

CALL of CTHULHU[®]

KEEPER DECK



MALLEUS MONSTRORUM DECK



MALLEUS MONSTRORUM: MONSTER CARDS

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Malleus Monstrorum: Monster Cards are best used with the *Call of Cthulhu* (7th Edition) roleplaying game and optionally the *Pulp Cthulhu* sourcebook, both available separately.

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USEFUL INFORMATION

- Golden Advice -

Think about what the monster wants and ensure its actions play to that—monsters are not fodder to be easily dealt with.

Be creative when naming monsters—avoid using stated monster names.

Describe monsters using smell, sound, touch, and taste—not just by sight.

Most monsters are intelligent—they will leave if facing tough opposition, and be cunning in their actions.

The monsters are unknowable—their motives and actions do not always make sense to humans, and do not always need to be explained.

Some monsters can use magic to avoid melee confrontations, and reduce their risk of harm. Useful spells inc. *Appear Human*, *Barrier of Pain*, *Cloud Memory*, *Dominate*, *Enthrall Victim*, *Implant Fear*, *Shrivelling*, *Wither Limb*, and *Wrack* (among others).

- Combat -

Attacks are shown as:
Regular (Hard/Extreme)

Where an entity has 100% in an attack form, it means it only misses with a result of 100 (“00”).

Monsters with multiple attacks take all of their actions at the same time in

the round (this may vary with certain monsters), although the Keeper may choose to spread multiple attacks through the DEX order. Single monsters with multiple attacks may “Outnumber” an opponent.

- Build -

Target is 2 builds smaller:
it can be thrown.

Target is 1 build smaller:
it can be lifted with ease.

Target is of equal build:
it can be carried for a brief time.

Target is 1 build larger:
it can barely be lifted.

Target is 2 builds larger:
it cannot be lifted but might be unbalanced or disarmed.

- Immunities -

Mundane Weapons:
earthly weapons, fists, knives, bats, swords, arrows, bullets, and so on. Damage is halved, or at minimum, or negated entirely.

Elemental:
fire, water, chemical, biological, and so on. Reduced or no damage whatsoever.

Special/Other:
if specifically stated as immune, no damage is suffered.



SPECTRAL BLACK DOG

char.	roll	average
STR	(2D6+6) × 5	65
CON	(4D6+2) × 5	80
SIZ	(2D3+4) × 5	40
DEX	(4D6+4) × 5	90
INT	3D6 × 5	50–55
POW	3D6 × 5	50–55

Avg. Hit Points: 12
Avg. Damage Bonus (DB): 0
Avg. Build: 0
Move: 12

Combat

Attacks per Round: 1 (bite or claw rake)

Fighting 100% (50/20), damage 1D6+DB
Dodge 25% (12/5)

Skills

Stealth 90%.

Armor: 2-points fur.

Sanity Loss: 0/1D4 Sanity points.



BYAKHEE

char.	roll	average
STR	5D6×5	85–90
CON	3D6×5	50–55
SIZ	5D6×5	85–90
DEX	(3D6+3)×5	65–70
INT	3D6×5	50–55
POW	3D6×5	50–55

Avg. Hit Points: 13–14
Avg. Damage Bonus (DB): +1D6
Average Build: 2
Average Magic Points: 10
Move: 5 / 16 flying

Combat

Attacks per Round: 2 (claw, bite, crash)

My strike with claws or crash into its victim.

Bite and Hold (mnvr): if bite strikes home, byakhee remains attached to the victim and can drain their blood. Each round the byakhee remains attached, including the first, blood drain subtracts 3D10 points of STR, until death occurs (at STR 0). The byakhee remains attached until the victim is drained of blood, unless victim can make a successful opposed STR roll on their turn. Escaping death, the victim regains blood at up to 1D10+5 points of STR per day. A Byakhee may hold only one victim at a time.

Fighting 55% (27/11), damage 1D6+DB
Bite/Hold (mnvr) 55% (27/11), damage 1D6, plus 3D10 STR drain
Dodge 35% (17/7)

Skills

Listen 50%, **Spot** Hidden 50%.

Armor: 2-point fur and tough hide.

Spells: 40% chance of knowing 1D4 spells; such spells may relate to Hastur and associated beings.

Sanity Loss: 1/1D6 Sanity points.



CHAKOTA

char.	roll	average
STR	10D6×5	175
CON	10D6×5	175
SIZ	10D6×5	175
DEX	15	15
INT	1D3×5	10
POW	10D6×5	175

Avg. Hit Points: 35
Avg. Damage Bonus (DB): n/a
Avg. Build: 4
Avg. Magic Points: 35
Move: 4

Combat

Attacks per Round: 1D8 (bite)

1D8 faces bite per round (divided among numerous targets); roll to bite for each face—additional attacks vs. same target invoke outnumbered rule. Successful bite clamps down, pulling and holding victim to the chakota. Opposed STR roll to break free, but at an automatic cost of +1 point of damage per set of clamped teeth (each bite has STR 5, total the number of bites attacks against the same target, using sum in opposed STR roll). When first bitten, victim automatically loses 1D10 Sanity points (no Sanity roll). Usually, a chakota seeks to devour its first target before turning to a second, with each victim taking only 1D6+1 rounds to ingest.

Fighting 40% (20/8), damage 1D3 per face + 1D10 Sanity loss
Dodge 7% (3/1)

Skills

Eat Quickly 90%.

Armor: none; immune to mundane weapons; fire and electrical based attacks can cause harm; if the mouths are covered, it can suffocate in earth or water.

Spells: none.

Sanity Loss: 1D3/1D20 Sanity points.



CHILDREN OF THE SPHINX

char.	roll	average	
STR	4D6×5	70	Avg. Hit Points: 14
CON	(2D6+6)×5	65	Avg. Damage Bonus (DB): +1D4
SIZ	(2D6+8)×5	75	Avg. Build: 1
DEX	2D6×5	35	Avg. Magic Points: 10
INT	3D6×5	50–55	Move: 7
POW	3D6×5	50–55	

Combat

Attacks per round: 1 (varies; natural unarmed or weapon)
Uses weapons or natural attacks based upon their form (human or animal head and body, or vice versa). Various example below.

