elite adult bholes 3 starspawn Great Cthulhu (stage 2) The King in Yellow and 1 risen warlock (undead) Nodens and 4 storm giants ^B The Shadow Pharaoh (Nyarlathotep)
—	—	—	20	19	3 elite starspawn Great Cthulhu (stage 2), Mother Hydra, Father Dagon, and 1 elder shoggoth The Shadow Pharaoh (Nyarlathotep) and 2 cult masterminds The King in Yellow and 3 risen warlocks (undead) Nodens, 4 storm giants ^B , and 1 ancient silver dragon ^B
—	—	—	—	20	4 elite starspawn Great Cthulhu (stage 3) The Shadow Pharaoh (Nyarlathotep) and 6 cult masterminds (NPC) The King in Yellow and 3 elite risen warlocks (undead)

ROLLING WILDERNESS

Hill country, forests, and the verges of tundra hide many creatures never imagined by city folk. Elder influences that might appear in hills or forests include Bokrug (in fresh water), Byatis, Chaugnar Faugn, Quachil Uttaus, Shub-Niggurath, Yig, and Yog-Sothoth.

Ithaqua, gnoph-keh, and wendigos only appear in distant regions gripped by intense cold, whether due to climate, altitude, or a harsh winter. Zoogs and Bokrug might be found only in Dreamlands forests or lakeshores, depending on your setting.

DETAILS

The following details can hint a rolling wilderness encounter:

- A corpse floats to the surface of a nearby river with unearthly burns and surgical marks.

- A remote hillside reeks with an unnatural odor, originating from a moldering farmhouse whose wall has been pushed down from inside.
- A lonesome shrine to Shub-Niggurath or Byatis.
- A pile of humanoid bones gnawed by human teeth.
- 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.
- A ruined cyclopean hall that somehow loops back on itself on the inside despite being nearly straight on the outside.

ROLLING WILDERNESS ENCOUNTERS

Trivial	Low	Moderate	Severe	Extreme	Encounters
1	—	—	—	—	1 cultist ^{GMG} 1 Tcho-Tcho hunter 2 zoog trappers
2	1	—	—	—	1 adept ^{GMG} and 1 cultist ^{GMG} 1 satyr stalker 1 re-animated guard 3 zoog trappers
3	2	1	—	—	2 cultists ^{GMG} 2 Tcho-Tcho hunters 4 zoog trappers 1 blessed berserker (NPC)
4	3	2	1	—	2 satyr stalkers 3 Tcho-Tcho hunters 1 ravenous wendigo 2 re-animated guards 6 zoog trappers
5	4	3	2	1	1 mi-go scout 1 outer mutant warrior (offspring of the Outer Gods) and 1 Tcho-Tcho hunter 4 Tcho-Tcho hunters 1 okkator assassin (Tcho-Tcho) 8 zoog trappers 2 blessed berserkers (NPC)
6	5	4	3	2	2 outer mutant warriors (offspring of the Outer Gods) 4 re-animated guards 4 satyr stalkers 2 Tcho-Tcho hunters and 1 okkator assassin 2 ravenous wendigos 1 grove guardian and 1 zoog
7	6	5	4	3	1 adolescent dark young 2 mi-go scouts 6 satyr stalkers 2 okkator assassins (Tcho-Tcho) 4 blessed berserkers (NPC) 6 re-animated guards

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Trivial	Low	Moderate	Severe	Extreme	Encounters
8	7	6	5	4	1 adolescent dark young and 2 satyr stalkers 3 mi-go scouts 1 outer mutant priest and 2 outer mutant warriors (offspring of the Outer Gods) 1 re-animated raider and 4 re-animated guards 2 satyr stalkers and 1 wild sorcerer (NPC) 2 okkator assassins (Tcho-Tcho) and 1 outer mutant warrior (offspring of the Outer Gods) 4 ravenous wendigos 2 grove guardians (zoog)
9	8	7	6	5	1 adolescent dark young and 2 mi-go scouts 4 mi-go scouts 1 outer mutant priest and 3 outer mutant warriors (offspring of the Outer Gods) 2 re-animated raiders and 2 re-animated guards with the explosive ability 4 okkator assassins (Tcho-Tcho) 6 ravenous wendigos 3 grove guardians (zoog) 4 blessed berserkers and 1 wild sorcerer (NPC)
10	9	8	7	6	2 adolescent dark young and 1 mi-go scout 1 mi-go warrior and 1 mi-go scout 1 outer abomination and 1 outer mutant priest (offspring of the Outer Gods) 4 re-animated raiders 2 masked okkators (Tcho-Tcho) 8 ravenous wendigos 2 wild sorcerers (NPC) and 2 outer mutant warriors (offspring of the Outer Gods)
11	10	9	8	7	1 mi-go warrior and 4 mi-go scouts 2 adolescent dark young and 1 mi-go warrior 3 masked okkators (Tcho-Tcho) 6 re-animated raiders 2 wild sorcerers (NPC) and 4 elite outer mutant warriors (offspring of the Outer Gods)
12	11	10	9	8	3 adolescent dark young and 1 mi-go warrior 1 mi-go thinker and 1 mi-go warrior 2 outer abominations (offspring of the Outer Gods) 8 re-animated raiders 4 masked okkators (Tcho-Tcho)
13	12	11	10	9	2 adult dark young 2 scions of Chaugnar Faugn 1 mi-go thinker and 2 mi-go warriors 3 mi-go warriors and 2 adolescent dark young 6 masked okkators (Tcho-Tcho) Byatis (stage 1)
14	13	12	11	10	2 scions of Chaugnar Faugn and 2 masked okkators (Tcho-Tcho) 3 adult dark young 1 gnoph-keh 6 mi-go warriors 1 thrall of Yog-Sothoth and 1 outer abomination (offspring of the Outer Gods) 4 outer abominations (offspring of the Outer Gods) Chaugnar Faugn's idol, 3 masked okkators (Tcho-Tcho), and 1 scion of Chaugnar Faugn
15	14	13	12	11	1 mature dark young and 1 mi-go warrior 3 adult dark young and 2 mi-go warriors 1 thrall of Yog-Sothoth and 3 outer abominations (offspring of the Outer Gods) 1 windwalker wendigo Byatis (stage 2) Chaugnar Faugn's idol, 3 masked okkators (Tcho-Tcho), and 2 scions of Chaugnar Faugn Quachil Uttaus (stage 1)
16	15	14	13	12	1 mature dark young and 1 adult dark young 1 mature dark young and 3 elite mi-go warriors 2 gnoph-keh 1 outer spawn (offspring of the Outer Gods) Chaugnar Faugn's avatar and 2 masked okkators (Tcho-Tcho) Ithaqua (stage 1)

Trivial	Low	Moderate	Severe	Extreme	Encounters
17	16	15	14	13	2 mature dark young 1 mi-go dimension walker and 2 adult dark young 1 outer spawn and 1 thrall of Yog-Sothoth (offspring of the Outer Gods) 1 bestial wendigo ^b 2 windwalker wendigos Bokrug's idol and 8 ghosts of Ib Byatis (stage 3) Chaugnar Faugn's avatar and 2 scions of Chaugnar Faugn
18	17	16	15	14	3 mature dark young 4 gnoph-keh 2 mi-go dimension walkers 2 outer spawn (offspring of the Outer Gods) 1 high priest of Shub-Niggurath (Mythos satyr) and 1 adult dark young 3 windwalker wendigos Bokrug's avatar and 2 ghosts of Ib Chaugnar Faugn's avatar and 6 scions of Chaugnar Faugn Ithaqua (stage 2) Quachil Uttaus (stage 2)
19	18	17	16	15	4 mature dark young 6 gnoph-keh 3 mi-go dimension walkers 1 high priest of Shub-Niggurath (Mythos satyr) and 1 mature dark young 2 bestial wendigos ^b 4 windwalker wendigos Bokrug's avatar and 4 ghosts of Ib Vig
20	19	18	17	16	6 mature dark young 4 mi-go dimension walkers 1 high priest of Shub-Niggurath (Mythos satyr) and 3 mature dark young 1 daughter of Shub-Niggurath 6 windwalker wendigos Ithaqua (stage 3) Shub-Niggurath (stage 1), 1 high priest of Shub-Niggurath (Mythos satyr) and 4 adult dark young
—	20	19	18	17	3 mi-go dimension walkers and 3 mature dark young 1 high priest of Shub-Niggurath (Mythos satyr) and 3 mi-go dimension walkers 1 daughter of Shub-Niggurath and 2 mature dark young 8 windwalker wendigos Quachil Uttaus (stage 3) Shub-Niggurath (stage 1), 1 high priest of Shub-Niggurath (Mythos satyr), and 3 mature dark young
—	—	20	19	18	8 mi-go dimension walkers 4 mi-go dimension walkers and 2 high priests of Shub-Niggurath (Mythos satyr) 1 daughter of Shub-Niggurath, 2 mi-go dimension walkers, and 3 mature dark young Shub-Niggurath (stage 1), 1 daughter of Shub-Niggurath, and 2 mature dark young
—	—	—	20	19	2 high priests of Shub-Niggurath (Mythos satyr), 1 elite outer spawn (offspring of the Outer Gods), and 3 elite mature dark young 1 daughter of Shub-Niggurath and 4 elite mi-go dimension walkers Ithaqua (stage 4) Shub-Niggurath (stage 2), 1 daughter of Shub-Niggurath, 1 high priest of Shub-Niggurath (Mythos satyr), and 3 mature dark young
—	—	—	—	20	1 elite daughter of Shub-Niggurath, 1 high priest of Shub-Niggurath, and 6 elite mi-go dimension walkers Shub-Niggurath (stage 2), 1 daughter of Shub-Niggurath, and 4 mature dark young

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SEAS AND COASTS

These encounters suit 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 be found only in Dreamlands seas, depending on your setting.

DETAILS

The following details can hint at a sea-side encounter:

- An overturned rowboat splattered with blood and unnatural ichor.
- A shattered fragment of an *Elder Sign* glinting on the sea floor.
- 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.



SEASIDE ENCOUNTERS

Trivial	Low	Moderate	Severe	Extreme	Encounters
1	—	—	—	—	1 deep one hybrid cultist 1 gnor hunter 1 Leng thief
2	1	—	—	—	1 skum ^B (alghollthu) 1 deep one hybrid barracuda 1 deep one hybrid cultist and 1 acolyte ^{GMG} 1 Leng thief and 1 Terran sneak (Dreamlands cat)
3	2	1	—	—	1 acolyte ^{GMG} and 2 dockhands ^{GMG} 2 deep one hybrid cultists 2 gnor hunters 2 Leng thieves
4	3	2	1	—	2 skum ^B (alghollthu) 1 deep one hybrid gorilla 2 deep one hybrid barracudas
5	4	3	2	1	1 deep one lurker and 2 deep one hybrid cultists 1 deep one hybrid shark 4 deep one hybrid cultists 2 deep one lurkers 4 gnor hunters 4 Leng thieves
6	5	4	3	2	4 skum ^B (alghollthu) 4 deep one hybrid barracudas 2 deep one hybrid gorillas 1 eel of R'lyeh (deep one) 6 Leng thieves 1 obsessed artist (NPC)

Trivial	Low	Moderate	Severe	Extreme	Encounters
7	6	5	4	3	1 alghollthu master ^B 4 deep one lurkers 2 deep one warriors 2 deep one hybrid cultists and 1 obsessed artist (NPC) 2 deep one hybrid sharks 1 deep one scion priest and 1 deep one hybrid cultist 8 Leng thieves
8	7	6	5	4	1 alghollthu master ^B and 2 skum ^B 1 deep one packmaster and 2 deep one hybrid barracudas 4 deep one hybrid gorillas 1 deep one hybrid anaconda 2 eels of R'lyeh (deep one) 1 deep one scion priest and 4 deep one hybrid cultists 1 Leng necromancer and 1 Leng thief 2 obsessed artists (NPC)
9	8	7	6	5	2 alghollthu masters ^B 4 deep one warriors 1 deep one packmaster and 2 deep one hybrid sharks 1 deep one scion priest and 2 deep one warriors 1 Leng necromancer and 6 elite Leng thieves
10	9	8	7	6	4 eels of R'lyeh (deep one) 1 deep one packmaster, 1 deep one hybrid anaconda, and 1 deep one hybrid gorilla 1 deep one scion megalodon 1 deep one scion priest and 4 deep one warriors 4 obsessed artists (NPC)
11	10	9	8	7	4 alghollthu masters ^B 1 deep one packmaster, 1 deep one hybrid anaconda, 1 deep one hybrid shark, and 1 deep one scion priest 1 deep one packmaster and 1 deep one scion megalodon 4 deep one scion priests 2 elder thing dilettantes 2 gnor sculptors 2 Leng necromancers and 1 zombie hulk ^B 1 proto-shoggoth 1 cult killer and 3 obsessed artists (NPC)
12	11	10	9	8	2 deep one scion megalodons 1 elite deep one scion priest using a twsha to control 1 proto-shoggoth 1 sea serpent ^B 1 elite cult killer and 6 obsessed artists (NPC)
13	12	11	10	9	1 deep one bishop and 2 deep one scion priests 4 elder thing dilettantes 4 gnor sculptors 2 proto-shoggoths 1 haunted visionary (NPC)
14	13	12	11	10	1 veiled master ^B (alghollthu) 1 deep one bishop and 2 deep one scion megalodons 6 elder thing dilettantes 1 haunted visionary and 2 cult killers (NPC) Father Dagon's crystal, 1 deep one bishop, and 2 deep one scion priests
15	14	13	12	11	1 elder shoggoth 4 proto-shoggoths 1 larval starspawn 2 haunted visionaries (NPC) Mother Hydra's crystal, 1 deep one bishop, and 6 deep one scion priests
16	15	14	13	12	2 veiled masters ^B (alghollthu) 1 deep one bishop and 1 elite deep one scion priest using a twsha to control 1 elder shoggoth 1 deep one scion bishop and 2 haunted visionaries (NPC) Father Dagon and 1 deep one bishop

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Trivial	Low	Moderate	Severe	Extreme	Encounters
17	16	15	14	13	3 veiled masters ^B (alghollthu) 2 elder shoggoths 2 larval starspawn 4 haunted visionaries (NPC) Ghatanothoa (stage 1) Mother Hydra and 1 deep one hybrid bishop
18	17	16	15	14	4 veiled masters ^B (alghollthu) 3 elder shoggoths 2 elite larval starspawn
19	18	17	16	15	4 elder shoggoths 4 larval starspawn 1 starspawn
20	19	18	17	16	1 starspawn and 2 larval starspawn 1 rebel shoggoth and 2 elder shoggoths Ghatanothoa (stage 2) Great Cthulhu (stage 1)
–	20	19	18	17	2 rebel shoggoths 2 starspawn Great Cthulhu (stage 1) and Mother Hydra
–	–	20	19	18	2 rebel shoggoths and 3 elder shoggoths 3 starspawn Ghatanothoa (stage 3) Great Cthulhu (stage 2) Nodens and 4 storm giants ^B
–	–	–	20	19	3 elite starspawn Great Cthulhu (stage 2), Mother Hydra, Father Dagon, and 1 elder shoggoth Nodens, 4 storm giants ^B , and 2 ancient bronze dragons ^B
–	–	–	–	20	4 elite starspawn Ghatanothoa (stage 4) Great Cthulhu (stage 3)



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 Abhoth, Atlach-Nacha, Byatis, Ghatanothoa, Nyarlathotep, Nyogtha, Quachil Utaus, Tsathoggua, and Tuzscha.

Abhoth, Atlach-Nacha, bholes, and gugs might be found only in Dreamlands caverns, depending on your setting. Dholes typically appear only on the Material Plane.

DETAILS

The following details can hint at an underground encounter:

- An open crypt is strewn with broken bones, cracked for something to suck the marrow out.
- A heavy stone lid inscribed with an alien symbol seals a circular opening 20 feet across.