Fighting	50% (25/10), damage 1D3+DB or khopesh 1D6+DB
Bite or claw	50% (25/10), damage 1D4 to 1D8 +DB
Beak stab or rip	50% (25/10), damage 2D3+DB
Horn gore	50% (25/10), damage 2D6+DB
Dodge	20% (10/4)

Skills

Listen 45%, Stealth 40%.

Armor: 4-point defense (1-point skin and 3-point armor).

Spells: none.

Sanity Loss: 0/1D8 Sanity points.



COLD ONES

char.	roll	average	
STR	n/a	—	Avg. Hit Points: 16*
CON	n/a	—	Avg. Damage Bonus (DB): n/a
SIZ	(2D6+6) × 5	65	Avg. Build: n/a
DEX	(2D10+10) × 5	105	Avg. Magic Points: 16
INT	(2D6+6) × 5	65	Move: 50 flying
POW	(3D6+6) × 5	80–85	*One-fifth of POW.

Combat

Attacks per Round: 1 (cold attack)

Causes intense freezing damage (like frostbite). No wounds are inflicted, but tissue, bones, and organs suffer damage from concentrated cold. Each attack inflicts 1D10 CON loss and 1D2 damage; every 15 combined points of CON and HPs lost causes loss of 5 APP and 5 STR. Survivors require immediate First Aid (healing 1 point of lost CON, STR, and HP, but not APP) or Medicine (healing 1D3 CON, APP, STR, and HP).

Fighting (Freezing Touch) 40% (20/8), damage special (see above)
Dodge 52% (26/10)

Skills

Snow Stealth 90%.

Armor: none; immune to all physical mundane attacks; fire deals 2D6 damage per successful strike with a torch or fire-producing weapon/attack.

Spells: with INT 80 or higher, knows 1D3 spells, usually dealing with cold, weather, etc.

Sanity Loss: 0/1D6 Sanity points; 0/1D3 Sanity points to hear the tortured shriek of a cold one.



COURTIERS OF THE KING IN YELLOW

All courtiers have the same profile.

STR	70	Hit Points: 13
CON	80	Damage Bonus (DB): 0
SIZ	50	Build: 0
DEX	120	Move: 15
INT	100	
POW	100	

Combat

Attacks per round: 1 (robe lash or weapon)

When not engaged in a dance of death, the courtiers' robes act as razor-sharp weapons. In addition, the courtiers may produce scimitar swords from beneath their robes.

Fighting	70% (32/13), damage 1D4 (razor robes)
Scimitar	65% (32/13), damage 1D6
Dodge	60% (30/12)

Skills

Jump 70%, Stealth 70%.

Armor: none.

Spells: Summon/Bind Byakhee and others at the Keeper's discretion.

Sanity Loss: 0/1D3 Sanity points.



CRAWLING ONES

char.	roll	average
STR	(1D6+6) × 5	45–50
CON	4D6 × 5	70
SIZ	(2D6+6) × 5	65
DEX	2D6 × 5	35
INT	4D6 × 5	70
POW	(4D6+6) × 5	100

Avg. Hit Points: 13
Avg. Damage Bonus (DB): 0
Avg. Build: 0
Avg. Magic Points: 20
Move: 8

Combat

Attacks per Round: 1 (unarmed, weapon, spell)

May use weapons as humans do (incl. guns at the Keeper's discretion); however, prefers to use spells or their (spell-controlled) minions to undertake physical tasks.

Fighting 35% (17/77), damage 1D3 (unarmed) or by weapon
Dodge 20% (10/4)

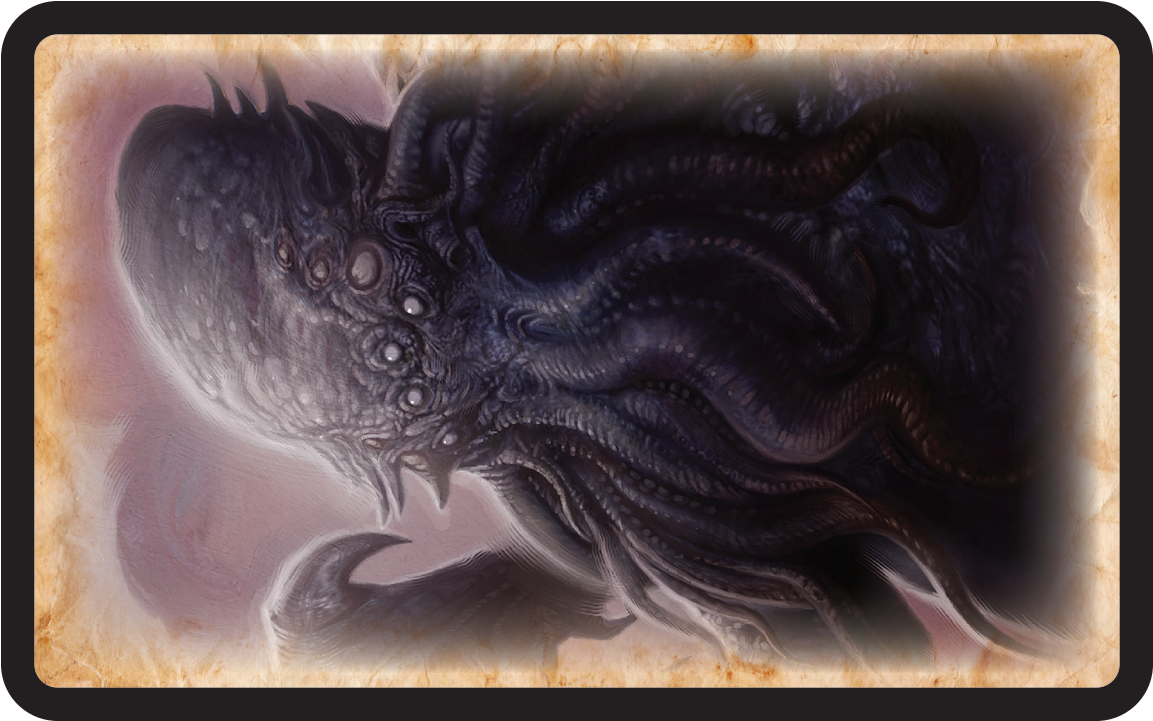
Skills

Climb 80%, Jump 40%, (possibly) Language (varies) 70%, Stealth 60%.