UNDERGROUND ENCOUNTERS

Trivial	Low	Moderate	Severe	Extreme	Encounters
1	—	—	—	—	1 ghoul scavenger 1 re-animated laborer 1 xulgath warrior ^B
2	1	—	—	—	1 dero stalker ^B 2 ghoul scavengers 2 re-animated laborers 1 un-man 1 xulgath stalker ^B
3	2	1	—	—	1 dero strangler ^B 3 ghoul scavengers 1 re-animated guard and 1 re-animated laborer 2 xulgath warriors ^B
4	3	2	1	—	2 dero stalkers ^B 4 ghoul scavengers 2 re-animated guards 2 un-men 2 xulgath stalkers ^B
5	4	3	2	1	1 cloaker ^B 2 Mythos ghosts 1 crypt lurker and 1 ghoul scavenger 6 ghoul scavengers 1 gibbering moulder ^B 2 grothluts (fleshwarp) ^B 1 re-animated guard and 3 re-animated laborers 3 un-men 1 xulgath leader ^B and 2 xulgath warriors ^B
6	5	4	3	2	2 dero stranglers ^B and 1 dero stalker ^B 2 Mythos ghosts ridden by ghoul scavengers 2 crypt lurkers (Mythos ghoul) 4 re-animated guards 4 un-men

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Trivial	Low	Moderate	Severe	Extreme	Encounters
7	6	5	4	3	2 dero stranglers ^B and 3 dero stalkers ^B 4 Mythos ghosts ridden by ghoul scavengers 1 charnel whisperer and 1 crypt lurker (Mythos ghoul) 2 gibbering mouters ^B 1 re-animated raider and 1 re-animated guard 6 un-men 1 yothan designer and 1 grothlut ^B (fleshwarp)
8	7	6	5	4	1 dero magister ^B and 3 dero stranglers ^B 2 driders ^B (fleshwarp) 1 Mythos ghoul, 2 crypt lurkers, and 3 Mythos ghosts 1 charnel whisperer and 2 crypt lurkers (Mythos ghoul) 2 re-animated raiders 2 serpentfolk agents 8 un-men 2 yothan designers 1 eremite symbiont
9	8	7	6	5	3 crypt lurkers (Mythos ghoul) riding Mythos ghosts 1 ghoul ravager and 3 crypt lurkers 2 re-animated raiders and 2 elite re-animated guards 3 serpentfolk agents 2 yothan designers and 2 grothluts ^B (fleshwarp)
10	9	8	7	6	2 formless spawn 2 ghoul ravagers and 2 crypt lurkers 1 charnel whisperer and 2 ghoul ravagers 4 serpentfolk agents 2 yothan designers and 2 driders ^B (fleshwarp)
11	10	9	8	7	4 ghoul ravagers 3 formless spawn 2 gugs 4 re-animated raiders 6 serpentfolk agents 2 yothan warriors
12	11	10	9	8	1 eremite 4 formless spawn 6 ghoul ravagers 4 elite re-animated raiders 2 ropers ^B 1 serpentfolk alchemist and 1 serpentfolk agent 3 yothan warriors
13	12	11	10	9	2 chosen of Cthugha 6 formless spawn 4 gugs 3 ropers ^B 2 proto-shoggoths 1 serpentfolk alchemist and 2 elite serpentfolk agents 1 yothan commander controlling 1d4+2 crypt lurkers (Mythos ghoul)
14	13	12	11	10	4 yothan warriors 1 whole hatchling 1 grave sage (Mythos ghoul) 1 grikkito ^B 2 gogiteths ^B 2 gug carvers 4 ropers ^B 2 serpentfolk alchemists 1 yothan warrior and 1 yothan commander controlling 1d4+2 crypt lurkers (Mythos ghoul)
15	14	13	12	11	6 yothan warriors 4 chosen of Cthugha 1 flying polyp with 2 bodies 1 gug carver and 6 gugs 3 serpentfolk alchemists 1 elder shoggoth and 1 proto-shoggoth 4 proto-shoggoths 1 yothan warrior and 1 yothan commander controlling 2 ropers ^B 3 gogiteths ^B

Trivial	Low	Moderate	Severe	Extreme	Encounters
16	15	14	13	12	2 veiled masters ^B (alghollthu) 2 bhole hatchlings 1 dhole hatchling 1 dracoform eremite symbiont 4 gogiteths ^B 2 grave sages (Mythos ghoul) 4 gug carvers 1 elite yothan warrior and 1 yothan commander controlling 2 ropers ^B and 1 shuln ^B 1 yothan amalgam ridden by 1 elite yothan designer
17	16	15	14	13	3 veiled masters ^B (alghollthu) 3 bhole hatchlings 1 flying polyp with 4 bodies 6 gogiteths ^B 2 elder shoggoths 1 yothan commander riding 1 yothan amalgam
18	17	16	15	14	4 veiled masters ^B (alghollthu) 2 dhole hatchlings 1 flying polyp with 6 bodies 4 grave sages (Mythos ghoul) 8 gogiteths ^B 3 elder shoggoths 1 worm of Ghroth 2 draconic amalgams ridden by elite yothan designers Tsathoggua and 1 formless spawn
19	18	17	16	15	1 adult bhole 3 dhole hatchlings 1 dracoform eremite 1 flying polyp with 8 bodies 4 elder shoggoths 1 yothan commander controlling 2 yothan amalgams Nyogtha (stage 1) Tsathoggua, 2 eremites, and 1 elite eremite aspirant (NPC)
20	19	18	17	16	1 adult bhole and 2 bhole hatchlings 4 dhole hatchlings 8 flying polyps with 1 body each 2 worms of Ghroth 4 draconic amalgams (yothan) Tsathoggua, 2 eremites, and 1 cult mastermind (NPC)
—	20	19	18	17	2 adult bholes 1 mu spore ^B 2 rebel shoggoths 3 worms of Ghroth Abhoth Nyogtha (stage 2) with 2 bodies
—	—	20	19	18	2 elite adult bholes 1 elite mu spore ^B 4 worms of Ghroth 4 rebel shoggoths Abhoth controlling 2 elite draconic amalgams (yothan) Nyogtha (stage 2) with 3 bodies
—	—	—	20	19	3 elite adult bholes 2 mu spores ^B 6 worms of Ghroth 6 rebel shoggoths Abhoth controlling 4 elite draconic amalgams (yothan) Nyogtha (stage 3) with 4 bodies
—	—	—	—	20	1 adult dhole 2 elite mu spores ^B 8 worms of Ghroth Nyogtha (stage 3) with 6 bodies

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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, as do magically gifted serpentfolk or skin-wearing proto-shoggoths.

Elder influences that might appear in urban areas include Azathoth, Hastur, the King in Yellow, Nyarlathotep, Tulzscha, Yig, and Yog-Sothoth.

DETAILS

The following details can hint at an urban encounter:

- A passionate preacher extols the rewards of honoring the beneficent Sleeper or the ever-listening Shadow Pharaoh.
- Footfalls and a violet glow emanate briefly from an attic space too small for humanoids to walk in.



URBAN ENCOUNTERS

Trivial	Low	Moderate	Severe	Extreme	Encounters
1	—	—	—	—	2 Terran sneaks (Dreamlands cat) 2 homunculi ^B 1 Tcho-Tcho hunter 1 plague zombie ^B
2	1	—	—	—	1 acolyte ^{GMG} and 1 cultist ^{GMG} 3 Terran sneaks (Dreamlands cat) 2 ghoul scavengers
3	2	1	—	—	4 Terran sneaks (Dreamlands cat) 3 ghoul scavengers 2 Tcho-Tcho hunters 2 plague zombies ^B
4	3	2	1	—	6 Terran sneaks (Dreamlands cat) 1 ghoul scavenger and 1 Mythos ghost 4 ghoul scavengers 3 Tcho-Tcho hunters 1 faceless stalker ^B (alghollthu)
5	4	3	2	1	8 Terran sneaks (Dreamlands cat) 1 Ulthar hero on a quest with 1 Terran sneak companion (Dreamlands cat) 1 crypt lurker and 2 ghoul scavengers 6 ghoul scavengers 1 outer mutant warrior (offspring of the Outer Gods) and 1 Tcho-Tcho hunter 1 okkator assassin (Tcho-Tcho) 4 Tcho-Tcho hunters 4 plague zombies ^B
6	5	4	3	2	2 faceless stalkers ^B (alghollthu) 1 ghoul scavenger and 1 obsessed artist (NPC) 2 crypt lurkers (Mythos ghoul) 1 serpentfolk agent 2 Tcho-Tcho hunters and 1 okkator assassin 2 Yellow Sign attendants (undead) 6 plague zombies ^B
7	6	5	4	3	3 faceless stalkers ^B (alghollthu) 2 crypt lurkers (Mythos ghoul) and 1 Mythos ghost 1 charnel whisperer and 1 crypt lurker (Mythos ghoul) 2 okkator assassins (Tcho-Tcho) 1 vampire count ^B and 1 vampire spawn rogue ^B 8 plague zombies ^B

Trivial	Low	Moderate	Severe	Extreme	Encounters
8	7	6	5	4	4 faceless stalkers ^B (alghollthu) 1 ghoul scavenger, 2 crypt lurkers, and 3 Mythos ghosts 1 ghoul ravager and 1 crypt lurker 2 crypt lurkers (Mythos ghoul) and 1 obsessed artist (NPC) 2 serpentfolk agents 4 Yellow Sign attendants (undead) 12 plague zombies ^B 1 cult killer (NPC)
9	8	7	6	5	4 Ulthar heroes (Dreamlands cat) on a perilous quest 3 crypt lurkers (Mythos ghoul) riding Mythos ghosts 1 ghoul ravager and 3 crypt lurkers 1 night hag ^B 4 okkator assassins (Tcho-Tcho) 4 Yellow Sign attendants (undead) and 1 obsessed artist (NPC)
10	9	8	7	6	2 ghoul ravagers and 1 obsessed artist (NPC) 2 ghoul ravagers and 2 crypt lurkers 4 serpentfolk agents 2 cult killers (NPC)
11	10	9	8	7	4 ghoul ravagers 3 serpentfolk agents and 1 alchemical golem ^B 6 serpentfolk agents 1 proto-shoggoth 2 cult killers and 1 obsessed artist (NPC)
12	11	10	9	8	6 ghoul ravagers 1 night hag ^B and 1 greater nightmare ^B 1 serpentfolk alchemist and 1 serpentfolk agent 1 deathless sorcerer (undead) and 1 obsessed artist (NPC) 4 cult killers (NPC)
13	12	11	10	9	1 serpentfolk alchemist and 1 alchemical golem ^B Coven of 3 night hags ^B (which grants elite adjustments) 2 proto-shoggoths 2 deathless sorcerers (undead) 1 past yithian sage possessing a serpentfolk alchemist 6 cult killers (NPC)
14	13	12	11	10	1 veiled master ^B (alghollthu) 1 grave sage (Mythos ghoul) 1 thrall of Yog-Sothoth (offspring of the Outer Gods) and 1 eremite aspirant (NPC) 1 serpentfolk alchemist and 3 alchemical golems ^B 1 deathless sorcerer (undead) and 1 haunted visionary (NPC) 1 future yithian sage possessing a thrall of Yog-Sothoth (offspring of the Outer Gods) 2 eremite aspirants and 4 cult killers (NPC)
15	14	13	12	11	2 thralls of Yog-Sothoth (offspring of the Outer Gods) 2 serpentfolk alchemists and 2 alchemical golems ^B 4 proto-shoggoths 4 deathless sorcerers (undead) 2 past yithian sages possessing serpentfolk alchemists 2 haunted visionaries and 2 eremite aspirants (NPC)
16	15	14	13	12	2 veiled masters ^B (alghollthu) 2 grave sages (Mythos ghoul) 4 serpentfolk alchemists 1 deathless sorcerer (undead) and 2 haunted visionaries (NPC) 2 past yithian intervenors possessing shape-changing adult blue or bronze dragons ^B disguised as humanoids 1 weak cult mastermind and 1 elite cult killer (NPC) Tulzscha's Finger, 1 eremite aspirant, and 2 cult killers (NPC)
17	16	15	14	13	2 grave sages (Mythos ghoul) and 1 haunted visionary (NPC) 1 cult mastermind (NPC) and 1 outer abomination (offspring of the Outer Gods) 4 haunted visionaries (NPC) 1 haunted visionary (NPC) and 1 warsworn ^B Tulzscha's Finger, 1 haunted visionary, and 3 eremite aspirants (NPC)

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Trivial	Low	Moderate	Severe	Extreme	Encounters
18	17	16	15	14	4 veiled masters ^B (alghollthu) 4 grave sages (Mythos ghoul) 2 warsworn ^B 1 cult mastermind and 2 haunted visionaries (NPC) The Dark Demon (Nyarlathotep) Tulzscha's Finger, 2 haunted visionaries, and 4 eremite aspirants (NPC)
19	18	17	16	15	1 cult mastermind and 4 haunted visionaries (NPC) 1 risen warlock (undead) and 1 cult mastermind (NPC) 4 past yithian intervenors possessing shape-changing adult gold or ancient white dragons ^B disguised as humanoids The Dark Demon (Nyarlathotep) and 2 haunted visionaries (NPC) The Hunter of the Dark (Nyarlathotep) Tulzscha's Finger, 1 cult mastermind, and 2 haunted visionaries (NPC)
20	19	18	17	16	2 risen warlocks (undead) 3 cult masterminds (NPC) 4 warsworn ^B The Hunter of the Dark (Nyarlathotep) and 1 cult mastermind (NPC) The Shadow Pharaoh (Nyarlathotep)
–	20	19	18	17	2 risen warlocks (undead) and 1 elite warsworn ^B 4 elite warsworn ^B 4 past yithian intervenors possessing shape-changing ancient copper or green dragons ^B disguised as humanoids The King in Yellow The Bloated Woman (Nyarlathotep) The Shadow Pharaoh (Nyarlathotep) and 1 cult mastermind (NPC)
–	–	20	19	18	4 risen warlocks (undead) 2 risen warlocks (undead) and 3 elite warsworn ^B 6 elite warsworn ^B The Bloated Woman (Nyarlathotep) and 2 cult masterminds (NPC) The Howler in Darkness (Nyarlathotep) The King in Yellow and 1 risen warlock (undead) The Shadow Pharaoh (Nyarlathotep) and 3 cult masterminds (NPC)
–	–	–	20	19	3 elite risen warlocks (undead) and 2 elite warsworn ^B The King in Yellow and 3 risen warlocks (undead) The Howler in Darkness (Nyarlathotep) and 3 cult masterminds (NPC)
–	–	–	–	20	4 elite risen warlocks (undead) and 2 elite warsworn ^B The King in Yellow, 3 risen warlocks (undead), and 3 elite warsworn ^B



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INTRODUCTION

This adventure is an introduction to the rules and concepts presented in *Sandy Petersen's Cthulhu Mythos*. Although horror, mystery, and futility are the hallmarks of the cosmic horror stories that inspired the book, this adventure explores those themes alongside the traditional fantasy roleplaying game elements of swashbuckling adventure, discovery, and heroic victory against fearsome odds.

To facilitate the fullest use of that book's rules and description, the adventure introduces Gnathowins, a standalone setting location that includes a wide variety of Mythos entities that lurk in both the waking world and the Dreamlands. Gnathowins also provides context for the inclusion of new playable ancestries: Dreamlands cats, gnorri, Mythos ghouls, and zoogs. If you run an ongoing campaign, you can insert Gnathowins (or more specific local elements of this adventure) into any relatively rural region where strange happenings can go unnoticed for lack of travel.

NOTES FOR THE GM

As discussed more fully in the section "Bringing Horror to Heroic Fantasy," the tone of the game your group wants should inform how you handle sensitive topics and game mechanics.

As you prepare to challenge your players with unsettling or even horrific material, talk to them about where their boundaries lie. What do you and they consider compelling topics of horror,

and what are simply unpleasant distractions that would detract from the game? Always make sure that everyone understands that the group can reexamine boundaries if something unexpected happens during the game, without judgment.

If you and the players favor the constant threat of character death to fit with the harrowing tone of classic Cthulhu Mythos stories, pit the characters against deadlier foes and encourage them to have replacement characters of the appropriate level ready to bring into the game when one dies.

Even if a character succeeds at a check to Recall Knowledge or to Identify Magic elements of this adventure, their knowledge is likely incomplete. Instead of spelling out all the details of identified magic effects, spells, monster abilities, and other rules, consider giving cursory explanations with room for them to discover some final aspect of how things work on their own. If such restricting of information deviates from the players' prior expectations, explain that you need to adjust your approach to suit the tone of mystery. You'll also want to prevent this information restriction from interfering with the players' understanding of what is happening in the game; it's too easy to disengage from the game if they feel lost or overwhelmed. As always, communication and agreement between players and GM is vital to everyone having a good time.

—David N. Ross

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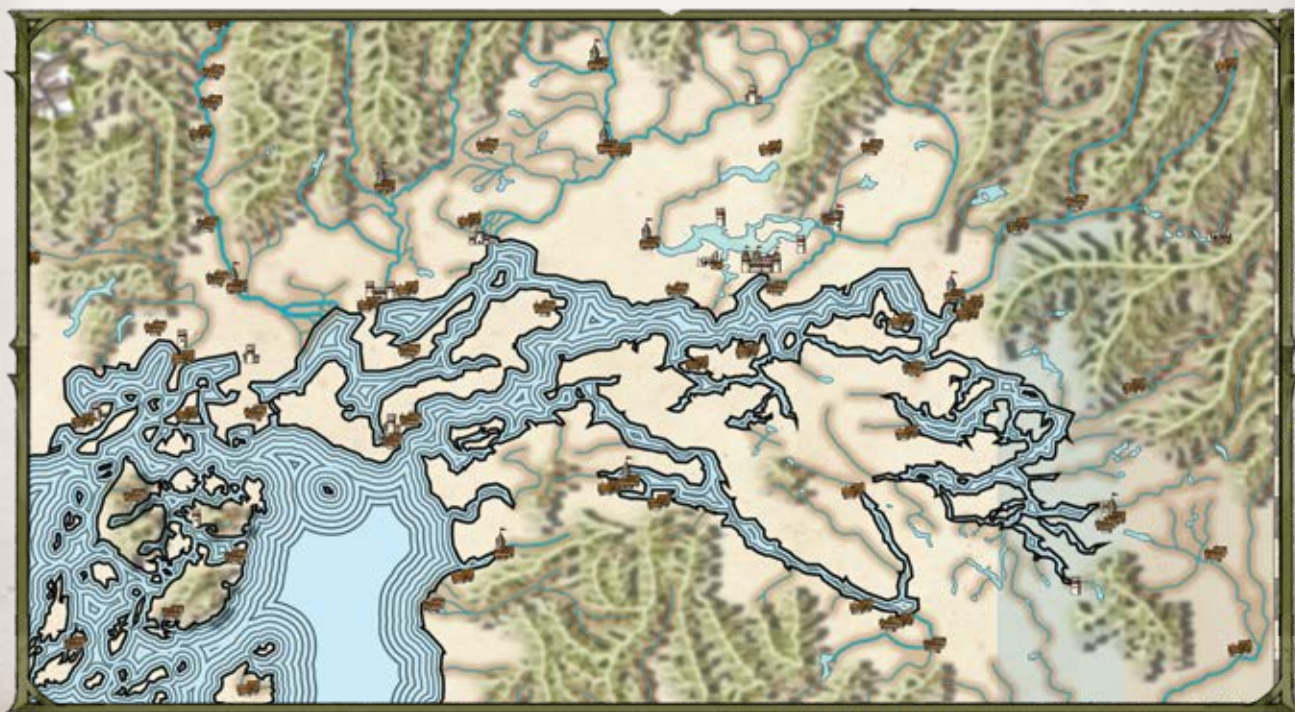
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AN ADVENTURE FOR ALL LEVELS

Unlike most adventures, this one is designed to introduce groups to the Cthulhu Mythos at any level of play. While the adventure provides only 1st-level pregenerated characters, it includes guidelines for adjusting the difficulty to suit characters of up to 20th level. In each part of the adventure, asterisks indicate subsections that vary at higher levels; suggested alterations appear immediately afterward. In the case of creatures encountered or treasure, a sidebar appears with guidelines for how to scale those creatures (or treasure) for each higher level of play.

This adventure assumes four player characters; for three characters, treat the party as 1 level lower when consulting the “at higher level” advice; for five or six characters, treat the party as 1 level higher. This adventure should typically challenge players without frequent character deaths, but it can’t account for all possible parties.

ADVENTURE BACKGROUND

Just over a century ago, for reasons that remain mysterious, a piece of the Dreamlands melded with the terrain of the Material Plane, creating a new gestalt area. This region is Gnathowins, where new dream inhabitants live alongside the previous material residents. Various species—such as Mythos ghouls, gnorri, Dreamlands cats, and zoogs—have since jostled for territory in this diverse land. Although the shock was considerable and the strife violent at first, things have settled into an uneasy peace.

Gnathowins is a coastal area around Gnathowins Bay, distinguished by enclaves of creatures and relics originating in the Dreamlands. Creatures normally native to the Dreamlands retain the ability to enter the Dreamlands like any dreaming creature (see Chapter 4). However, there are no known stable portals between the realms. Seeking out more ways to pass to and from the Dreamlands remains a popular goal of adventurers in the region, especially for gnorri and zoogs.

Gnathowins lacks a strong central government. It is a sparsely populated frontier region with few particularly valuable or distinctive natural resources. Wizards and other students of the occult have emigrated from other lands to investigate the region’s lingering interdimensional connections, but hardly any show interest in ruling. Most administration is by local councils that band together to contend with serious emergencies.

Dreamlands cats remain close to humans, often allied and rarely in contention. They live

willingly in and around human society, coming and going as they please.

Gnorri have largely remained somewhat standoffish with land-dwellers. They stick to a few independent settlements in Gnathowins Bay and regularly send traders and explorers onto land to maintain diplomatic ties.

Zoogs have similarly stuck to the forests but tend to accept traders who visit their woods without going where they aren’t welcome. Zoog councils, despite their lack of official authority, have quietly mediated several large-scale pacts with the other major species of Gnathowins.

Mythos ghouls generally trade on the fringes of Gnathowins society with those who don’t care what happens to the dead (or only care to keep ghouls away from the dead they have a personal connection to). Despite widespread hatred and fear of ghouls, individual ghouls sometimes receive invitations to speak with councils in cases of emergency, due to their esoteric knowledge. A few ghouls have achieved tenuous tolerance by legally purchasing the bodies they eat from individuals on their deathbeds or their next of kin.

About a month ago, a priest of Chaugnar Faugn called Ubxolalog located a Dreamlands temple to his patron; this site’s location had been intentionally lost by the gnorri who once tended it. The interdimensional confluence of the Dreamlands and Material Plane had deposited the temple at the bottom of a reservoir behind an old dam on the Material Plane. To access it and to wipe out a rival cult of the Yellow Sign, the priest tricked a team of gnorri, led by the famous architect Earogna, into opening the dam and draining the reservoir.

The gnorri believed that the settlement below the dam, Somerrisk Town, had been evacuated—but they were mistaken, and some of the townspeople perished. Those who escaped the sudden flood were psychically sensitive individuals and those residents they were able to warn. Ubxolalog and some flying allies seized these survivors. With access to the temple’s occult texts and the kidnapped creatures as raw materials, Ubxolalog built a horrific device to channel the power of Chaugnar Faugn and create more minions. He builds his army in preparation for the next stage in Chaugnar Faugn’s return to the region known as Gnathowins.

ADVENTURE SUMMARY

The party takes a commission to investigate rampant disappearances, starting with the farming community of Somerrisk Town. En route, they stumble upon heretofore unseen creatures that have been disturbed by subterranean flooding.

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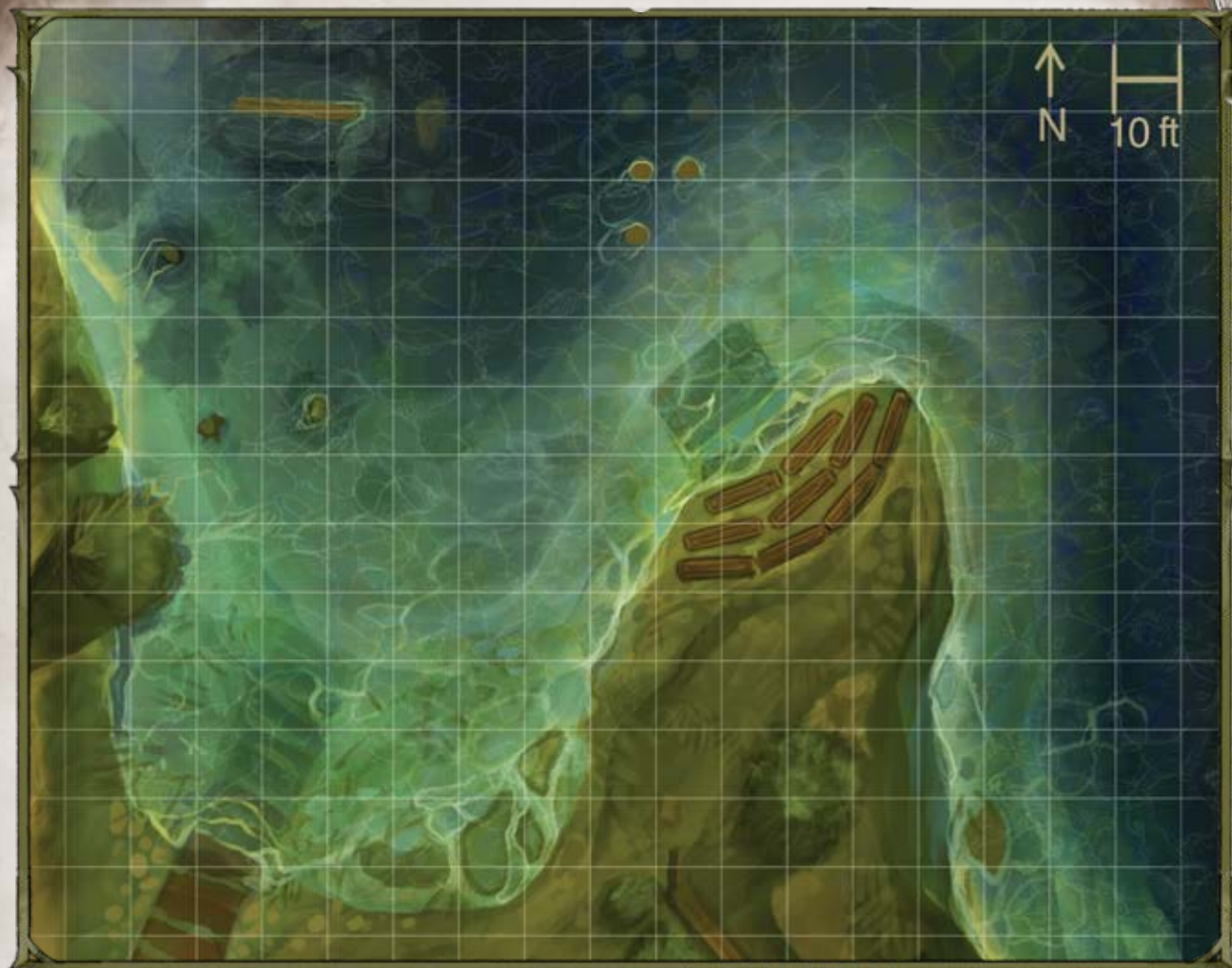
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The party discovers Somerrisk Town is underwater. A few residents have become dangerous undead cultists who believe the party has come on behalf of a rival cult to kill them again. After they deal with the undead, the party gains a local ghoul contact and learns that the gnorri intentionally caused the flood by undermining Igwenos Dam.

When confronted, the gnorri are baffled. They thought the Somerrisk townsfolk had granted them permission to open the dam. They can point the party to their contact, the reclusive sheriff who is secretly an inhuman agent of Ubxolalog in disguise. She attempts to murder the party, revealing her inhumanity. Not long after this agent is exposed, servants of Ubxolalog appear and carry the party's ghoul contact off. The monsters also attempt to seize the party.

Finally, the servants carrying their ally lead the party to Ubxolalog's lair, the Fleshweaver's Spiral. There, they must stop Ubxolalog. If the party is not fast enough, their contact becomes another monster in their enemy's service. When they slay Ubxolalog, they must decide how to treat any surviving corrupted mutants he has created.

A. HORNGATE

The party gathers in the city of Horngate to serve the Grand Council of Gnathowins, a governing body convened only to deal with serious threats to the region. The sheer number of recent disappearances demands immediate investigation. The councilors prefer a mixed group to eliminate the risk of ignoring or conspiring against factions unrepresented in the party. While the council is meeting to choose a direction for investigation, they encourage the party to collect any information or supplies they desire from Horngate. This time is sufficient for any party members who do not speak Cat to learn to understand any cat teammates.

The councilors theorize that slavers have been snatching those persons reported missing and taking them to ships in Gnathowins Bay to smuggle them out of the region. However, the evidence is scant. One town out of all those in the region, Somerrisk, has not been heard from at all, and so the council sends the party there to learn if it, too, has been struck by these disappearances. If so, the party must gather all information they can about the threat and, if possible, capture or kill those responsible.

Clues: The councilors' reports include the following:

- An enclave of 11 canopy-dwelling zoogs disappeared from Zanazig Forest southeast of Gnathowins Bay. Like most zoogs, they maintained dozens of traps to deter approaching interlopers, but none were tripped or disarmed.
- A caravan of human traders lost six riders who lagged behind near the northeastern edge of Gnathowins Bay. One was the apprentice of a famous painter traveling to meet his master.
- A ghoulish caravan lost all three of its scouts and a wizard who was traveling with them east of Gnathowins Bay. The wizard, Ins-mothet, was known in academic circles for a controversial treatise on using psychic impressions from creatures who are dying but not dead to improve the effectiveness of transmutation spells.
- A six-member gnorri construction team southeast of Gnathowins Bay was last seen traveling in the direction of the artificial Lake Igwenos a few weeks ago and has not been seen or heard from since. Its leader was Earogna, a visionary and highly sensitive architect much in demand throughout Gnathowins. The team is late to meet Okzo, Keeper of the Inn Tree, a zoog client of theirs in Horngate.
- Silverclaw, a cat council messenger with psychic talents, disappeared when seeking word from Somerrisk Town near Igwenos Dam. There has been no word from the settlement since. Silverclaw is a black cat with a silver crescent on her chest.

Meeting Arnogula: After the party leaves the council, the gnorri councilor Arnogula has her assistant invite them to meet her privately. She waits in her stateroom at the Slumbering Shell, a labyrinthine stone inn that is largely underground and half-flooded by a natural spring for the comfort of gnorri guests. There, she shares fears that her fellow councilors have dismissed.

Arnogula has noticed that many sensitive individuals, including artists, thinkers, and spellcasters, were among the people of Gnathowins who went missing. She suspects such individuals drew the attention of something ancient and malicious. The gnorri have long passed down stories of a godlike monster in the hills that lured in sculptors and loners with promises of power, insight, and immortality to create the tools necessary to raise an army of magically enhanced and unquestioning slaves. Statues in its image were said to feed on victims and transform their bod-

ies painfully. The gnorri forbade any utterance of that entity's name and overcame its cult with their armies only at terrible cost. The surviving minions scattered, the gnorri razed the horror's temple, and the rest of the legend faded in time.

Since noticing that the disappearances cluster around similar lonesome hill regions, Arnogula has begun seeking the lost knowledge of this entity among gnorri elders. However, she believes that if the horror is returning, waiting would be folly. At this time, all she can do is suggest caution and alertness as the party mounts its investigation. A check to Recall Knowledge about this entity with Religion or Occultism is DC 20, or DC 15 with Yog-Sothothery. These legends fit with a Great Old One called Chaugnar Faugn (page 252).

Meeting Okzo: If the party asks around about the potential kidnapping victims or about Earogna specifically, a successful DC 15 Diplomacy check to Gather Information leads them to meet with Okzo, the well-connected zoog keeper of the vast Inn Tree. He hired Earogna and their team to add moving stone walls to his inn to confuse and trap anyone who wasn't an approved guest. Now the gnorri are several days late. While Okzo trusted they would do good work, he has heard that they dabbled in unwholesome branches of transmutation and wonders if he is lucky not to be working with them. If anyone mentions the missing zoogs to him, Okzo expresses concern about the fact that none of their traps triggered, seemingly passing through as easily as a ghost. He scoffs at any notion that the zoogs might have left on their own or might have been lured out by trickery.

Heading Out: Once the party finishes their preparations and investigations in town, the council provides them with riding horses to ride to Somerrisk Town (Area B).

At Higher Levels: If the party has access to such divinations, the council asks them to use *commune* or *read omens* to learn about the nature of the threat. Divinations directed at the cat messenger Silverclaw fail, as she is dead (in Area B1). Divinations aimed at the missing individuals other than the cat or Earogna's group lead characters to Area D3; the other victims have also become monsters ordered to watch the area in case the Yellow Sign cultists come that way to counterattack. Predictions suggest the influence of Great Old Ones and the particular servitor creatures active in the region, but should not generally provide enough information to lead the party anywhere other than Igwenos Dam overlooking Somerrisk Town.

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B. TRAVELING TO SOMERRISK TOWN

The party's trek to Somerrisk Town is largely uneventful. The distance is 60 miles, taking 2 days on the horses provided by the council. Party members with a Perception DC of 18 or higher notice odd rustling in the trees at night but nothing more. If their DC is at least 28, the character notes a winged silhouette against the stars disappear over the trees, but it moves too fast for them to recognize or follow. Roll a secret check for characters using the Search exploration activity against that DC.

Unless the PCs take an extraordinarily circuitous route, they reach Encounter B1 when they are 5 miles from town.

At Higher Levels: Parties using *teleport* or similarly imprecise magic to reach Somerrisk Town arrive at Encounter B1, about 5 miles from Somerrisk Town.

B1. THE THING ON THE ROAD MODERATE

Late in the second day (about 5 miles from Somerrisk), the party rounds a cliffside bend in the road and finds an ambush in progress. The sky is very cloudy, preventing the daylight from harming creatures sensitive to it without lowering the level of illumination. Since a gug is fighting, there is little sound and characters generally notice it only when they round the bend into visual range unless their Perception DC (or the result of their secret Perception check, if they are Searching) is at least 15. Characters who notice the encounter early do so 25 feet from the bend, or 50 feet on a critical success.

Three recently killed Mythos ghouls lie on the road. Trees loom over the road to the southeast atop a 10-foot-high and 10-foot-wide steep slope (ascending the slope is greater difficult terrain). Another steep slope descends on the northwest side of the road, 15 feet down. Moving into a square of steep slope requires a successful DC 10 Athletics check to Climb or DC 15 Acrobatics check to Balance; on a failure, the creature tumbles down, taking 1d6 slashing damage from the rough fall, and lands prone at the bottom.

Creatures*: A Mythos ghastr is attacking a prone Mythos gug. The gug has slain the ghastrs' ghastr masters and its fellow ghastrs, but it is itself badly injured, covered with stab and bite marks. As the party approaches, the ghastr finishes off the gug (unless the party is at least 5th level; see below), and then turns to attack them.

GHAST, MYTHOS

CREATURE 3

SANDY PETERSEN'S CTHULHU MYTHOS 407

Initiative Perception +8

*Creatures at Higher Levels: If the party is

between 5th and 10th level, the gug tries to finish off the ghastrs before turning to attack the party. Each combatant focuses its attacks against whichever creature damages it more if the PCs intervene. If the party is at least 11th level, the gug has slain most or all the other creatures, and any surviving ghastrs disengage to carry off ghastr corpses to eat. If the party is at least 17th level, bholes disturbed by the shifting of the water table are responsible instead and all other creatures are dead.