Armor: none; mundane weapons deal minimal damage (perhaps simply killing a few individual worms); bullets cause only a single point of damage, except for shotgun pellets, which deal minimum damage; fire, electrical, and toxic chemical-based attacks deal full damage (assume 1D6 per round) if the crawling one cannot find a means to escape such situations.

Spells: knows at least 1D10 spells, usually including Dominate or other spells concerning the command of human will.

Sanity Loss: 1D3/2D6 Sanity points.



STAR-SPAWN OF CTHULHU

char.	roll	average
STR	2D6×50	350
CON	3D6×25	260
SIZ	3D6×50	525
DEX	3D6×5	50
INT	6D6×5	105
POW	6D6×5	105

Avg. Hit Points: 78
Avg. Damage Bonus (DB): +10D6
Avg. Build: 11
Avg. Magic Points: 21
Move: 15 / 15 swimming

Combat

Attacks per Round: 4 (claw, tentacle, body slam)

May attack with tentacles or claws to crush, rent, or seize, and may use its body to slam and mash.

Fighting 80% (40/16), damage DB
Dodge 26% (13/5)

Skills
n/a.

Armor: 10-point hide and blubber; regenerates 3 hit points per round (death at zero hit points).

Spells: knows 3D6 spells; poss. Contact Cthulhu, Create Mist of R'lyeh, Grasp of Cthulhu, Send Dream.

Sanity Loss: 1D6/1D20 Sanity points.



THRALL OF CTHULHU

char.	roll	average
STR	former + 20	75
CON	former + 20	75
SIZ	former + 20	85
DEX	former -20	30
INT	former	65
POW	former	55
Avg. Hit Points: 16		
Avg. Damage Bonus (DB): +1D4		
Avg. Build: 1		
Avg. Magic Points: 11		
Move: 6 / 10 swimming		

Combat

Attacks per Round: 1 (claw, bite, swipe, squeeze, crush, choke)
Each thrall's attacks vary, depending on its form; some have claws, tentacles, multiple mouths, etc. Some may wield weapons (but not firearms).

Fighting 40% (20/8), damage 1D6+2+DB, or by weapon
Dodge 15% (7/3)

Skills

Climb 40%, Listen In Water 70%, Swim 80%.

Armor: none; regenerates 1D6 hit points per round; if reduced to zero hit points through mundane physical attacks, can reform completely healed in 1D8+1 rounds.

Spells: any known as human or gifted by Cthulhu.

Sanity Loss: 1/1D8 Sanity points.



DAUGHTER OF ATLACH-NACHA

char.	roll	average
STR	(3D6+13) × 5	115–120
CON	(3D6+8) × 5	90–95
SIZ	(3D6+8) × 5	90–95
DEX	(2D6+6) × 5	65
INT	3D6 × 5	50–55
POW	(2D6+6) × 5	65

Avg. Hit Points: 18–19
Avg. Damage Bonus (DB): +2D6
Avg. Build: 3
Avg. Magic Points: 13
Move: 8

Combat

Attacks per Round: 1 (bite, spear, or feast)
Uses spear-like legs to pierce or bites (feast attack may follow a successful bite).

Bite: paralyzing toxin (Extreme CON roll); immediately paralyzed and remain so for 1D6 hours.

Feast: once paralyzed by a bite, may devour victim's head, sucking out the brain (two rounds to eat through eyes and start on brain); each minute consumes 5 INT. At zero INT means victim's brain is completely devoured. If rescued, INT loss stops (survivors are blind and lose 2D10 APP - see entry for details).

Fighting	70% (35/14), damage 1D6+DB
Bite	60% (30/12), damage 1D10+ venom
Feast	automatic if paralyzed, damage 5 INT per round
Dodge	40% (20/8)

Skills

Climb 80%, Spin Web 60%, Stealth 50%.

Armor: 5-point hard shell.

Spells: Contact and Call Atlach-Nacha. Those with INT 75 or higher know 1D3 additional spells.

Sanity Loss: 1/1D8 Sanity points; seeing a human transformation into a daughter costs 1/1D8 points of Sanity.



HYBRID DEEP ONE

char.	roll	average
STR	(2D6+6) × 5	65
CON	(2D6+6) × 5	65
SIZ	3D6 × 5	50–55
DEX	(2D6+6) × 5	65
INT	(2D6+6) × 5	65
POW	3D6 × 5	50–55
APP	2D6 × 5	35

Avg. Hit Points: 11–12
Avg. Damage Bonus (DB): 0
Avg. Build: 0
Avg. Magic Points: 10
Move: 9/8 swimming

Combat

Attacks per Round: 1 (unarmed, weapon)

May attack unarmed or use weapons (incl. firearms) as humans do.

Fighting

45% (22/9), damage 1D3+DB, or by weapon

Dodge

30% (15/6)

Skills

Climb 40%, Cthulhu Mythos (varies) 00% to 30%, Jump 45%,

Listen 50%, Spot Hidden 45%, Stealth 46%, Swim 70%.

Armor: none.

Spells: older hybrids who have embraced their heritage have a 10% chance of knowing 1D3 spells.

Sanity Loss: 0/1D4 Sanity points, this may be increased (1/1D6+) for particularly monstrous specimens.



DEEP ONE

char.	roll	average
STR	4D6×5	70
CON	3D6×5	50
SIZ	(3D6+6)×5	80
DEX	3D6×5	50
INT	(2D6+6)×5	65
POW	3D6×5	50
Avg. Hit Points: 13		
Avg. Damage Bonus (DB): +1D4		
Avg. Build: 1		
Avg. Magic Points: 10		
Move: 8 / 10 swimming		

Combat

Attacks per Round: 1 (claw, bite, weapon)

Deep ones may use their claws and bite to attack, as well as being able to use weapons as humans do. They are skilled with spears and tridents.

Fighting 45% (22/9), damage 1D6+DB or by weapon
(e.g. spear or trident 1D8+DB)

Dodge 25% (12/5)

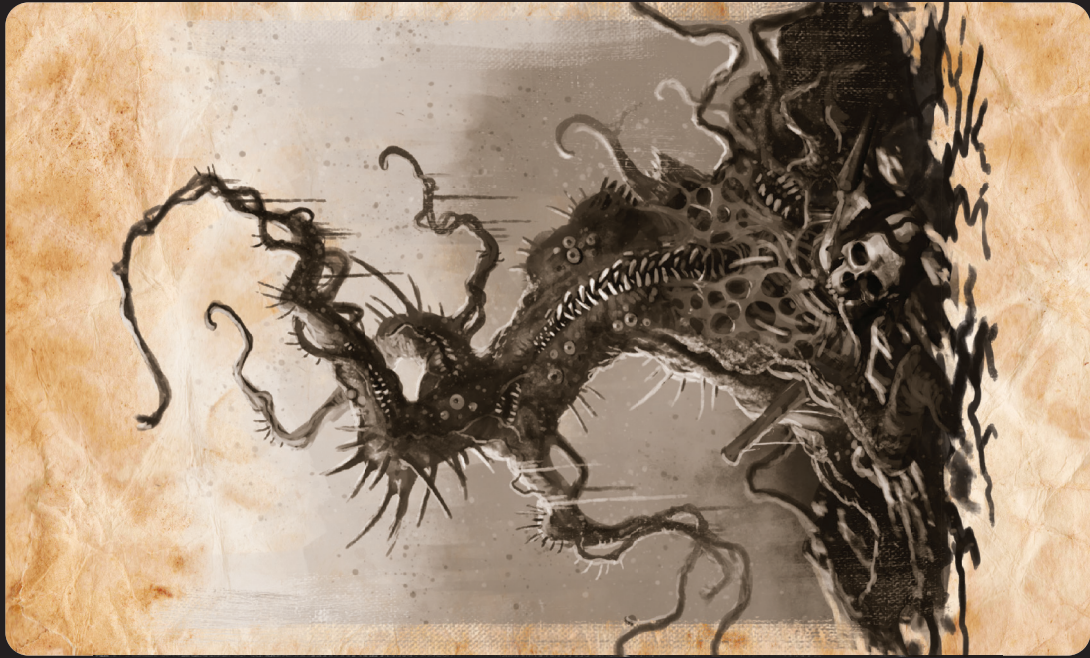
Skills

Climb 30%, **Language** (Deep One Speech) 70%, **Language** (R'lyeh Glyphs) 70%, **Listen** 40%, **Spot Hidden** 40%, **Stealth** 40%, **Swim** 90%.

Armor: 1-point skin and scales.

Spells: 40% chance of knowing 1D4 spells (poss. Contact Father Dagon, Contact Mother Hydra, Contact Star-spawn of Cthulhu, Grasp of Cthulhu, Summon Deep Ones, Wave of Oblivion).

Sanity Loss: 0/1D6 Sanity points.



DEVIL CREEPER

char.	roll	average
STR	(4D6+6) × 5	100
CON	4D6 × 5	70
SIZ	(4D6+2) × 5	80
DEX	(2D6+6) × 5	65
INT	2D4 × 5	25
POW	4D6 × 5	70
Avg. Hit Points: 15		
Avg. Damage Bonus (DB): +1D6		
Avg. Build: 2		
Avg. Magic Points: 14		
Move: 3		

Combat

Attacks per Round: 1D4 (vine whip, bite, grab)

Vines whip or bite multiple targets, or can maneuver to grab/hold. If multiple attacks are against a single target, gains a bonus die for each "outnumbering" attack after the first.

Grab (mnvr): one vine has wrapped itself around the target; each additional maneuver adds to the number of constricting vines. A single vine has 4 HPs (may be severed); held person suffers a penalty die to attacks; if two+ vines, two penalty dice are applied. A STR or DEX roll opposed by devil creeper's STR to break free. Once held, the target may be strangled or bitten (1D6 damage per turn).

Fighting	60% (30/12), damage 1D6+DB
Dodge	32% (16/6)

Skills

Detect Prey 60%.

Armor: none; non-impaling weapons/bullets deal minimum damage; impaling weapons deal normal damage; resistant to fire and electricity; toxic chemicals are harmful (1D6 damage per round).

Spells: none.

Sanity Loss: 0/1D6 Sanity points.

DWELLER IN THE DEPTHS

char.	roll	average
STR	(4D6+6) × 5	100
CON	(4D6+6) × 5	100
SIZ	(2D6+16) × 5	115
DEX	(2D6+6) × 5	65
INT	(2D6+6) × 5	65
POW	(3D6+6) × 5	80–85

Avg. Hit Points: 21
Avg. Damage Bonus (DB): +2D6
Avg. Build: 3
Avg. Magic Points: 16
Move: 7 / 12 swimming

Combat

Attacks per Round: 2 (tentacle bash, bite)

May use two tentacle arms to swipe and bash, as well as its tentacle legs to kick. While it possesses no teeth, its mouth tentacles can latch onto nearby flesh, pulling a victim into its mouth, where further coarse tentacles can rake and tear chunks out of a victim, leaving a painful wound.

Fighting	45% (22/9), damage 1D6+DB
Bite	35% (17/7), damage 1D6+2+DB
Dodge	32% (16/6)