ENCOUNTERS AT HIGHER LEVELS

Average Party Level	Encounter
2nd	2 injured ghastrs with 27 HP each
3rd	2 ghastrs
4th	3 ghastrs, one of them injured with 27 HP
5th	1 injured gug with 30 HP and 2 ghastrs
6th	1 injured gug with 75 HP and 2 ghastrs
7th	1 injured gug with 120 HP and 1 ghastr
8th	1 injured gug with 120 HP and 3 ghastrs
9th	2 injured gugs with 120 HP each and 2 ghastrs
10th	2 injured gugs with 120 HP each and 2 ghastrs
11th	2 injured gugs with 120 HP each
12th	3 injured gugs 90 HP each
13th	1 gug carver and 5 injured gugs each with 120 HP
14th	4 gug carvers
15th	5 gug carvers
16th	8 gug carvers
17th	1 adult bhole
18th	1 adult bhole with elite adjustments
19th	2 adult bholes
20th	2 adult bholes with elite adjustments

GUG, MYTHOS

CREATURE 9

SANDY PETERSEN'S CTHULHU MYTHOS 418

Initiative Perception +19

GUG CARVER

CREATURE 12

SANDY PETERSEN'S CTHULHU MYTHOS 418

Initiative Perception +23

ADULT BHOLE

CREATURE 17

SANDY PETERSEN'S CTHULHU MYTHOS 359

Initiative Perception +31

Rising Waters: The attacking creatures are sopping wet, despite no recent rain or known nearby water sources. Following their tracks (DC 15 to Track) leads to a nearby ruined catacomb. This catacomb, an abandoned transplant from the Dreamlands, has flooded nearly to surface level. It was obviously not designed to hold water like this, and a successful DC 15 check to Recall Knowledge with Crafting (or lore such as Architecture Lore or Engineering Lore) reveals the flooding is very recent. A character who

succeeds at a DC 20 Nature check or who casts *commune with nature* can tell that the local water table has risen dramatically and very quickly, likely as a result of flooding nearby.

The Trail of Corpses: A ghoulish woman's corpse, her withered finery suggesting she was likely the expedition's leader, carries a letter. It tells of a feast of corpses (albeit soggy ones) to be found near Igwenos Dam as well as comfortable room for the ghoulish community to grow in buildings abandoned by humans and gnorri. A *talking corpse* spell can also yield a clue about delicious undead she hoped to capture and eat, the fact that gnorri killed the humans, and her fear of dire bats or other winged monsters lurking near the mysteriously abandoned buildings. A character who succeeds at a DC 15 check to Recall Knowledge using Crafting or Society (or lore such as Architecture Lore) recalls that Igwenos Dam is an old earthen dam, and its failure could have caused such a flood.

A cat messenger by the name of Silverclaw was traveling with the ghouls. Her body is partially crushed by a fallen ghaist. The Perception DC to spot her body without inspecting the ghaist corpses is 15. Silverclaw can be identified by silver crescent moon in the black fur on her chest. *Talking corpse* allows her to explain the information known to Earogna (Area D1). Silverclaw didn't have the heart to tell Earogna the horrific deaths their work caused.

At Higher Levels: If the gug survives and is captured and interrogated with *tongues*, *dominate*, or similar magic, the party can learn that it was emboldened to attack by an omen from the murderous Great Old One it serves, Chaugnar Faugn, which promised his power was returning to the region.

If a bhole is present, reading its mind reveals that a large body of surface water nearby suddenly moved, flooding its tunnels and prompting it to surface.



C. SOMERRISK THE DROWNED

If they ride directly from Horngate, the party reaches an unexpected lake as the sun sets on the second day of travel. Read or paraphrase the following:

The road leads straight into the murky water of a lake, like a strange boat launch. There is no clear shore, and the grass continues from dry land into the water. To the north, a high ridge looms, topped with trees. Stands of trees emerge from the water here and there—those farther away barely stretch the ends of their leafy branches above the water. A stone spire rises from the water near the lake's north shore. To the east, rows of wooden benches descend along a hillside to the water's edge toward a wooden stage that must now be underwater.

The party's maps, as well as a successful DC 10 check to Recall Knowledge with Society (or a lore such as Gnathowins Lore), indicate there should be no lake here. A party member that succeeds at a DC 15 check to Recall Knowledge with Nature deduces from the plants under the water that the area was above water less than a week ago; the entire lake is new. Recognizing the spire as the top of a local shrine to the Sun, normally found in the town centers throughout Gnathowins, is obvious to Gnathowins residents or to characters who succeed at a DC 15 check to Recall Knowledge using Religion or Society.

A Vision of Madness: Any PC who succeeds at a DC 15 Perception check spots wrecked wooden walls and thatched roofs pinned by fallen stones under the water a few hundred feet away and, in the distance, a cracked stone amphitheater and stone temple. If the character has a madness, they notice yellow markings that suggest an intentional sign drawn across multiple buildings visible only from at least several hundred feet away. With a successful DC 20 Religion or DC 15 Yog-Sothothery check to Recall Knowledge, a PC recognizes this as the Yellow Sign, something associated with a fanatical cult and a banned play. It is the titular sign of the Cult of the Yellow Sign, which serves the King in Yellow.

Dread: Anyone who identifies the Yellow Sign or hears mention of the King in Yellow knows that a terrible evil festers here—one that can draw the attention of a world-shaking evil. Any character who learns this must succeed at a DC 15 Will saving throw or become unnerved 1. This unnerved value decreases after 24 hours.

CI. THE SOUTH ROAD STAGE

LOW

Undead cultists who ran Somerrisk Town in life now haunt the stage by the south road. Near the shore, the first 15 feet of water is shallow, and PCs can wade through it as difficult terrain without Swimming or the usual penalties for fighting underwater.

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Creatures*: The undead and its fellows were the corrupt and decadent nobles who once ruled Somerrisk Town, forcing laborers to put on elaborate displays even when it meant neglecting vital agriculture and fishing obligations. Secretly cultists of the King in Yellow, they died in the flood but arose afterward as terrible undead. A Mythos undead called a Yellow Sign attendant lurks in the water near the rural stage, which the cult used in life for rehearsals. If the party is 1st level, skirmishes with servants of Chaugnar Faugn have forced the undead to expend its spell slots; it has only cantrips remaining. The undead is also new and has the weak adjustment.

If the party is not stealthy (anyone gets a Stealth result of 8 + average party level or lower), the undead arise to attack anyone investigating the water when they either split up or turn to leave. Upon noticing the party, they rant. "You! Servants of the Weaver of Flesh! You will not kill us again—the King in Yellow plays a marvelous score for your death scene." A PC who succeeds at a DC 15 Religion or Yog-Sothothery check to Recall Knowledge identifies "Weaver of Flesh" as a gnorri name for Chaugnar Faugn, a rival cult to that of the King in Yellow. On a success, that PC also recalls enough information to know it would be consistent with the horror in the hills mentioned by Councilor Arnogula.

In combat, the undead praise the King in Yellow, rant about the beautiful death scene they are providing the party, and lament that the party will not live to see the exquisite sculptures their corpses can make. They wade at the edge of deep water to gain cover against attacks from land. The undead fight until destroyed.

If the party approaches stealthily and the lowest Stealth check result is 15 or higher, they spot Xeruthak the Mythos ghoul slip to the far side of the lake, grab a bloated corpse hidden under the surface, and haul it up the opposite shore. The disturbance in the water awakens the Mythos undead, who automatically notice the party; Xeruthak flees in fear to hide and watch over the far ridge regardless of the party's actions.

YELLOW SIGN ATTENDANT

CREATURE 4

SANDY PETERSEN'S CTHULHU MYTHOS 477

Initiative Perception +10

***Creatures at Higher Levels:** If the party is at least 2nd level, the undead lack weak adjustments and are only missing spell slots if noted on the table.

ENCOUNTERS AT HIGHER LEVELS

Average Party Level	Encounter
2nd	Yellow Sign attendant with only 1st-level spell slots
3rd	Yellow Sign attendant
4th	2 Yellow Sign attendants with only 1st-level spell slots
5th	2 Yellow Sign attendants
6th	3 Yellow Sign attendants, one with only 1st-level spell slots
7th	4 Yellow Sign attendants
8th	6 Yellow Sign attendants
9th	1 deathless sorcerer with weak adjustments
10th	1 deathless sorcerer
11th	1 deathless sorcerer with elite adjustments
12th	2 deathless sorcerers
13th	3 deathless sorcerers, one with only 3rd-level and lower spell slots
14th	4 deathless sorcerers
15th	6 deathless sorcerers
16th	1 risen warlock with weak adjustments
17th	1 risen warlock
18th	1 risen warlock with elite adjustments
19th	2 risen warlocks
20th	3 risen warlocks, one with only 7th-level and lower spell slots



DEATHLESS SORCERER

CREATURE 11

SANDY PETERSEN'S CTHULHU MYTHOS 477

Initiative Perception +19

RISEN WARLOCK

CREATURE 18

SANDY PETERSEN'S CTHULHU MYTHOS 478

Initiative Perception +25

Dread: Encountering the undead is a minor disturbing discovery for anyone who has not met such creatures in combat before; all those characters must succeed at a DC 15 Will save or become unnerved 1. The condition's value decreases after 1 hour.

Treasure*: In addition to their equipment, each Yellow Sign attendant wears eclectic gold

jewelry worth 5 gp. One undead carries a mostly ruined fragment of *The King in Yellow*, worth 20 gp to a collector of the occult. The town's valuables are otherwise ruined by water or conspicuously missing, taken by cultists of Chaugnar Fagn.

***Treasure at Higher Levels:** The deathless sorcerer and risen warlock each carry 15 gp and wear a dazzling canary diamond ring worth 500 gp. In addition, any magic item used by the undead is salvageable.

Exploring the Area: If the party tries to survey the drowned town, see Area C2.

When the party slays the last of the undead, Xeruthak the Mythos ghoul leaps from hiding to carry off one of the undead corpses. Xeruthak is shy but knows that humans sometimes mistake ghouls for criminals or murderers. As a result, she is quick to explain her innocence and that the destroyed undead are no use to anyone else. The corpses would have gone to waste anyway, so she feels entirely justified in salvaging them to feed her small band of ghouls. She asks if the party is working for the council, and unless they convince her they are not, she is eager to help and make a good impression.

Once introduced to the party, Xeruthak volunteers that a ghoul disappeared from her group since they began squatting northeast of town last week, and seeing how the party was able to prove themselves against the undead, she asks them to investigate the sites of the disappearances. If the party suggests the possibility that they were taken by slavers, she admits it's possible. Eager to please and insatiably curious about their intentions, Xeruthak follows and guides the party unless attacked or otherwise driven off.

If the party inquires about the flood, Xeruthak can explain that a group of gnorri, led by an architect named Earogna, opened the dam, insisting they had permission from the town. Earogna seemed confused as to why there were still humans in the now-flooded valley town, given the permission. Xeruthak knows where the gnorri who opened the dam are (ruins in Area D1) and is willing to introduce the party as thanks for eliminating the dangerous undead.

Xeruthak waits for the party to survey the town (Area C2), if they like, then leads them to the opened dam (Area C3).

C2. SURVEYING SOMERRISK

Surveying the ruined town provides the party another opportunity to discover the Yellow Sign described in Area C. In addition, they notice that there are almost no corpses, despite the town clearly supporting over 100 residents.

Records from the Yellow Sign cultists in the

drowned town survive in a journal kept in a steeple above the new waterline. The steeple was used for stargazing and worshipping the local sun deity.

The journal records the author's increasing certainty that fearsome entities descending from the sky have targeted the town to seize vulnerable individuals. The individuals taken from the town all shared a psychic sensitivity the Yellow Sign cultists had hoped to turn toward the great arts of the King in Yellow. The coordination suggests a rival cult of a Great Old One or Outer God, probably one associated with the Dreamlands in the area, such as Azathoth, Chaugnar Fagn, or Gobogeg. The cultists of the Yellow Sign feared that this poaching might lead to more brazen attacks against their clique. Another note observes that the sheriff of Igwenos and her militia-captains had been acting strangely lately, keeping themselves covered in heavy cloaks, speaking in low tones, and moving their post to a watchtower on the ridge overlooking the town. The burst dam now serves to confirm the cultists' fears.

If the party doesn't investigate the steeple, Xeruthak can share the choicest bits of the above information. (A corpse she recently ate was that of the author.) She is relieved to have someone to share the unsettling information with. She doesn't see how it presents immediate danger, however, and is mostly relieved that these dangerous factions are in conflict with each other rather than paying attention to her and her kin.

If they aren't following Xeruthak, the party can follow the current upstream to the opened dam.

C3. THE OPENED DAM

Following Xeruthak or the direction of the floodwaters leads the party to the site of the opened dam that, until recently, kept the lower valley protected from the floodwaters. The thick earthen dam has a clean trench running from the top nearly down to its base, and water now flows steadily over stone below that itself resembles a cascade of petrified water.

A PC who succeeds at a DC 15 check to Recall Knowledge using Arcana, Crafting, or Nature (or a suitable lore) recognizes that the dam was intentionally opened, probably using magic. If the result is at least 20, the character recognizes the design as gnorri in origin. A character who succeeds at a DC 23 check to Identify Magic recognizes the specific technique as a potent *shape stone* effect.

Moving On: Xeruthak is likely guiding the party to those who last saw her missing kin or to the gnorri responsible for the flooding (both in Area D1). Unguided parties can follow tracks leading from the dam to Area D2 with a suc-

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successful DC 15 Survival check to Track. If they get lost, they eventually stumble upon a group of trappers who saw gnorri moving toward Area D1 not long after the flood.

D. THE DRAINED LAKE

Lake Igwenos is much shallower than usual now that it can drain through the Igwenos dam. The receded waters reveal a ring of low, muddy hills that had previously seemed like sandbars. The plants on its former banks have begun to shrivel and die. To the north of the upland path beyond the dam is a gnorri ruin (Area D1). To the east is a ghoule camp (Area D2). Farther east is a watchtower (Area D3). Northeast, in the center of the hills, is a temple of Chagnar Faugn (Area D5). Each site is about 1 mile from the ghoule camp. Lurking in the dying trees are flying captors who seek clever or sensitive mortals to capture for Ubxolalog's machinations. This mobile group is most active at night but eventually notices the party members and attempts to seize them as described in Encounter D4 after the party explores Area D1 and Area D3 or attempts to leave.

D1. THE GNORRI RUIN

A band of gnorri has set up camp in a ruin 1 mile north of the dam. If present, Xeruthak explains that a vanished ghoule, Eruthos, was last seen on his way to scavenge salvageable materials in the area. A PC who follows the missing ghoule's tracks with a successful DC 15 Perception or Survival check discovers that they stop suddenly, as if the creature teleported or flew off the ground. If the check result was at least 20, the character is confident the ghoule was lifted into the air from subtle changes in pressure in the final set of footprints. (Eruthos, like nearby humans and gnorri, was kidnapped by night-gaunts or more dangerous flying captors.)

The gnorri, led by the missing architect Earogna (N builder gnorri guildmaster [*Pathfinder Second Edition Gamemastery Guide*]), is investigating the ancient architecture of this gnorri ruin, newly revealed by the receding waters.

Dialogue with Earogna: Earogna is a commanding individual, quickly seizing control of any conversation with their gnorri underlings. If asked why they disappeared, what they have been up to, or why they missed their appointment in Horngate, Earogna is annoyed and dismissive. They say they already sent word with a cat messenger, Silverclaw, explaining the change in plans. The cat matches the description of the dead cat from Encounter B1. If the party mentions this fact, Earogna elaborates: they got permission to open Igwenos Dam from the local

authorities through the sheriff after finding clues that very important ancient gnorri architecture—the ruins where they are now camping—had been discovered in the murky water. Earogna will be continuing on to Horngate after their investigation is complete.

Earogna is initially indifferent to the party unless the party includes a gnorri builder or a character who impresses them with a successful DC 17 check to Recall Knowledge using Crafting, Architecture Lore, or Engineering Lore. Their attitude improves to friendly toward such characters.

If Earogna is friendly, they offer to hire the party to investigate a larger ruin deeper in the partially drained valley. Ever since one of the gnorri left, presumably homesick and unwilling to stick out the course of this important expedition, the rest of their band has utterly refused to venture closer to the temple, and she is in need of reliable scouts. If questioned, the other gnorri say they think the missing one was kidnapped or eaten by something in the night, and they don't want to take any chances. They want to depart immediately and during daylight hours.

If confronted for flooding Somerrisk Town, Earogna insists they were given formal permission on behalf of the townspeople, who wanted to replenish the fields in the floodplain. To prove it, they produce a signed statement on a waterproof leather scroll, indicating the sheriff provided them specific approval. A PC who succeeds at a DC 15 Perception or Society check finds that the document is in good order. The sheriff's watchtower is on the ridge east of the town; Earogna provides directions to Area D3 by way of the ghoule encampment in Area D2.

If blamed for killing townsfolk, Earogna says that anyone who didn't leave was foolish for not simply swimming away. They truly don't appreciate how easy it is for air-breathing creatures to drown in a chaotic torrent. If attacked, they surrender, believing they have done nothing wrong. Explaining to them how callous their action was in a way that they fully grasp requires a successful DC 20 Medicine, Nature, or Diplomacy check, or else a very accurate and macabre demonstration. Either one shakes Earogna to their core (they become unnerved 3 for 1d10 days) and leaves them too numb to converse at great length. Note their Will DC is reduced by 3 during this time.

If questioned about their research, Earogna explains that the ruins they are presently studying used techniques they have never seen before to interweave bone, wood, and stone into a surprisingly resilient construction. Unfortunately, while they have copied out numerous inscriptions from



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the structure's walls, few of them offer much detail on the structure's construction. Most passages are prayers of placation and warnings about an ancient "monster in the hill" called Fleshweaver and Chaugnar Faugn. Earogna is dismissive of the text but reads a few choice bits for interested characters who succeed at a DC 10 Diplomacy check to Request it.