Skills

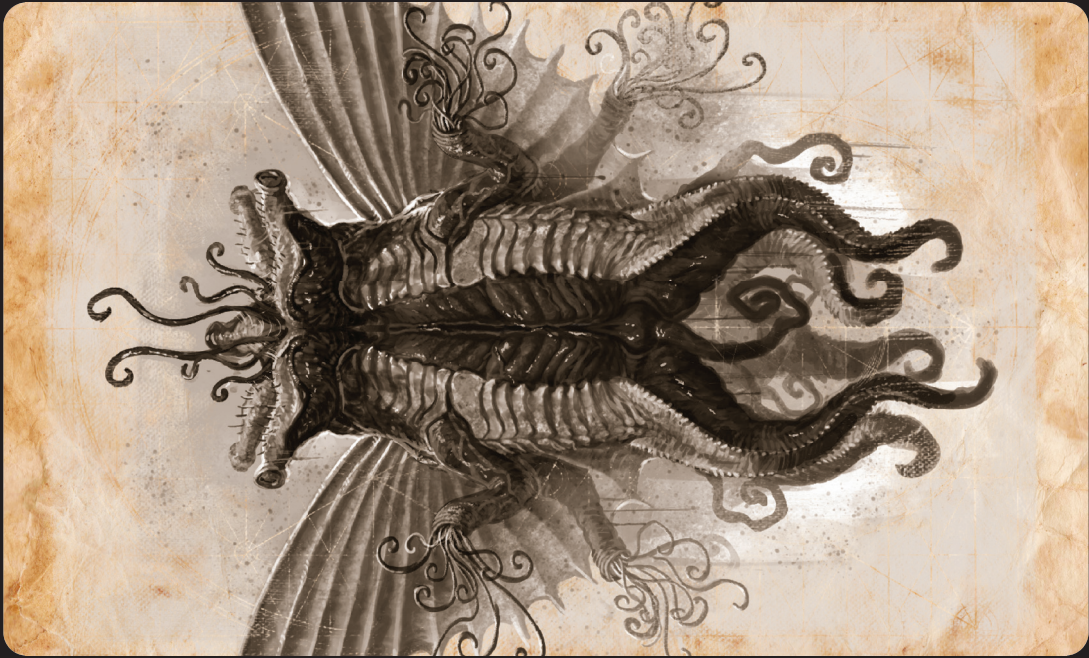
Climb 25%, Language (Deep One Speech) 60%, Language (R'lyeh Glyphs) 80%, Listen 30%, Spot Hidden 80%, Stealth 45%, Swim 95%.

Armor: none; immune to most physical damage—the exception is the brain-organ (if 5+ damage is dealt to the brain-organ, it instantly kills the dweller), targeting the brain-organ bestows a penalty die to the attacker; fire and electrical based attacks inflict normal damage.

Spells: 2D6 spells relating to Cthulhu, deep ones, and other related aquatic horrors.

Sanity Loss: 0/1D8 Sanity points.





ELDER THING

char.	roll	average
STR	(4D6+24) × 5	190
CON	(4D6+8) × 5	110
SIZ	8D6 × 5	140
DEX	(3D6+6) × 5	80–85
INT	(2D6+12) × 5	95
POW	3D6 × 5	50–55

Avg. Hit Points: 25
Avg. Damage Bonus (DB): +3D6
Avg. Build: 4
Avg. Magic Points: 10
Move: 8 / 10 flying

Combat

Attacks per Round: 5 (swipe, bash, seize, or weapon)
May use its five tentacles and its bulk to strike at opponents or use weapons. Note that due to the alignment of its five eyes and five tentacles, it can attack and defend in a 360-degree arc; thus, surprise attacks suffer from at least one (probably two) penalty dice.

Seize (mnvr): clings to the target and, each round thereafter, victim suffers crushing damage equal to half the elder thing's DB. Each elder thing has five tentacles; therefore, no more than five victims may be held in this way. Those held may attempt an opposed STR roll to break free.

Fighting	40% (20/8), damage DB
Seize (mnvr)	40% (20/8), target seized, followed by DB in constriction damage each round
Dodge	40% (20/8)

Skills

Climb 60%, Science (Any) 60%, Spot Hidden 80%, Stealth 70%, Throw 70%.

Armor: 7-point tough skin.

Spells: 70% chance of knowing 1D4 spells.

Sanity Loss: 0/1D6 Sanity points.



FIRE VAMPIRE

char.	roll	average
STR	n/a	—
CON	2D6 × 5	35
SIZ	01	01
DEX	(3D6+6) × 5	80
INT	3D6 × 5	50–55
POW	(2D6+6) × 5	65

Combat

Attacks per Round: 1 (individual or mass cluster)

Touching victims, burning skin, and setting fire to clothes etc. May cluster together to form a large flaming ball.

Individual Damage: 2D6 damage; combined CON and POW roll to reduce the damage by half; use same roll as opposed POW roll, if failed, vampire steals 1D10 MP (if victim wins, vampire loses 1 MP). Luck roll determines if clothing is on fire (+1 burn damage following round, doubling thereafter (2, 4, 8, etc.).

Cluster Damage: 6D6 damage (a CON roll reduces damage by half). Hard Luck roll to determine if clothing has been set on fire (+1D6 burn damage per round). Cannot steal MP's when in a cluster.

Fighting	85% (42/17), damage 2D6 (see above)
Cluster	45% (22/9), damage 6D6 (see above)
Dodge	40% (20/8)

Skills

n/a.

Armor: immune to mundane weapons; water deals 1 damage per half-gallon.

Spells: 20% chance of knowing 1D3 spells.

Sanity Loss: 0/D6 Sanity points.



FISHER FROM OUTSIDE

char.	roll	average
STR	(3D6+15) × 5	125–130
CON	(2D6+6) × 5	65
SIZ	(3D6+20) × 5	150–155
DEX	(3D6+6) × 5	80–85
INT	3D6 × 5	50–55
POW	3D6 × 5	50–55

Avg. Hit Points: 21–22
Avg. Damage Bonus (DB): +2D6
Avg. Build: 3
Avg. Magic Points: 10
Move: 3 / 35 flying

Combat

Attacks per Round: 1 or 2 (bite, talon tear, grasp)
When flying, may attack once per round, whereas it has two attacks per round if on the ground. A fisher may use its grasp maneuver only when in flight.

Grasp (mnvr): swoops down to grasp a target and, on the following round, crushes the life out of its victim (automatic 1D6 damage per round on the second round and each round thereafter). Target may attempt to dodge or fight back against the initial maneuver as usual, and may attempt a STR or DEX roll opposed by the fisher's STR to break free each round. If freed, the victim may fall and suffer damage (1D6 to 4D6 damage)—a successful Jump roll halves the fall damage.

Fighting 50% (25/10), damage 2D6
Grasp (mnvr) 35% (17/7) held, damage 1D6 per round after the first
Dodge 45% (22/9)

Skills

Listen 30%, Spot Prey 60%.

Armor: 9-point thick scales.

Spells: none.

Sanity Loss: 0/1D6 Sanity points.



FLYING POLYP

char.	roll	average
STR	(4D6+36) × 5	250
CON	(2D6+18) × 5	125
SIZ	(4D6+36) × 5	250
DEX	(2D6+6) × 5	65
INT	4D6 × 5	70
POW	(3D6+6) × 5	80–85
Avg. Hit Points: 37		
Avg. Damage Bonus (DB): +5D6 (only for Wind Blast)		
Avg. Build: 6		
Avg. Magic Points: 16		
Move: 8 / 12 floating		

Combat

Attacks per Round: 2D6 (tentacles) or 1 (wind-based attack)
Damage is dealt directly to the target's hit points, ignoring any armor.

Wind Blast: 1 MP to create a blast extending 20 yards, with a 10-yard-diameter cylinder of effect. The blast deals DB damage (see main entry).

Fixing Blast: 1 MP to create blast (range 1,000 yards); opposed STR roll vs. polyp's POW, if polyp wins, victim cannot move.

Windstorm Attack: speed of 1 mile per hour per 2 POW of each polyp. 1D4 damage for every 20 mph above 100 mph (see main entry).

Fighting 85% (42/17), damage 1D10 per tentacle
Dodge 30% (15/6)

Skills

Sense Prey 50%.

Armor: 4-points, minimum damage from mundane weapons.

Spells: 70% chance of knowing 1D10 spells.

Sanity Loss: 1D3/1D20 Sanity points.



FORMLESS SPAWN

char.	roll	average
STR	(2D6+11) × 5	90
CON	(2D6+4) × 5	55
SIZ	(4D6+10) × 5	120
DEX	(2D6+12) × 5	95
INT	(2D6+6) × 5	65
POW	3D6 × 5	50–55
Avg. Hit Points: 17		
Avg. Damage Bonus (DB): +2D6		
Avg. Build: 3		
Avg. Magic Points: 10		
Move: 12		

Combat

Attacks per round: 2 (whip, crush, strike, grab) or 1 (bite)
May form whips, tentacles, etc. to bludgeon and strike.

Bite: target swallowed, suffers 1 damage per round—increases by 1 per round (e.g., 2 damage on second round). Victim may take no action. Spits out victim if reduced to half hit points, and can continue fighting but cannot move. Can swallow up to its own SIZ in prey.

Grab (mnvr): grabs and then crushes on following round (DB damage). Range is one-fifth of SIZ in yards. Those held may break free with opposed DEX or STR roll.

Fighting	60% (30/12), damage 2D6+DB
Grab (mnvr)	60% (30/12), held, damage DB (following round)
Bite	30% (15/6), swallowed (see above)
Dodge	47% (23/9)

Skills

Detect Prey 50%, Stealth 80%.

Armor: none; immune to mundane/enchanted weapons; fire, chemical, explosions, and cold-based attacks inflict 1D6 per round.

Spells: 25% chance of knowing 1 spell.

Sanity Loss: 1/1D10 Sanity points.



GHOUL

char.	roll	average
STR	(3D6+6) × 5	80–85
CON	(2D6+6) × 5	65
SIZ	(2D6+6) × 5	65
DEX	(2D6+6) × 5	65
INT	(2D6+6) × 5	65
POW	(2D6+6) × 5	65
Avg. Hit Points: 13		
Avg. Damage Bonus (DB): +1D4		
Avg. Build: 1		
Avg. Magic Points: 13		
Move: 8		

Combat

Attacks per Round: 3 (bite, claw, kick)

Has usual range of unarmed attacks open to humanoids; possesses filthy razor-sharp claws that can slice through flesh in an instant. At the Keeper's discretion, wounds may become diseased if not treated.

Bite and hold (mnvr): if a bite strikes home, the ghoul hangs on instead of using claw attacks, and worries the victim with its fangs, continuing to do 1D4 damage automatically per round. An opposed STR roll is required to dislodge the ghoul, breaking the hold and ending the bite damage.

Fighting 40% (20/8), damage 1D6+DB

Bite and hold (m) 40% (20/8), damage 1D4 per round

Dodge 40% (20/8)

Skills

Climb 85%, Stealth 70%, Jump 75%, Language (English*) 60%, Listen 70%, Spot Hidden 50%.

Armor: Firearms deal half damage.

Spells: ghouls have a 15% chance of knowing 1D10 spells.

Sanity Loss: 0/1D6 Sanity point.



GNOPH-KEH

char.	roll	average
STR	(2D6+24) × 5	155
CON	(3D6+12) × 5	110–115
SIZ	(2D6+24) × 5	155
DEX	4D6 × 5	70
INT	(1D6+12) × 5	75
POW	6D6 × 5	105

Avg. Hit Points: 26–27
Avg. Damage Bonus (DB): +3D6
Avg. Build: 4
Avg. Magic Points: 21
Move: 9

Combat

Attacks per round: 4 (claws, bash) or 1 (horn gore)
A gnoph-keh may attack with its vicious claws and tremendous bulk, as well as with its horn.

Fighting	45% (22/9), damage 1D6+DB
Horn Gore	65% (32/13), damage 1D10+DB
Dodge	35% (17/7)

Skills

Detect Prey 45%, Stealth 60%.

Armor: 9-point gristle, fur, and hide.

Spells: 75% chance of knowing 1D10 spells.

Sanity Loss: 0/1D10 Sanity points.



GREAT RACE OF YITH (BEETLE FORM SWARM)

char.	roll	average
STR	(2D6+6) × 5	65
CON	(1D2+499) × 5	5000
SIZ	(1D2+49) × 5	500
DEX	(2D6+6) × 5	65
INT	(6D6+2) × 5	115
POW	(2D6+6) × 5	65
Avg. Hit Points: 550		
Avg. Damage Bonus (DB): n/a		
Avg. Build: n/a		
Avg. Magic Points: 13		
Move: 4 / 7 flying		

Combat

Attacks per round: 1 (bite or weapon)

Swarm acts as a single entity. May bite or employ specially designed weapons (operated by swarm). Individual members can be killed with a single point of damage, although no person can effectively combat a swarm; instead, area-effect weapons may destroy a swarm.

Fighting	40% (20/8), damage 1D6+2
Advanced weapon	45% (22/9), damage 2D6
Dodge	40% (20/8)

Skills

Electrical Repair 60%, Science (Biology) 80%, Science (Chemistry) 70%, Science (Physics) 90%, others as determined by the Keeper.

Armor: none; area effect weapons must be deployed to successfully destroy a swarm.

Spells: 10% chance of knowing 1D4 spells.