***Dialogue at Higher Levels:** At 2nd level or higher, add the party's average level to the DC of any check to interact with Earogna.

Investigation*: The party can learn much from Investigating the transcribed runes from the gnorri ruin. They are written in Aklo, which requires a character who doesn't know that language to succeed at a DC 20 Society check to read; or they can persuade Earogna to translate. The nearby location deemed "the Horror's Spiral" was built as a temple for Chaugnar Faugn, focusing his otherworldly power. His servants brought victims there to be transformed for the benefit of greater servants. The nature of the transformation is hard to translate from the Aklo, but it could mean that they become useful pawns or are consumed by the greater servitors. The runes depict Chaugnar Faugn's servants as humans and gnorri shaped in his image by the touch of his idol's fanged trunk or tentacle. A stylized image of the Great Old One appears here, encircled by mutated, elephantine gnorri defenders, in turn, encircled by hostile gnorri warriors rushing over the ranks of their dead.

A PC Searching the gnorri ruins here who succeeds at a DC 18 Perception check discovers a hidden inscription behind a swiveling bone panel. The hidden inscription describes how the gnorri worshippers of Chaugnar Faugn grew the structure. They cultivated it from the flesh of Chaugnar Faugn's enemies, using gnorri builder magic to imprison the victims within and under the broken stones of their own walls. Showing it to Earogna improves her attitude by one step, though the vile implications unsettle her appreciably.

***Investigation at Higher Levels:** At 2nd level or higher, add the party's average level to the DC to find the hidden inscription.

D2. THE GHOUL CAMP

If the party accepts Xeruthak's invitation to seek out the watchtower, or if they followed the tracks from the dam, their path takes them through where Xeruthak and her fellow Mythos ghouls have recently settled—a place on the dry former shore of the now-diminished Lake Igwenos with docks of shaped stone. Gnorri originally constructed the few buildings here from wood and extruded stone. A character recogniz-

es the stone as gnorri work with a successful DC 15 check to Recall Knowledge using Crafting. They can also use Society to Recall Knowledge (also DC 15) that this village was once a gnorri and human fishing encampment, but its inhabitants are mysteriously absent. If prompted, the ghouls speculate that the disappearance was because there was no more fishing to do after the lake was drained by gnorri builders a week ago.

Xeruthak and the other seven of the original nine Mythos ghouls who began squatting in the area a week ago now inhabit the emptied camp. If the party demonstrates they are friendly, a few ghouls might ask after recent scholarly publications in Horngate or offer to buy a humanoid's corpse whenever they die. Xeruthak offers to take the party to the last known location of the vanished ghoul.

Development. A Searching or Tracking PC who succeeds at a DC 25 check notices the much-faded tracks of the former gnorri and humanoid residents that end abruptly at various places around the settlement. If the check is a critical success, it is apparent from subtle changes in pressure that someone or something lifted the individuals into the air.

D3. THE FALSE SHERIFF'S WATCHTOWER

MODERATE

If the party approaches the tower on the ridge near the ghoul camp from the direction of the ghouls' path, they come from the north. If they come from the dam, they come from the west through a smattering of trackless undergrowth. Read or paraphrase the following when they approach:

Before you rises a dilapidated wooden tower about 30 feet tall and 20 feet wide. Rickety stairs climb its side to a narrow wooden platform with high walls. Thick bushes crowd it on all sides except for the paths approaching from the west and north. It overlooks a steep cliff descending over 100 feet to the wooded valley below.

The bushes are difficult terrain and provide concealment. The steep incline requires a successful DC 10 Athletics check to Climb or DC 15 Acrobatics check to Balance. A character who critically fails falls 1d6 x 10 feet down the slope and takes 2d6 slashing damage from coarse brush along the way, landing prone. The cliff area is greater difficult terrain for characters traveling on foot. The upper railings on the watch tower provide cover.

The sheriff of Igwenos, Lanalyn Coriam, is

charged with settling disputes between the farmers, fishers, and townsfolk around Lake Igwenos. Unfortunately for those under her watch, she is secretly a worshiper of Chaugnar Faugn. This small, fire-watching tower has been her station in recent weeks, a move she organized because she had advanced knowledge of the attack on the town.

Creatures*: The sheriff and her militia-captain appear to be ordinary humans but are truly Tcho-Tcho hunters. They feign surprise at the damage wrought by the dam and claim that the gnorri never spoke to them. A PC with a Perception DC of at least 15 senses that that the liaisons are lying. A PC who succeeds at a secret DC 20 Perception check (or has a Perception DC of 20 or more) recognizes that they both have fangs for some of their back teeth, which a DC 15 check to Recall Knowledge using Society indicates is a tradition among cultists of Tcho-Tcho heritage.

They attack suddenly at close range, rolling Deception for initiative. The sheriff wears splint mail, increasing her AC to 16 and reducing her Speed to 20 feet.

TCHO-TCHO HUNTERS [2]

CREATURE 1

SANDY PETERSEN'S CTHULHU MYTHOS 475

Initiative Perception +5

***Creatures at Higher Levels:** Add the party's average level to the Perception DC to notice the lie and signs of Impersonating a normal human. The sheriff wears the usual armor listed in her stat block, rather than splint mail, but she instead has the item listed on the treasure table below.

Additional allies emerge from the watchtower during the conversation, where they remain behind the cover of the railing. Some of these false officials might be outer mutants or proto-shoggoths masquerading as humans. If the party is 13th to 16th level, the sheriff is an outer mutant (using the statistics of the thrall of Yog-Sothoth) using *veil* to disguise herself and her allies. If the party is at least 17th level, she has transformed into a Mythos satyr (using statistics of the high priest of Shub-Niggurath) but uses a *greater hat of disguise* to maintain her former Tcho-Tcho human appearance; she seems to be alone until allies emerge from the tower when she begins combat.

OKKATOR ASSASSIN

CREATURE 5

SANDY PETERSEN'S CTHULHU MYTHOS 474

Initiative Perception +10

MASKED OKKATOR

CREATURE 8

SANDY PETERSEN'S CTHULHU MYTHOS 475

Initiative Perception +14

ENCOUNTERS AT HIGHER LEVELS

Average Party Level	Encounter
2nd	3 Tcho-Tcho hunters
3rd	4 Tcho-Tcho hunters
4th	5 Tcho-Tcho hunters
5th	1 okkator assassin and 4 Tcho-Tcho hunters
6th	3 okkator assassins
7th	4 okkator assassins
8th	1 masked okkator and 3 okkator assassins
9th	2 masked okkators and 2 okkator assassins
10th	4 masked okkators
11th	5 masked okkators
12th	2 scions of Chaugnar Faugn and 2 masked okkators
13th	1 thrall of Yog-Sothoth, 1 proto-shoggoth, and 1 scion of Chaugnar Faugn
14th	1 thrall of Yog-Sothoth, 2 proto-shoggoths, and 1 scion of Chaugnar Faugn
15th	2 thralls of Yog-Sothoth, 2 proto-shoggoths, and 2 scions of Chaugnar Faugn
16th	2 thralls of Yog-Sothoth (outer mutant) and 1 outer spawn
17th	1 high priest of Shub-Niggurath and 2 thralls of Yog-Sothoth
18th	1 high priest of Shub-Niggurath and 2 outer spawn
19th	1 high priest of Shub-Niggurath, 1 dracoform eremite, and 1 outer spawn
20th	1 high priest of Shub-Niggurath, 1 dracoform eremite, and 3 outer spawn

PROTO-SHOGGOTH

CREATURE 11

SANDY PETERSEN'S CTHULHU MYTHOS 459

Initiative Perception +19

SCION OF CHAUGNAR FAUGN

CREATURE 11

SANDY PETERSEN'S CTHULHU MYTHOS 253

Initiative Perception +24

THRALL OF YOG-SOTHOTH

CREATURE 13

SANDY PETERSEN'S CTHULHU MYTHOS 443

Initiative Perception +23

OUTER SPAWN

CREATURE 16

SANDY PETERSEN'S CTHULHU MYTHOS 445

Initiative Perception +30

HIGH PRIEST OF SHUB-NIGGURATH

CREATURE 18

SANDY PETERSEN'S CTHULHU MYTHOS 452

Initiative Perception +30

DRACOFORM EREMITA

CREATURE 19

SANDY PETERSEN'S CTHULHU MYTHOS 396

Initiative Perception +34

Inside the Tower: The interior of the tower is dirty, stained with splotches of blood, and dilapidated. The spare furniture is jumbled in

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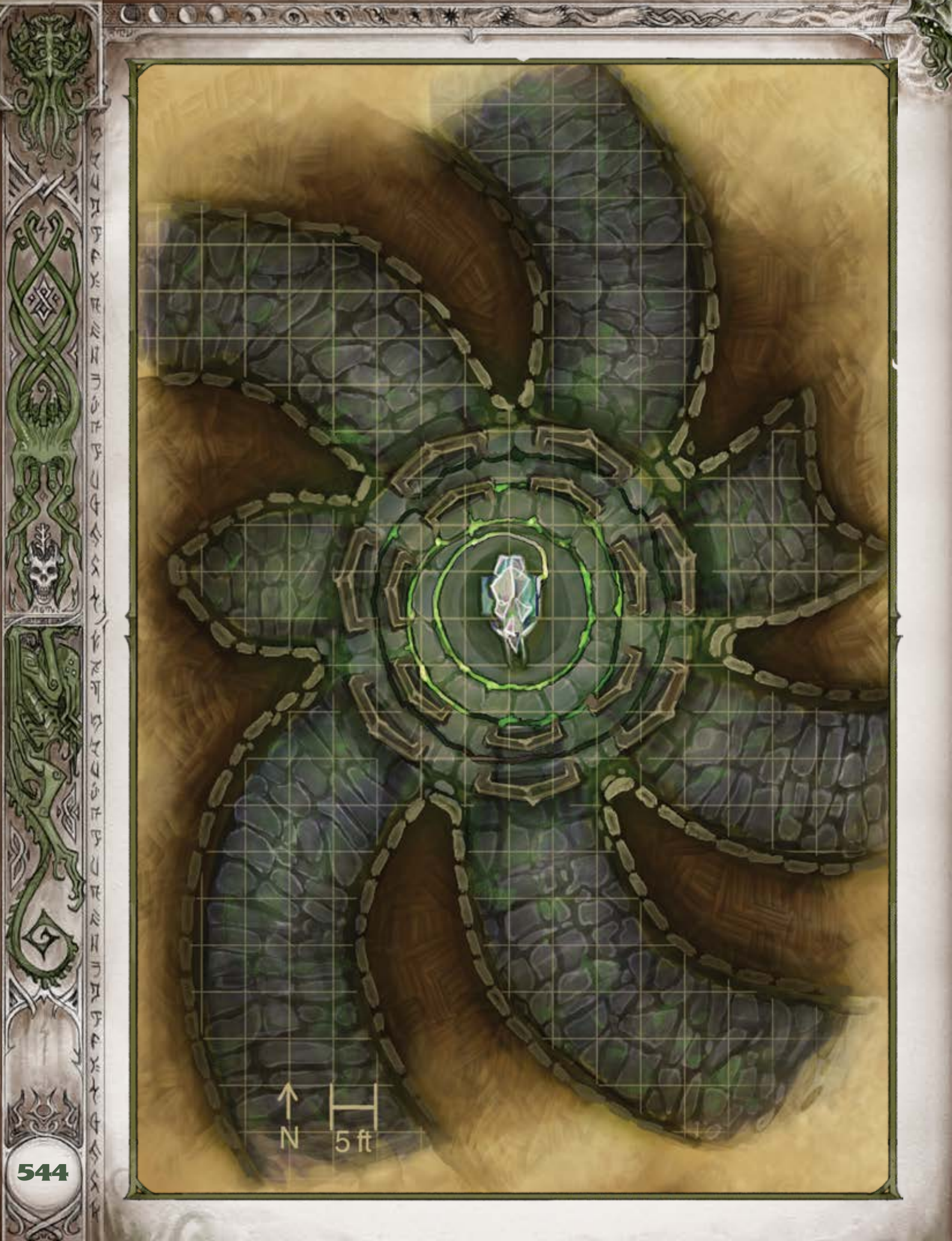
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5 ft

the corner and topped by elephantine religious symbols of Chaugnar Faugn.

If captured, the deceivers rant that the PCs are fools soon to see the true glory of the Flesh-weaver. The flying captors soon target anyone who keeps the cultists imprisoned nearby (see Encounter D4).

Treasure*: The villains' items (including the sheriff's splint mail) are salvageable, and each Tcho-Tcho hunter carries 20 sp. One carries a minor *elixir of life* and another carries a lesser *elixir of flexibility* (page 162).

***Treasure at Higher Levels:** Okkator assassins each carry 5 gp. Masked okkators each carry 50 gp. Proto-shoggoths and scions of Chaugnar Faugn each wear a gold torc worth 300 gp. Thralls of Yog-Sothoth each carry 65 pp. Outer spawn each carry a platinum and emerald icon of Chaugnar Faugn worth 2,000 gp. A dracoform eremite wears a platinum elephant circlet with emerald tusks worth 5,000 gp. Tcho-tcho and high priests also carry equipment listed in their stat blocks. The captain also carries the item or items listed below; if an item affects the captain's statistics, the modifications are listed following that item.

TREASURE AT HIGHER LEVELS

Average Party Level	Sheriff's Item
2nd-3rd	Hat of disguise
4th-5th	Assassin's teapot (page 160)
6th-7th	Ghoul hide armor
8th-9th	Corrosive rune
10th-11th	+2 striking handwraps of mighty blows (claw +18, fangs +18)
12th-13th	Leng glass (page 173)
14th-15th	Major ring of energy resistance (acid resistance 15)
16th-17th	Greater silver key (page 177)
18th-19th	Greater hat of disguise, ring of Eibon (page 175)
20th	Greater hat of disguise, +3 major resilient hide armor (AC 41; Fort +30, Ref +26, Will +33)

D4. THE FLYING CAPTORS

SEVERE

This encounter can take place anywhere around Lake Igwenos after the party has visited the gnorri ruins and watchtower. If the party seeks out the temple in Area D5, this encounter happens before they reach the temple since the flying captors watch for intruders. They avoid attacking when the party has a roof overhead (such as in Areas D1 or D2) and attack at night unless the party avoids exposure at night. If the party attempts to leave the region after visiting the watchtower or gnorri ruins, they are attacked on the road back to Horngate.

Creatures*: If Xeruthak is with the group, three nightgaunts, one of them with a visibly

bleeding arm and only 20 Hit Points remaining descend upon the party. They appear when the party is seeking clues, resting, or otherwise distracted. One uninjured nightgaunt seizes Xeruthak on the first round of combat and flies off with her; Xeruthak acts last in the initiative order and fails to free herself from her captor. If the party is traveling without Xeruthak, only 1 uninjured and 1 injured nightgaunt appear. The nightgaunts engage the rest of the party, attempting to incapacitate them so they can carry them off one by one. They favor Grabbing and Tickling, but if attacked they respond with nonlethal attacks against wounded foes. They do not attempt to kill the PCs, who are more useful alive. Each nightgaunt fights until reduced to 10 HP.

NIGHTGAUNT

CREATURE 3

SANDY PETERSEN'S CTHULHU MYTHOS 439

Initiative Perception +10

***Creatures at Higher Levels:** None of the nightgaunts are injured unless noted as such on the table. One or more nightgaunts and other creatures (as indicated in the Encounters at Higher Levels table) attempt to carry off the party as soon as they are vulnerable enough to be seized. The flying captors do not separate the party, flying off only if they can carry all of the party. Otherwise, they fight until reduced to 20% of their HP before retreating to a safe distance. If they all retreat or die, the surviving group departs.

ENCOUNTERS AT HIGHER LEVELS

Average Party Level	Encounter*
2nd	2 nightgaunts and a third carrying Xeruthak
3rd	2 uninjured nightgaunts, 1 injured nightgaunt with 20 HP, and a fourth carrying Xeruthak
4th	3 nightgaunts, and a fourth carrying Xeruthak
5th	4 nightgaunts, and a fifth carrying Xeruthak
6th	6 nightgaunts, and a seventh carrying Xeruthak
7th	8 nightgaunts, and a ninth carrying Xeruthak
8th	12 nightgaunts, and a thirteenth carrying Xeruthak
9th	6 shantaks, and a seventh carrying Xeruthak
10th	8 shantaks, and a ninth carrying Xeruthak
11th	6 mi-go warriors, and a seventh carrying Xeruthak
12th	8 mi-go warriors, and a ninth carrying Xeruthak
13th	Flying polyp with 1 body, 6 mi-go warriors, and a seventh mi-go warrior carrying Xeruthak
14th	Flying polyp with 4 bodies, and a fifth carrying Xeruthak
15th	Flying polyp with 6 bodies, and a seventh carrying Xeruthak
16th	2 flying polyps, one with 8 bodies, and the other with only a single body carrying Xeruthak

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Average Party Level	Encounter*
17th	8 flying polyps each with 1 body, and a ninth flying polyp with 1 body carrying Xeruthak
18th	1 hunting horror and a flying polyp with 4 bodies, plus a fifth body carrying Xeruthak
19th	3 hunting horrors, and a flying polyp with 1 body carrying Xeruthak
20th	4 hunting horrors, and a fifth carrying Xeruthak

*If Xeruthak is not present, the captor that would seize her is absent, searching for prey elsewhere.

SHANTAK CREATURE 6

SANDY PETERSEN'S CTHULHU MYTHOS 458

Initiative Perception +13

MI-GO WARRIOR CREATURE 9

SANDY PETERSEN'S CTHULHU MYTHOS 432

Initiative Perception +16

FLYING POLYP BODY CREATURE 14

SANDY PETERSEN'S CTHULHU MYTHOS 405

Initiative Perception +30

HUNTING HORROR CREATURE 17

SANDY PETERSEN'S CTHULHU MYTHOS 425

Initiative Perception +32

Pursuit: If the party fights off the captors, they can head in the direction the captor carried Xeruthak to find its hiding place. The distance is 1 mile, taking 7 minutes if the party hustles on horseback, but the terrain is too muddy and rocky for characters to hustle unless they succeed at a DC 15 Acrobatics check. The journey takes twice as long if the party travels normally.

The captors fly at 800 feet per minute and arrive after 7 minutes. If the captors notice characters catching up to within 150 feet, they Fly until they escape combat again. The ghouls in the camp recommend giving immediate chase if the party doesn't seize upon it themselves, as the ghouls are worried there is no safe place to flee from flying monsters.

Carried Away: If the party was carried off by flying captors, they are delivered together to the temple (shortly after Xeruthak arrives, if she was with them and carried off).

Monster's Clues: If the party captures a flying captor, the creature carries a religious symbol of Chaugnar Faugn and its claws carry bits of dark green stone that the ghouls recognize from distantly scouting a similarly colored ruin deep in the drained lake. A character can also recognize the distinctive stone from the lake bed with a successful DC 15 Recall Knowledge check using Crafting or Nature.

DS. THE FLESHWEAVER'S SPIRAL

SEVERE

Squatting on a low hill ringed by slightly taller hills is an inky-colored, green-veined stone structure in a roughly spiral shape. Arches of wood interwoven with bone support the halls at regular intervals. The central chamber is the only area currently occupied. When the party reaches the central chamber, read or paraphrase the following:

This wide chamber has seven tunnels leading out of it spaced unevenly along its walls. Rows of human-height arches flank each tunnel like bone protruding from the green-veined gray stone floor. At its center, a gleaming crystal altar shaped vaguely like a fattened elephant stands.

Exsanguinated gnorri corpses lie splayed in the altar. Their bones and muscles have been stitched together into a thrumming and twanging engine. A hefty, eyeless, gray toad-like being attends the engine. The creature's writhing, sucking tendrils taste the air noisily. In sync with the engine's noise, a spiral diagram covering the whole floor of the room glows brighter and brighter.

Creatures*: The most recently transformed victims, 2 Mythos satyrs with weak adjustments, control the temple. These creatures fawn over the central altar. They fight to the death.

Ubxolalog (a moon-beast overseer) is working the profane engine that grants him a limited version of Chaugnar Faugn's warping power. It requires his constant attention, or he risks wasting its magic, and its backlash has weakened him. He does not break off his work on the machine until none of his minions remain to defend him. If he successfully spends 2 actions each round (these have the concentrate trait) on the ritual engine for 1 minute, he targets one creature with the Feed and Curse of Chaugnar Faugn abilities of Chaugnar Faugn's Idol influence (page 253) except that the save DC is 20. Ubxolalog fights to the death.

If flying captors carried Xeruthak off and the party arrives within 10 minutes of the kidnapping (and the combat with the other captors did not delay them more than 1 minute), they reach Xeruthak before her transformation. She is pinned at the center of a complex diagram resembling a twisted, seven-pointed star, limbs twisted by magical force and writhing in pain. If they free her (DC 15 to Force Open or Shove), the force fades and she is sickened 2 for 24 hours and unable to lower the condition's value before then. If they fail to stop Ubxolalog or move Xeruthak for 4 rounds, she is horribly transformed. She takes on the distorted features of a Mythos satyr (or another creature, at higher levels) and has just bare fragments of her old personality left. She is stunned on the first round of combat

after her transformation; on her next turn, the transformed Xeruthak Stands and joins the fray to defend her maker. In this state, she fights to the death.

MYTHOS SATYRS [2]

CREATURE 2

SANDY PETERSEN'S CTHULHU MYTHOS 449

Initiative Perception +9

MOON-BEAST OVERSEER

CREATURE 2

SANDY PETERSEN'S CTHULHU MYTHOS 435

Initiative Perception +9

***Creatures at Higher Levels:** The mythos satyrs don't have weak adjustments. Creatures mutated by Chaugnar Faugn's idols are potent enough to present a severe challenge to the party. Depending on the party's level, these might be outer mutants with elephantine features and protruding crystalline ribs, masked okkators, scions of Chaugnar Faugn, or outer spawn. Chaugnar Faugn's outer spawn resemble huge six-legged giant boars with three elephant trunks and six crystalline tusks. All defenders fight to the death.

Ubxolalog At Higher Levels: If the party is 6th to 10th level, Ubxolalog engages in combat immediately.

If the party is at least 7th level, Ubxolalog is a moon-priest.

If the party is 12th to 14th level, Ubxolalog is instead a moon-vassal.

If the party is 16th to 18th level, Ubxolalog is instead a mi-go dimension walker.

If the party is at least 19th level, Ubxolalog is instead a Mythos satyr using the statistics of the high priest of Shub-Niggurath.

Chaugnar Faugn's Engine at Higher Levels: If the party is at least 6th level, a satyr or outer mutant operates Ubxolalog's machine. The engine operator stops only if directly threatened after Ubxolalog is defeated.

If the party is at least 11th level, replace the engine with Chaugnar Faugn's 1st-stage influence idol crafted from similarly lifelike materials, or at 14th level, replace it with Chaugnar Faugn's 2nd-stage avatar; neither takes attention from the cultists. Chaugnar Faugn uses a single action, which has the manipulate trait, to transform Xeruthak if he starts his turn without any enemies threatening him.

If the party is at least 19th level, Chaugnar Faugn's influence is also assisted by the presence of the even more dangerous Dark Demon form of Nyarlathotep, who also revels in transforming victims into horrific new forms.

Xeruthak at Higher Levels: If the party is at least 6th level and Xeruthak transforms, she becomes an outer mutant warrior instead of a Mythos satyr.

If the party is at least 13th level and Xeruthak transforms, she becomes a scion of Chaugnar Faugn.

If the party is at least 18th level and Xeruthak transforms, she becomes an outer spawn.

ENCOUNTERS AT HIGHER LEVELS

Average Party Level	Encounter
2nd	2 Mythos satyrs, possibly Xeruthak (satyr), then Ubxolalog (moon-beast)
3rd	3 Mythos satyrs, possibly Xeruthak (satyr), then Ubxolalog (moon-beast)
4th	1 outer mutant warrior, 3 Mythos satyrs, possibly Xeruthak (satyr), then Ubxolalog (moon-beast)
5th	3 outer mutant warriors, 1 Mythos satyr, possibly Xeruthak (satyr), then Ubxolalog (moon-beast)
6th	1 outer mutant priest, 3 outer mutant warriors, Ubxolalog (moon-beast), possibly Xeruthak (outer mutant warrior), and 1 Mythos satyr operating engine
7th	2 outer mutant priests, 1 outer mutant warrior, Ubxolalog (moon-priest), possibly Xeruthak (outer mutant warrior), and 1 outer mutant warrior operating engine
8th	2 masked okkators (Tcho-Tcho), 1 outer mutant warrior, Ubxolalog (moon-priest), possibly Xeruthak (outer mutant warrior), and 1 outer mutant warrior operating engine
9th	1 masked okkator (Tcho-Tcho), 1 scion of Chaugnar Faugn, Ubxolalog (moon-priest), possibly Xeruthak (outer mutant warrior), and 1 outer mutant priest operating engine
10th	2 masked okkators (Tcho-Tcho), 1 scion of Chaugnar Faugn, Ubxolalog (moon-priest), possibly Xeruthak (outer mutant warrior), and 1 outer mutant priest operating engine
11th	2 scions of Chaugnar Faugn, Ubxolalog (moon-priest), Chaugnar Faugn's idol, and possibly Xeruthak (outer mutant warrior)
12th	2 scions of Chaugnar Faugn, Ubxolalog (moon-vassal), Chaugnar Faugn's idol, and possibly Xeruthak (outer mutant warrior)
13th	4 scions of Chaugnar Faugn, Ubxolalog (moon-vassal), Chaugnar Faugn's idol, and possibly Xeruthak (scion of Chaugnar Faugn)
14th	1 scion of Chaugnar Faugn, Ubxolalog (moon-vassal), avatar of Chaugnar Faugn, and possibly Xeruthak (scion of Chaugnar Faugn)
15th	4 scions of Chaugnar Faugn, Ubxolalog (moon-vassal), avatar of Chaugnar Faugn, and possibly Xeruthak (scion of Chaugnar Faugn)
16th	1 outer spawn, Ubxolalog (dimension walker), avatar of Chaugnar Faugn, and possibly Xeruthak (scion of Chaugnar Faugn)
17th	2 outer spawn, Ubxolalog (dimension walker), avatar of Chaugnar Faugn, and possibly Xeruthak (scion of Chaugnar Faugn)
18th	4 outer spawn, Ubxolalog (dimension walker), avatar of Chaugnar Faugn, and possibly Xeruthak (outer spawn)
19th	2 outer spawn, Ubxolalog (high priest of Shub-Niggurath), avatar of Chaugnar Faugn, the Dark Demon, and possibly Xeruthak (outer spawn)
20th	6 outer spawn, Ubxolalog (high priest of Shub-Niggurath), avatar of Chaugnar Faugn, the Dark Demon, and possibly Xeruthak (outer spawn)

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OUTER MUTANT WARRIOR**CREATURE 4**

SANDY PETERSEN'S CTHULHU MYTHOS 442

Initiative Perception +12

OUTER MUTANT PRIEST**CREATURE 6**

SANDY PETERSEN'S CTHULHU MYTHOS 443

Initiative Perception +14

MOON-PRIEST**CREATURE 7**

SANDY PETERSEN'S CTHULHU MYTHOS 437

Initiative Perception +18

MASKED OKKATOR**CREATURE 8**

SANDY PETERSEN'S CTHULHU MYTHOS 476

Initiative Perception +14

SCION OF CHAUGNAR FAUGN**CREATURE 11**

SANDY PETERSEN'S CTHULHU MYTHOS 253

Initiative Perception +24

CHAUGNAR FAUGN'S IDOL**INFLUENCE 14**

SANDY PETERSEN'S CTHULHU MYTHOS 253

Initiative Perception result 42

MOON-VASSAL**CREATURE 11**

SANDY PETERSEN'S CTHULHU MYTHOS 437

Initiative Perception +22

AVATAR OF CHAUGNAR FAUGN**CREATURE 16**

SANDY PETERSEN'S CTHULHU MYTHOS 254

Initiative Perception +32

DIMENSION WALKER**CREATURE 16**

SANDY PETERSEN'S CTHULHU MYTHOS 434

Initiative Perception +28

OUTER SPAWN**CREATURE 16**

SANDY PETERSEN'S CTHULHU MYTHOS 445

Initiative Perception +30

HIGH PRIEST OF SHUB-NIGGURATH**CREATURE 18**

SANDY PETERSEN'S CTHULHU MYTHOS 452

Initiative Perception +30

THE DARK DEMON**CREATURE 18**

SANDY PETERSEN'S CTHULHU MYTHOS 309

Initiative Perception +32

Dread*: Discovering the fate of the victims is a moderate disturbing discovery. Each character must succeed at a DC 20 Will save or their un-

nerved value increases by 2 and decreases only after 1 day. Any character who befriended Xeruthak or knew someone who had disappeared takes a -2 circumstance penalty to the save.

***Dread at Higher Levels:** If Chaugnar Faugn's influence is present, each character must also attempt a Will saving throw against his influence's Unnamable Doom save DC. The rules for Unnamable Doom are on page 230. If Nyarlathotep's influence is present, they must attempt a separate saving throw against each influence.

Hazard: Ubxolalog's device is bound to its operator and explodes in bony shrapnel when he is slain or separated from it while it is running. Anyone within 5 feet of it takes 2d6 piercing damage (DC 17 basic Reflex save).

Treasure*: The statue incorporates jade worth 10 gp. Ubxolalog carries magic items and texts in a pouch slung under his belly. He has a lesser bristling limbs mutagen (page 167), a *mesmerizing opal*, and a copy of the *Book of Dzryan* (page 189). Unless the party is at least 5th level, this copy of the *Book of Dzryan* is incomplete, with no spells or rituals, a minimum Will DC of 16, minimum Reference DC of 17, and a maximum Reference DC of 27.

***Treasure at Higher Levels:** Ubxolalog instead has the items indicated on the Treasure at Higher Levels table for the appropriate level. Items carried by the encountered creatures can also be collected. If the party is at least 5th level, the *Book of Dzryan* is complete. At 10th level and higher, he instead has another listed text.

TREASURE AT HIGHER LEVELS

Average Party Level	Treasure
2nd	jade worth 15 gp, lesser bristling limbs mutagen (page 161), <i>mesmerizing opal</i> , moderate tanglefoot bag, pendant of the cult, incomplete <i>Book of Dzryan</i> (page 189)
3rd	jade worth 20 gp, <i>mesmerizing opal</i> , moderate tanglefoot bag, moderate powder of Ibn Ghazi (page 166), pendant of the occult, incomplete <i>Book of Dzryan</i> (page 189)
4th	jade worth 35 gp, moderate tanglefoot bag, moderate powder of Ibn Ghazi (page 166), lesser redundant organ elixir (page 166), lesser starstone of Mnar (page 177), incomplete <i>Book of Dzryan</i> (page 189)
5th	jade worth 50 gp, moderate powder of Ibn Ghazi (page 166), lesser redundant organ elixir (page 166), moderate healing potion, lesser starstone of Mnar (page 177), <i>Book of Dzryan</i> (page 189)
6th	jade worth 75 gp, lesser redundant organ elixir (page 166), moderate healing potion, greater elixir of flexibility (page 162), single extra arm graft with a formula to implant it (page 183), <i>Book of Dzryan</i> (page 189)

Average Party Level	Treasure
7th	jade worth 125 gp, moderate healing potion, greater elixir of flexibility (page 162), minor shriveling bomb (page 167), single extra arm graft with a formula to implant it (page 183), <i>Book of Dzyan</i> (page 189)
8th	jade worth 150 gp, greater elixir of flexibility (page 162), minor shriveling bomb (page 167), <i>scroll of wave of oblivion</i> (page 125), <i>wand of 4th-level Sarnath sigil</i> (page 122), <i>Book of Dzyan</i> (page 189)
9th	jade worth 220 gp, minor shriveling bomb (page 167), <i>scroll of wave of oblivion</i> (page 125), greater powder of Ibn Ghazi (page 166), <i>wand of 4th-level Sarnath sigil</i> (page 122), <i>Book of Dzyan</i> (page 189)
10th	jade worth 350 gp, <i>scroll of wave of oblivion</i> (page 125), greater powder of Ibn Ghazi (page 166), greater bristling limbs mutagen (page 167), greater staff of transmutation, <i>Sixth Cryptical Book of Hsan</i> (page 191)
11th	jade and gold worth 450 gp, greater powder of Ibn Ghazi (page 166), greater bristling limbs mutagen (page 167), major elixir of flexibility (page 162), greater staff of transmutation, <i>Sixth Cryptical Book of Hsan</i> (page 191)
12th	jade and gold worth 650 gp, greater bristling limbs mutagen (page 167), major elixir of flexibility (page 162), major redundant organ elixir (page 166), <i>marble elephant wondrous figurine</i> , <i>Sixth Cryptical Book of Hsan</i> (page 191)
13th	jade and gold worth 100 pp, major elixir of flexibility (page 162), major redundant organ elixir (page 166), <i>viper's fang talisman</i> , <i>marble elephant wondrous figurine</i> , <i>Sixth Cryptical Book of Hsan</i> (page 191)
14th	jade and platinum worth 150 pp, major redundant organ elixir (page 166), <i>viper's fang talisman</i> , major shriveling bomb (page 167), <i>wand of ferox</i> (page 115), <i>Von Unaussprechlichen Kulten</i> (page 194)
15th	jade and platinum worth 210 pp, <i>viper's fang talisman</i> , major shriveling bomb (page 167), greater powder of Ibn Ghazi (page 166), <i>wand of ferox</i> (page 115), <i>Von Unaussprechlichen Kulten</i> (page 194)
16th	jade and platinum worth 350 pp, major shriveling bomb (page 167), greater powder of Ibn Ghazi (page 166), major bristling limbs mutagen (page 167), <i>belt of regeneration</i> , <i>Von Unaussprechlichen Kulten</i> (page 194)
17th	jade and platinum worth 500 pp, greater powder of Ibn Ghazi (page 166), major bristling limbs mutagen (page 167), <i>major healing potion</i> , <i>belt of regeneration</i> , <i>Von Unaussprechlichen Kulten</i> (page 194)
18th	jade and platinum worth 800 pp, major bristling limbs mutagen (page 167), <i>major healing potion</i> , true elixirs of life (2), <i>leng glass</i> (page 173), <i>Necronomicon</i> (page 193)
19th	jade and platinum worth 1,200 pp; <i>major healing potion</i> ; true elixirs of life (2); major formless spawn residue (page 162); <i>leng glass</i> (page 173); <i>Necronomicon</i> (page 193)
20th	jade and platinum worth 2,200 pp; true elixirs of life (2); major formless spawn residue (3; page 162); <i>third eye</i> ; <i>wand of grace of the King in Yellow</i> (9th level; page 117); <i>Necronomicon</i> (page 193)

CONCLUSION

The temple was clearly being used in a ritual to transform victims into new shapes inspired by some dark force. A character who succeeds at a DC 17 Religion or DC 15 Yog-Sothothery check to Recall Knowledge identifies the Dreamlands cult of Chaugnar Faugn. The PCs have broken its central power, and the people of Gnathowins will not be caught unawares so easily again.