Sanity Loss: 0/1D4 Sanity points.



GREAT RACE OF YITH (CONE BODY FORM)

char.	roll	average
STR	(10D6+7) × 5	210
CON	(4D6+12) × 5	130
SIZ	(8D6+36) × 5	320
DEX	(2D6+3) × 5	50
INT	(4D6+6) × 5	100
POW	(2D6+6) × 5	65

Avg. Hit Points: 45
Avg. Damage Bonus (DB): +6D6
Avg. Build: 7
Avg. Magic Points: 13
Move: 7

Combat

Attacks per round: 2 (claws, slam, crush) or 1 (lightning gun)
Uses crab-like pincers to attack or its bulk to crush, although this civilized race tends to avoid melee, preferring to employ weapons.

Lightning Gun: (Model A) 32 charges; 1 round to reload. As many charges as desired may be fired as a single shot, but each charge past 4 fired provides a 5 percent (accumulating) chance of burning-out the gun (roll separately to attack roll). A charge deals 1D10 damage (3 charges causes 3D10 damage). Base range is 100 yards/meters (for every 100 yards/meters fired past base range, apply one penalty die).

Fighting	40% (20/9), damage DB
Lightning gun	30% (15/6), damage 1D10
Dodge	25% (12/5)

Skills

Electrical Repair 60%, Language (various Human) 40%, Psychology (Human) 30%, Science (Biology) 80%, Science (Chemistry) 70%, Science (Physics) 90%, others as determined by the Keeper.

Armor: 8-point tough skin.

Spells: 10% chance per swarm of knowing 1D3 spells.

Sanity Loss: 0/1D6 Sanity points.



SPAWN OF HASTUR

char.	roll	average
STR	(6D6+10) × 5	155
CON	(3D6+6) × 5	80–85
SIZ	(6D6+10) × 5	155
DEX	(2D6+8) × 5	75
INT	(2D6+6) × 5	65
POW	(4D6+3) × 5	85
Avg. Hit Points: 23–24		
Avg. Damage Bonus (DB): +3D6		
Avg. Build: 4		
Avg. Magic Points: 17		
Move: 4 / 12 swimming (8 flying)		

Combat

Attacks per Round: 2 (tentacles) or 1 (body bash or grab/hold)
Attacks with tentacles or body bash, or grab and hold (once per round) and then crush victims to death, before swallowing them whole. In water, a spawn may drown and then devour its prey.

Grab and Hold (mnvr): may crush its victim (DB damage per round) or pull the victim into its maw to be digested (1 1D6+2 damage per round)—if consumed in this manner for 3 continuous rounds, on the 4th round the spawn swallows victim whole (death*). Victim may break free with an Extreme STR roll or an opposed DEX roll.

** For Pulp Cthulhu, being swallowed is not instant death; allow at least one chance to devise an epic plan of escape.*

Fighting 60% (30/12), damage half DB for tentacles; full DB for body smash
Grab and Hold (m) 60% (30/12), held/crushed or pulled to mouth
Dodge 30% (15/6)

Skills

Detect Prey 45%, **Stealth** 40%.

Armor: 6-point thick and rubbery hide.

Spells: Call Hastur, plus 1D6 spells (typical dealing with Hastur).

Sanity Loss: 1D6/2D10 Sanity points.



SPAWN OF ITHAQUA (HUMAN FORM)

char.	roll	average
STR	(2D6+11) × 5	90
CON	(2D6+9) × 5	80
SIZ	(2D6+6) × 5	65
DEX	(2D6+15) × 5	110
INT	(2D6+6) × 5	65
POW	(2D6+9) × 5	80
APP	3D6 × 5	50-55

Avg. Hit Points: 14
Avg. Damage Bonus (DB): +1D4
Avg. Build: 1
Avg. Magic Points: 16
Move: 9

Combat

Attacks per Round: 1 (unarmed or weapon)

In human form, a spawn has the usual range of humanoid attacks, including claws and teeth.

Fighting 50% (25/10), damage 1D4+DB or by weapon
Dodge 55% (27/11)

Skills

Climb 50%, Jump 60%, Psychology 20%, Stealth 60%.

Armor: no armor in human form; 6-point fur and hide in monstrous form.

Spells: Call Ithaqua, and any others at the Keeper's discretion.

Sanity Loss: none until the creature reveals its true self, and then 1D4/1D10 Sanity points.



MAN-EATING PLANT

char.	roll	average	
STR	4D6 × 5	70	Avg. Hit Points: 22
CON	(2D6+6) × 5	65	Avg. Damage Bonus (DB): +2D6
SIZ	(6D6+10) × 5	155	Avg. Build: 3
DEX	3D6 × 5	50–55	Avg. Magic Points: 10–11
INT	2D6 × 5	35	Move: 0 or 6
POW	3D6 × 5	50–55	

Combat

Attacks per Round: 1 (varies)

Determine the nature of the plant and how it attacks and consumes its prey. The simplest option is for the plant to strike out; otherwise, some form of trap may be appropriate. The trap may function like a combat maneuver, allowing the prey to avoid being captured with a Dodge, fight back, or maneuver of their own, or the trap is static and relies on the prey stumbling into it. If static, call for a Spot Hidden, Stealth, or a Luck roll to determine if an investigator stumbles into the trap.

Trap (mnvr): escape may be possible with opposed STR or Hard/Extreme DEX roll (if a sickly trap). Cutting free may be an option (presuming the plant isn't fighting back). Person is held/consumed—either slow (1D4 damage per day) or fast (1D6 or DB per round).

Fighting	50% (25/10), damage DB
Trap (m)	50% (25/10)), caught/held, damage DB per round
Dodge	30% (15/6), where plant able to move

Skills

Entice/Lure Prey 70%, Sense Prey 70%.

Armor: varies, but usually at least 1D6-point leathery stems and leaves or bark, etc., plus 1D6 or more regeneration per round.

Sanity Loss: 0/1D6 Sanity points.



MARTENSE KIN

char.	roll	average
STR	2D6×5	35
CON	(2D6+3)×5	50
SIZ	(2D4+1)×5	30
DEX	(2D6+3)×5	50
INT	2D6×5	35
POW	3D6×5	50-55
Avg. Hit Points: 8		
Avg. Damage Bonus (DB): -1		
Avg. Build: -1		
Avg. Magic Points: 10		
Move: 9		

Combat

Attacks per Round: 1 (bite, claw)

Attack by swarming victims, biting, and clawing until their prey is overpowered.