If the PCs return the corpses of the mutated creatures to Horngate, a few retain enough of their original features to be identified as being among the missing humans and ghouls. Any captured minions retain only mere vestiges of who they once were. They care only about furthering the glory of the Fleshweaver. Only rituals or powerful magic such as *wish* can reverse the effect. Creatures transformed recently (such as Xeruthak) can be restored with *remove curse* in Horngate (counteract level 5th, counteract DC 29).

Although the public is skeptical of the wild tales of what has happened and seeks further investigations into the disappearances, the party has enough evidence to convince the council that the kidnapped victims became slaving monsters if they present at least two of the least-mutated corpses for identification. The council organizes further research into these largely forgotten entities and rewards the party members for their service.

Unless the party hides the evidence of their involvement or succeeds at a DC 17 Deception or Diplomacy check to sway the mob, the public eventually turns on Earogna, blaming the disappearances on the flood they caused and driving the gnorri architect out of Gnathowins.

At Higher Levels: The DC of the check to assuage the mob's rage increases by an amount equal to the party's average level.

Rewards*: Each character receives 200 sp as a reward for their service. Award each character 80 XP for completing the adventure and exposing the threat.

Rewards at Higher Levels: The monetary reward is as listed on the table below.



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REWARD AT HIGHER LEVELS

Average Party Level	Reward
2nd	20 gp
3rd	25 gp
4th	35 gp
5th	50 gp
6th	75 gp
7th	100 gp
8th	150 gp
9th	200 gp
10th	350 gp
11th	450 gp
12th	700 gp
13th	1,000 gp
14th	1,500 gp
15th	2,000 gp
16th	3,500 gp
17th	5,000 gp
18th	7,500 gp
19th	12,500 gp
20th	20,000 gp

CONTINUING THE ADVENTURE

To continue grappling with the dangers presented in this adventure, you can link any feature to a larger threat. Most immediately, the party might soon discover that the Cult of Chaugnar Faugn has spread more mutants and the instructions for creating his influence idol to one or more cult cells around Gnathowins Bay. Chaugnar Faugn's power to shape the flesh of his servants means that he can transform them to infiltrate and lead astray those who oppose his rise until his enemies rise up and stop him.

Though decimated in Somerrisk, the Cult of the Yellow Sign festers nearby, seeking to collect a copy of *The King in Yellow*. Eventually, they hope to put on a production of the banned play in the city of Horngate, under the blessing of an unwitting council desperate for a distraction from an increasingly frightening reality.

Other threats loom as well. The amnesiac influence of the Dreamlands has created a weak place where Byatis (page 249) has begun to develop influence that might add to the danger of Chaugnar Faugn or other more potent influences. Gnorri occult researchers have begun offering it propitiatory sacrifices, which they refuse to reveal for fear of the consequences if they are wrong. At the same time, some zoogs gravitate to Byatis's influence unwittingly in their yearning to return to the Dreamlands, setting their traps around its lair as an accidental defensive perimeter.

Gugs or bholes might be emboldened by the recent events to begin feasting on the surface. The strange creatures organized by Chaugnar Faugn, including horrific entities like proto-shog-

goths and Tcho-Tcho okkators, might turn away as his power wanes and seek to sate their alien hungers independently. Even worse, some of Chaugnar Faugn's psychically sensitive victims draw the attention of Outer Gods like Yog-Sothoth and Nyarlathotep, or rival Great Old Ones like Cthulhu, as such individuals are useful pawns and Chaugnar Faugn's influence over them wavers. These Great Old Ones and Outer Gods grow increasingly active in the weakened state of reality around Gnathowins.

EXAMPLE PLAYER CHARACTERS

The following characters use ancestries and backgrounds from Chapter 2 (starting on page 9).

GNARYAL

Gnaryal gained a reputation for incredible toughness after he survived an attack by Leng folk slavers led by a moon-beast named Ubxolalog. Until recently, the ranger has been a guide protecting coastal traders around Gnathowins Bay while keeping an eye out for a chance at revenge.

Gnaryal knows all the weaknesses, resistances, and immunities of deep ones, Leng folk, and moon-beasts. He knows deep ones try to bribe humans near their settlements, that Leng folk constantly want slaves, and that moon-beasts are afraid of offending whatever Great Old One or Outer God they bribe for more power.

GNARYAL

RANGER 1

NEUTRAL GOOD LARGE AMPHIBIOUS BEAST

Ancestry gnor (reflexive); **Background** Mythos survivor

Perception +7; darkvision

Speed 20 feet, swim 30 feet

Languages Common, Gnorri, understands Moonchaser

STR DEX CON INT WIS CHA
16(+3) 12(+1) 18(+4) 10(+0) 14(+2) 8(-1)

STRIKES

Melee ♦ gnorri long spear +6 (deadly 1d10, reach 10 feet, jousting d6 always treated as mounted, versatile S), **Damage** 1d10+3 piercing
Melee ♦ gnorri shardsword +6 (agile, two-handed d8), **Damage** 1d6+3 slashing
Ranged ♦ gnorri spearshot +6 (deadly 1d8, propulsive, range increment 60 feet), **Damage** 1d8+1 piercing

SKILLS

Acrobatics (Dex) +4 (trained); **Arcana (Int)** +0; **Athletics (Str)** +6 (trained); **Crafting (Int)** +3 (trained); **Deception (Cha)** -1; **Diplomacy (Cha)** -1; **Intimidation (Cha)** +2 (trained); **Aberration Lore (Int)** +3 (trained); **Medicine (Wis)** +5 (trained); **Nature (Wis)** +5 (trained); **Occultism (Int)** +0; **Performance (Cha)** -1; **Religion (Wis)** +2; **Society (Int)** +0; **Stealth (Dex)** +4 (trained); **Survival (Wis)** +5 (trained); **Thievery (Dex)** +1; **Yog-Sothothery (Wis)** +2

FEATS AND ABILITIES

Ancestry Abilities Allocate Limbs, amphibious, darkvision, flexible physiology, Gnorri Weapon Familiarity (already calculated above), Squeeze Entrails

Class Features Hunt Prey, hunter's edge (flurry)

Class Feats Twin Takedown

Skill Feats Desperate Knowledge

DEFENSES

Reactions Squeeze Entrails

HP	AC	Fortitude	Reflex	Will
24	14	+9	+6	+5

EQUIPMENT

You have an adventurer's pack, leather armor, a gnorri longsword, a gnorri shardsword with a sheath, a gnorri spearshot with 5 shotspears, a severed and dried tentacle you took as a trophy when you escaped from Ubxolalog, a knife, a gnorri stylus, a kelp diary, and a pouch containing 5 gp

ABILITY DESCRIPTIONS

Your feats and abilities are described below.

Allocate Limbs (concentrate, exploration)

Frequency once per day; **Effect** You can absorb or extrude your arms, although the process is somewhat painful and takes 10 minutes. 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 ability. Having more than two arms allows you to have more items at the ready and wield more than two weapons or shields at once, but it doesn't give you any more actions.

- **Two Arms** While you have only two arms, you can concentrate more of your

muscle mass in those limbs. As a result, you get a +1 circumstance bonus to Athletics checks and Strength-based weapon damage rolls.

- **Three Arms** While you 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 become drained 1 as a result of overburdening your body. This drained value can't be reduced below 1 while you have four arms.

Amphibious You can breathe air and water.

Darkvision You can see in the dark as well as you can in bright light, though your darkvision is in black and white.

Desperate Knowledge You can Recall Knowledge about eldritch forces, Great Old Ones, Outer Gods, aberrations, astrals, celestials, ethereals, fiends, and undead as a free action



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once per round. You automatically notice signs of such forces or creatures if the Perception DC is 11 or less. You recognize the kind of creature (such as ice devil or mi-go scout) if it is one you have encountered before.

Flexible Physiology Narrow spaces aren't difficult terrain to you unless they would be for a human, and you can Squeeze through any space a human could. In addition, you can't be harmed by water pressure.

Hunt Prey ♦ (concentrate); **Requirements** You can see or hear the target you are Tracking in exploration mode; **Effect** You gain a +2 circumstance bonus to Perception checks when you Seek your prey and to Survival checks when you Track your prey. You also ignore the penalty for making ranged attacks within the second range increment against the prey you're hunting. This designation lasts until your next daily preparation or until you designate a different target.

Hunter's Edge (Flurry) Your multiple attack penalty for attacks against your hunted prey is -3 (-2 with an agile weapon) on your second attack of the turn instead of -5, and -6 (-4 with an agile weapon) on your third or subsequent attack of the turn, instead of -10.

Squeeze Entrails ⤵ (concentrate) **Frequency** once per 10 minutes; **Trigger** You take piercing or precision damage, or an attack against you is a critical hit; **Effect** You reflexively squeeze your vulnerable organs out of the way inside your body. Against the triggering attack, you gain resistance to precision damage equal to your level, resistance to piercing damage equal to your level, and resistance to the extra damage from a critical hit equal to twice your level.

Twin Takedown ♦ (flourish) **Frequency** once per turn; **Requirements** You are wielding two melee weapon, each in a different hand; **Effect** You swiftly attempt to Strike your hunted prey once with each required weapon. If both hit, combine their damage for the purposes of its resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

MOONCHASER

Moonchaser is a healer who worships the sun as a neutral deity. The cleric found a calling as an alienist, using a natural talent for quiet empathy to soothe and ultimately treat those with mental illnesses. In recent months, she has received a strange glut of work from the city guard of Horngate, who call upon Moonchaser's insight to evaluate whether crimes were committed out of madness rather than knowing malice. Many of the indicted seem delusional, but Moonchaser begins to worry that there might be some truth when three unrelated perpetrators blame their violent outbursts on visions of a tentacle or snake stretching and tearing their flesh.

As an alienist, Moonchaser has qualifications to be consulted on a wide variety of strange happenings. She knows of or can easily find asylums, sanitariums, hospitals, or temples offering counsel or healing where she can obtain ready treatment for herself and a few others in any area that has them. The treatment is often quickly administered, private, and discounted. Additionally, when she fails to Recall Knowledge related to unexplained events and Mythos entities, she generally knows of a former patient, fellow alienist, or institution with relevant clues, even though their information might be incomplete.

MOONCHASER

CLERIC 1

CHAOTIC NEUTRAL TINY BEAST CAT

Ancestry Dreamlands cat (Terran); **Background** alienist

Perception +6; low-light vision, scent

Speed 25 feet

Languages Cat, Common (can speak only Cat)

STR	DEX	CON	INT	WIS	CHA
6(-2)	18(+4)	12(+1)	10(+0)	16(+3)	14(+2)

STRIKES

Melee ♦ jaws +7 (agile, finesse), **Damage** 1d4-2 piercing

Melee ♦ claws +7 (agile, finesse), **Damage** 1d4-2 slashing

SKILLS

Acrobatics (Dex) +7 (trained); **Arcana (Int)** +0; **Athletics (Str)** -2; **Crafting (Int)** +0; **Deception (Cha)** +2; **Diplomacy (Cha)** +2; **Intimidation (Cha)** +2; **Herbalism Lore (Int)** +3 (trained); **Medicine (Wis)** +6 (trained); **Nature (Wis)** +3; **Occultism (Int)** +0; **Performance (Cha)** +2; **Religion (Wis)** +6 (trained); **Society (Int)** +3 (trained); **Stealth (Dex)** +7 (trained); **Survival (Wis)** +3; **Thievery (Dex)** +4; **Yog-Sothothery (Wis)** +3

FEATS AND ABILITIES

Ancestry Abilities cat spellcasting, claws, Dreamlands travel, low-light vision, jaws, Land on My Feet, Moon Jump, scent

Class Features divine font (healing; already included), divine spellcasting, doctrine (cloistered cleric; already included)

Class Feats Domain Initiate (sun), Healing Hands

Skill Feats Counsel

DIVINE SPELLS

Spell Attack +6; Spell DC 16

Cantrips (at will) *daze, detect magic, guidance, light, stabilize*

1st Level *bless, fear, heal* (3)

Focus Spell (1 Focus Point; 1st Level) *fire ray*

DEFENSES

Reactions Land on Your Feet

HP	AC	Fortitude	Reflex	Will
10	17	+4	+7	+8

EQUIPMENT

You have a friend carry 2 sets of caltrops, a wooden religious symbol, simple manacles, a letter vouching for your expertise to authorities, and a pouch containing 9 gp.

ABILITY DESCRIPTIONS

Your feats and abilities are described below.

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 or focus component, you can hold it in your mouth, which does not interfere



with providing verbal components. Alternatively, you can use a material or focus component you can touch in your space so long as the component isn't carried by a creature unwilling to let you use the component.

Counsel ♦♦ (auditory, concentrate, linguistic) You speak soothing words to a creature within 30 feet to help it break free from mental effects. If you can reach the target, you can opt for a gentle touch, in which case this activity loses the auditory and linguistic traits and gains the manipulate trait. Attempt a Medicine check against the mental effect's DC. After you attempt to Counsel a creature for a specific effect, you can't try again until after that creature's next save against the mental effect.

Critical Success You grant the creature a new saving throw against the mental effect with a +4 circumstance bonus. If the creature succeeds or critically succeeds, the effect ends on it.

Success You grant the creature a new saving throw against the mental effect. If the creature critically succeeds, the effect ends on it. If the creature succeeds, the effect's remaining duration is reduced by half.

Critical Failure Your efforts are counterproductive, giving the creature a -1 circumstance penalty to its next save against the mental effect.

Dreamlands Travel You can travel physically to the Dreamlands via one of the many hidden Gates of Slumber. You can attempt to sense the exact location of a nearby Gate of Slumber at will.

Healing Hands You roll d10s, rather than d8s, when you cast *heal*.

Dreamlands Travel ♦♦ (concentrate, conjuration, move, occult, teleportation) See page 14.
Land on My Feet ⚡ Trigger You fall; Effect You right yourself before you land. If you fell less than 60 feet, you treat the fall as 10 feet shorter for the purpose of damage (reducing the damage by 5). 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 5 bludgeoning damage). If you take damage from a fall, you nevertheless land on your feet if you succeed at a DC 15 Reflex save.

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Low-Light Vision You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Scent You can use smell as an imprecise sense to a range of 30 feet. This means you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

Steady Jump You need not Stride before attempting to High Jump or Long Jump, and you get a +4 circumstance bonus to your check if you don't. You also gain the Powerful Leap skill feat and the Land on My Feet reaction.

NEMARUK

Nemaruk has become a professional carver and wizard to better understand the strange things learned from eating the corpse of a little-known visionary artist. These impressions have come back again and again in increasingly vivid nightmares recently, each featuring a grasping tentacle, snake, or fanged elephant trunk.

NEMARUK

WIZARD 1

CHAOTIC NEUTRAL MEDIUM GHOUL HUMANOID

Ancestry ghoulish (clawed ghoulish); **Background** visionary

Perception +4; darkvision, grave scent

Speed 25 feet

Languages Cat, Common, Deep One, Ghoul, Zoog

STR DEX CON INT WIS CHA
10 (+0) 12 (+1) 16 (+3) 18 (+4) 12 (+1) 10 (+0)

STRIKES

Melee ♦ jaws +4 (finesse, unarmed), **Damage** 1d6 piercing

Melee ♦ claw +4 (agile, finesse, unarmed), **Damage** 1d4 slashing

SKILLS

Acrobatics (Dex) +1; **Arcana** (Int) +7 (trained); **Athletics** (Str) +0; **Crafting** (Int) +7 (trained); **Deception** (Cha) +0; **Diplomacy** (Cha) +0; **Intimidation** (Cha) +0; **Art Lore** (Int) +7 (trained); **Medicine** (Wis) +4 (trained); **Nature** (Wis) +1; **Occultism** (Int) +7 (trained); **Performance** (Cha) +0; **Religion** (Wis) +1; **Society** (Int) +7 (trained); **Stealth** (Dex) +4 (trained); **Survival** (Wis) +4 (trained); **Thievery** (Dex) +1; **Yog-Sothothery** (Wis) +5 (trained)

FEATS AND ABILITIES

Ancestry Abilities claw, darkvision, Expert Scrounger, grave scent, jaws, Psychic Feast

Class Features arcane school (evocation), arcane thesis (spell substitution), Drain Bonded Item
Class Feats Reach Spell
Skill Feats Eldritch Sensitivity

ARCANE SPELLS

Spell Attack +7; **Spell DC** 17

Cantrips (at will) *detect magic, electric arc, ghost sound, ray of frost, read aura, shield*

1st Level *burning hands, color spray, shocking grasp*

Focus Spell (1 Focus Point; 1st Level) *force bolt*

DEFENSES

HP	AC	Fortitude	Reflex	Will
17	14	+7	+4	+6; -1 vs. mental

EQUIPMENT

You have an adventurer's pack, carving tools, material component pouch, writing set, spellbook (containing your prepared spells plus the following: cantrips—*chill touch, dancing lights, produce flame, sigil, tanglefoot*; 1st—*charm, command, comprehend language*), a disturbing bone sculpture of an elephant you don't remember creating, a *scroll of illusory disguise*, and a pouch containing 3 gp

ABILITY DESCRIPTIONS

Your feats and abilities are described below.

Arcane Thesis (Spell Substitution) You can spend 10 minutes to empty one of your prepared spell slots and prepare a different spell from your spellbook in its place. If you are interrupted during such a swap, the original spell remains prepared and can still be cast. You can try again to swap out the spell later, but you must start the process over again.

Darkvision You can see in the dark as well as you can in bright light, though your darkvision is in black and white.

Drain Bonded Item ♦ **Frequency** once per day;

Requirements You haven't yet acted on your turn; **Effect** You expend the power stored in your bonded item. During your turn, you can cast one spell you prepared today and already cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements.

Eldritch Sensitivity 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 have a vague sense that automatically alerts you to evidence of close contact with a Mythos monster or Elder Influence that you can

perceive upon any creature or object. This feeling doesn't indicate what the evidence is or what the manner of contact was. You can use Recall Knowledge to recognize the clue even though you aren't consciously aware of what the clue is.

Additionally, you can create a piece of art based on your eldritch dreams or a 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 can do so only once per day. The art can help you in two ways: allowing you to retry your check to Recall Knowledge and providing clues

others can use to point you toward the Mythos force at work. If you failed but didn't critically fail your check to Recall Knowledge about a clue, you can meditate on your art during your daily preparations to retry the check. You can retry only one check this way per day. You can't create this art about the same subject again.

Anyone who examines your art can also attempt a check to Recall Knowledge to find a clue in the art giving more information about the Mythos force or monster.

As a downtime activity that takes 1 day, you can show the art to occult art collectors in any settlement; unless the Mythos force or monster that inspired your dream or sensation is exceptionally obscure, at least one contact recognizes enough of its traces in your art to tell you general information about the subject or to point you to a library or expert that can do so.

Expert Scrounger You are practiced at using and finding old, broken equipment. You can use broken (but not destroyed) objects as if they did not have that condition. In addition, when you Seek in rubble, undergrowth, dirt, or other places hidden from view, you replace any result less than 13 with that total result.



Grave Scent You can use scent as an imprecise sense to a range of 30 feet, but only for undead, corpses, and meat. This means you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

Psychic Feast (manipulate) When you feed upon the flesh of a dead humanoid, you absorb some of the lingering traces of memory and knowledge that the creature possessed in life. 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 an insight about a skill the creature was trained in. Choose a skill; if the creature was at least trained in that skill, you gain that skill insight. If the creature was untrained in that skill, you get an insight of the GM's choice instead.

A skill insight makes you more effective with that skill. You can use the absorbed memories to Recall Knowledge that the creature knew using that skill. If you have an insight into a skill you are untrained in, your proficiency bonus for that skill is equal to your level. If you have an insight into a skill you are at least trained in, you instead gain a +1

circumstance bonus to checks with that skill. 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 two total insights. If you use this activity 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.

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Reach Spell ♦ (concentrate, metamagic) You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Yog-Sothothery You can use this skill to recall information about Mythos monsters, cults, and magic.

SENDAIN

Sendain delights at playing tricks and pranks upon bigger folk, especially in the form of devious practical jokes that involve needlessly complicated but mostly harmless traps. Despite a dubious reputation as a former criminal indebted to a criminal theater owner (now imprisoned for murdering a rival), the bard has also proven to be a capable (if unreliable) punisher of those who dare not to hold up their ends of zoog contracts.

As a former cultist of the Yellow Sign, Sendain deduced a secret beyond normal humanoid experience before the cult was willing to formally initiate the zoog: that the Yellow Sign gives an entity called the King in Yellow a foothold on the world, an influence that spreads as a psychic cancer, causing anyone who learns too much about it or who is particularly psychically sensitive to think in inhuman ways. Those too far gone become undying monsters resistant to physical damage except from magical piercing weapons. The cult's activities in Horngate came to an abrupt halt when Sendain turned the cell leader in for murder, but they seemed interested in collecting such sensitive individuals, of which there was a strangely large number near Lake Igwenos.

SENDAIN

BARD 1

CHAOTIC NEUTRAL MEDIUM HUMANOID ZOOG

Ancestry zoog (gnawer zoog); **Background** Mythos cultist

Perception +4; lesser scent

Speed 20 feet, climb 10 feet

Languages Aklo, Cat, Common, Zoog

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	10(+0)	14(+2)	12(+1)	16(+3)

STRIKES

Melee ♦ jaws +6 (backstabber, finesse, unarmed), **Damage** 1d4 piercing

Melee ♦ claw +6 (agile, finesse, unarmed), **Damage** 1d4 slashing

SKILLS

Acrobatics (Dex) +6 (trained); **Arcana** (Int) +2; **Athletics** (Str) +0; **Crafting** (Int) +2; **Deception** (Cha) +6 (trained); **Diplomacy** (Cha) +6 (trained); **Intimidation** (Cha) +6 (trained); **Bardic Lore** (Int) +5 (trained); **Yellow Sign Lore** (Int) +5 (trained); **Medicine** (Wis) +1; **Nature** (Wis) +1; **Occultism** (Int) +6 (trained); **Performance** (Cha) +6 (trained); **Religion** (Wis) +4 (trained); **Society** (Int) +5 (trained); **Stealth** (Dex) +6 (trained); **Survival** (Wis) +1; **Thievery** (Dex) +6 (trained); **Yog-Sothothery** (Wis) +1

FEATS AND ABILITIES

Ancestry Abilities claw, darkvision, facial tentacles, jaws, lesser scent, pouches, prehensile tail, zoog paws

Class Features muse (enigma), spellcasting

Class Feats Bardic Lore

Skill Feats Dubious Knowledge, Snare Crafting

OCCULT SPELLS

Spell Attack +6; **Spell DC** 16

Cantrips (at will) *dancing lights, ghost sound, mage hand, prestidigitation, telekinetic projectile*

1st Level (3 slots) *grease, soothe, true strike*

Composition Cantrips *inspire courage*

Composition Focus Spells (1st level; 1 Focus Point) *counter performance*

DEFENSES

Reactions *counter performance*

HP	AC	Fortitude	Reflex	Will
12	18	+3	+6	+6

EQUIPMENT

You have an adventurer's pack, studded leather armor, handheld drum, snare kit with supplies for one snare, thieves' tools, formula book (containing alarm snare, hampering snare, marking snare, spike snare), and a pouch containing 10 sp

ABILITY DESCRIPTIONS

Your feats and abilities are described below.

Bardic Lore This skill can be used only to Recall Knowledge, but on any topic.

Darkvision You can see in the dark as well as you can in bright light, though your darkvision is in black and white.

Dubious Knowledge When you fail a Recall Knowledge check using any skill, you learn a bit of true knowledge and a bit of erroneous knowledge, but you don't have any way to differentiate which is which.

Facial Tentacles Your facial tentacles cannot wield weapons, but they can hold and manipu-

late up to two Tiny objects such as coins, jewelry, thieves' tools, or wands.

Lesser Scent Your sense of smell is an imprecise sense with a range of 5 feet. When you Seek, you use your sense of smell to automatically notice undetected or unnoticed creatures within 30 feet of you. This can't improve your degree of detection beyond undetected.

Pouches You have two marsupial pouches. Each can hold up to 1 Bulk of objects and can distend to fit up to 1 cubic foot of objects.

Prehensile Tail Your prehensile tail cannot wield weapons or manipulate objects but can carry objects easily. Your tail counts as a free hand for Climbing.

Snare Crafting You can use the Craft activity to create a snare from your formula book in 1 minute.

Zoog Paws You have hand-like paws at the end of all four of your limbs. All of them can hold or wield weapons, but you can't use them to make more attacks than usual, and you need two of your limbs free to use your land Speed. You need either all four paws or three paws and your tail free in order to Climb.

Because you have hands instead of feet on your lower limbs, you can't wear footwear, but you can wear two different pairs of gloves or other items worn on the hands. Because your paws are not built for walking far, you become fatigued after Hustling for more than 10 minutes using your land Speed.



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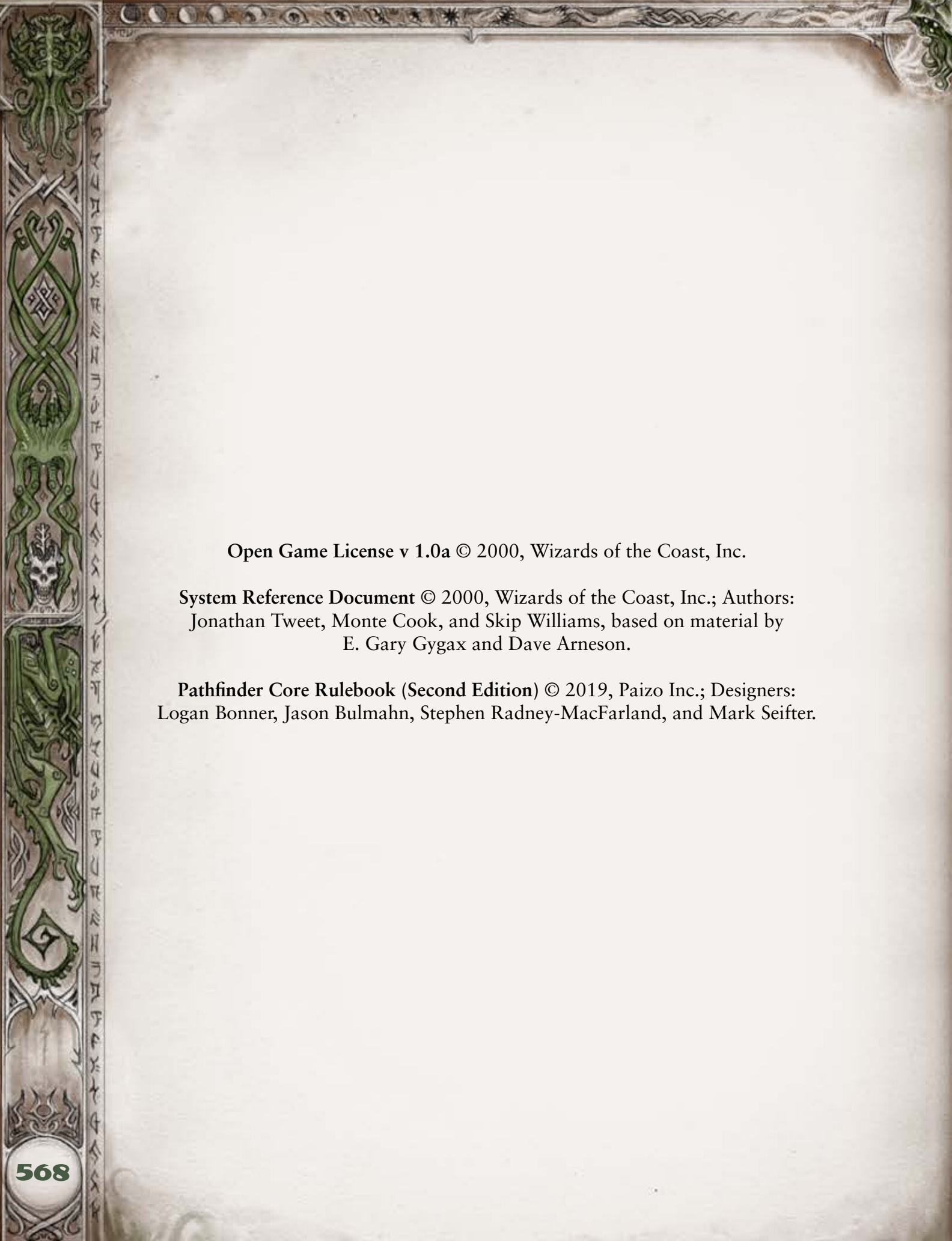
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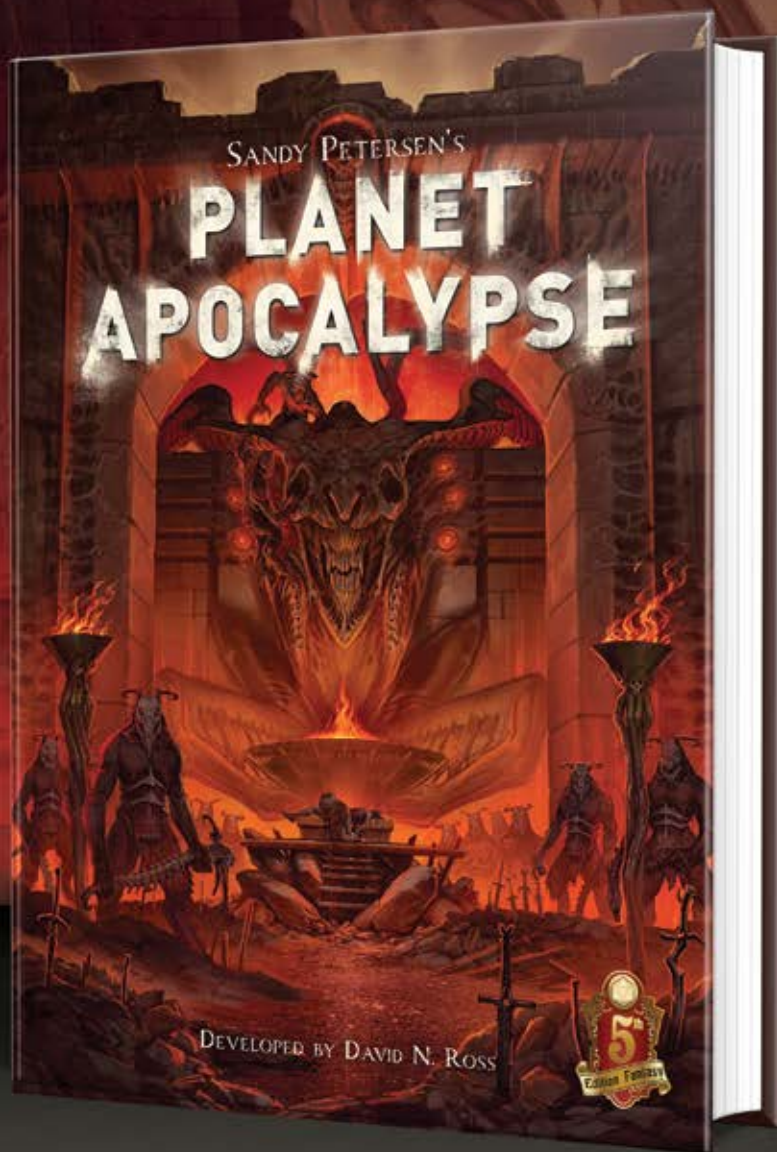
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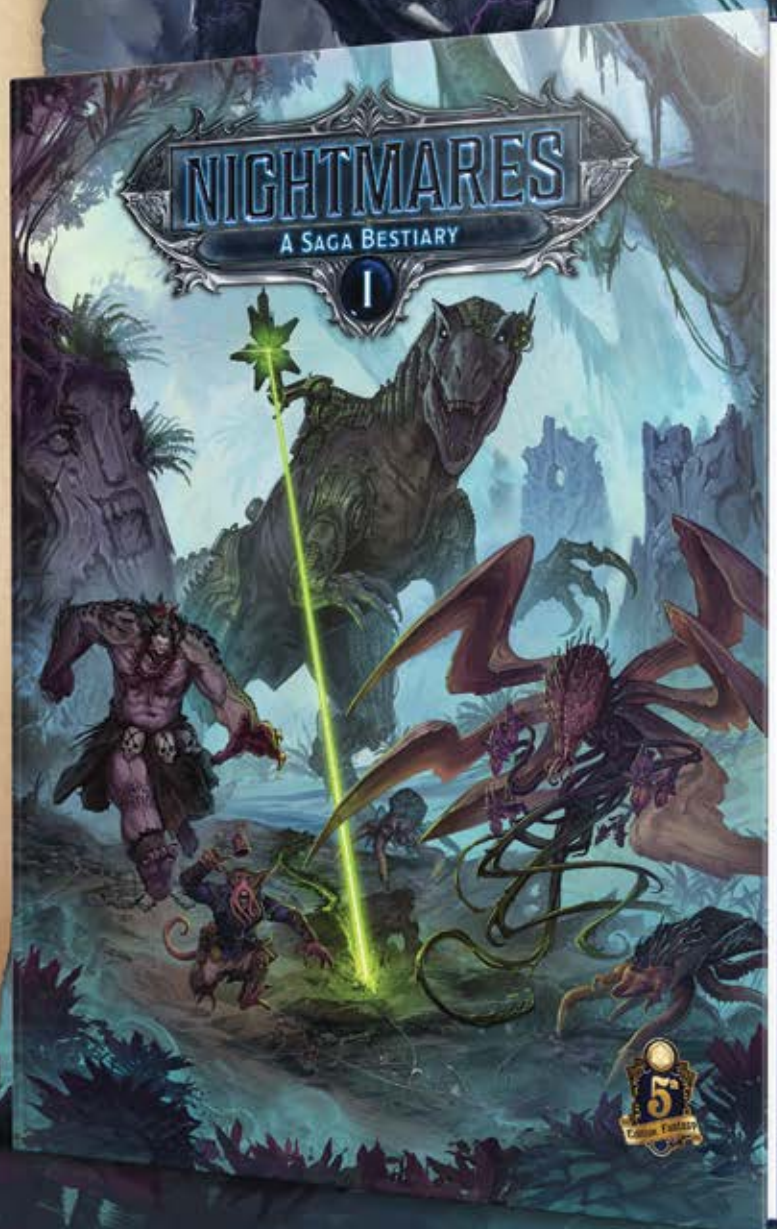
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