Fighting 35% (17/7), damage 1D4-1
Dodge 25% (12/5)

Skills

Climb 70%, Jump 60%, Listen 30%, Sense Prey 30%, Stealth 30%, Spot Hidden 25%.

Armor: none.

Spells: none.

Sanity Loss: 0/1D3 Sanity points; 1/1D6 Sanity points to encounter a large swarm of these creatures.



Mi-Go (SCIENTIST)

char.	roll	average
STR	(2D6+4) × 5	55
CON	(2D6+4) × 5	55
SIZ	(2D6+4) × 5	55
DEX	(2D6+4) × 5	55
INT	(6D6+3) × 5	110-115
POW	2D6+6) × 5	65
Avg. Hit Points: 11		
Avg. Damage Bonus (DB): 0		
Avg. Build: 0		
Avg. Magic Points: 13		
Move: 8		

Combat

Attacks per Round: 2 (claws) or 1 weapon

May attack in hand-to-hand combat with its two crab-like claws or utilize a weapon.

Fighting 30% (15/6), 1D6+DB
Dodge 30% (15/6)

Skills

Varies, as determined by the Keeper.

Armor: 2 points; extra-terrene body causes impaling weapons to deal minimum possible damage.

Spells: 40% chance of knowing 1D3 spells.

Sanity Loss: 0/1D6 Sanity points.



Mi-Go (SOLDIER)

char.	roll	average
STR	(4D6+6) × 5	100
CON	(4D6+6) × 5	100
SIZ	(4D6+2) × 5	80
DEX	(4D6+2) × 5	80
INT	(2D6+6) × 5	65
POW	(2D6+6) × 5	65
Avg. Hit Points: 18		
Avg. Damage Bonus (DB): +1D6		
Avg. Build: 2		
Avg. Magic Points: 13		
Move: 9 / 11 flying		

Combat

Attacks per Round: 2 (claws) or 1 weapon
May attack in hand-to-hand combat with its two crab-like claws or utilize a weapon.

Bio-Web Armor: webs of semi-luminous slime provide 8-point armor against mundane attacks, flames, and electricity.

Fighting 70% (35/14), 1D8+DB
Dodge 45% (22/9)

Skills

Varies, as determined by the Keeper.

Armor: 3 points; extra-terrene body causes impaling weapons to deal minimum possible damage.

Spells: 30% chance of knowing 1D3 spells.

Sanity Loss: 0/1D6 Sanity points.



Mi-Go (SPY)

char.	roll	average
STR	(2D6+4) × 5	55
CON	(2D6+4) × 5	55
SIZ	(2D6+4) × 5	55
DEX	(2D6+4) × 5	55
INT	(2D6+6) × 5	65
POW	(2D6+6) × 5	65
Avg. Hit Points: 11		
Avg. Damage Bonus (DB): 0		
Avg. Build: 0		
Avg. Magic Points: 13		
Move: 8		

Special Ability: Mental Probe—using telepathy, may delve into a human mind (cost of 3 magic points plus 1 point per round following); unwilling targets must be overcome with an opposed POW roll. Each round, the mi-go may delve deeper into the thoughts of the recipient, until the entire contents of its mind have been absorbed. The exact nature of the mi-go's discoveries from a mental probe is determined by the Keeper.

Combat

Attacks per Round: 2 (claws) or 1 weapon

May attack in hand-to-hand combat with its two crab-like claws or utilize a weapon.

Fighting	30% (15/6), 1D6+DB
Dodge	50% (25/10)

Skills

Varies; Listen 60%, Spot Hidden 60%, and Stealth 70%; others determined by the Keeper.

Armor: none; extra-terrene body causes impaling weapons to deal minimum possible damage.

Spells: 30% chance of knowing 1D3 spells.

Sanity Loss: 0/1D6 Sanity points.



Mi-Go

char.	roll	average	
STR	3D6×5	50–55	Avg. Hit Points: 10–11
CON	3D6×5	50–55	Avg. Damage Bonus (DB): 0
SIZ	3D6×5	50–55	Avg. Build: 0
DEX	4D6×5	70	Avg. Magic Points: 13
INT	(2D6+6)×5	65	Move: 7 / 13 flying
POW	(2D6+6)×5	65	

Combat

Attacks per Round: 2 (claws) or 1 (seize or weapon)
May attack in hand-to-hand combat with its two crab-like claws or utilize a weapon.

Seize (mnvr): attempts to seize a target (of equal Build or smaller) and then fly into the sky to drop the victim from a height (1D6 damage per 10 feet/3 m) or carry them away.

Fighting	45% (22/9), 1D6+DB
Seize (m)	45% (22/9), see above
Dodge	35% (17/7)

Skills

Varies, as determined by the Keeper.

Armor: none; resonating extra-terrene body causes all impaling weapons to deal the minimum damage.

Spells: 25% chance of knowing 1D3 spells.

Sanity Loss: 0/1D6 Sanity points.



MR. SHINY

	Human Form	True Form	Human Form	True Form
STR	90	120	EDU	92
CON	70	130	HP:	16
SIZ	90	90	DB:	+1D6
DEX	85	85	Build:	2
INT	80	80	MP:	18
POW	90	90	Move:	9
APP	45	n/a		10 rolling

Combat

Attacks per round: 2 (unarmed, weapon) or 1 (crush or engulf)
Uses regular humanoid attacks (fist, kick, or weapon).

Engulf: target is seized and begins to be sucked into the body mass to be digested. While being digested, victim suffers DB damage each round. Victim can break free with opposed STR roll per round. May engulf and feed on one victim at a time.

Fighting (human form) 70% (35/14), damage 1D6+2+DB
Crush (true form) 90% (45/18), damage DB
Engulf (true form; m) 90% (44/18), damage DB
Dodge 42% (21/8)

Skills

Charm 80%, Climb 75%, Credit Rating 65%, Cthulhu Mythos 36%, Fast Talk 70%, First Aid (Human) 45%, History 70%, Library Use 60%, Listen 75%, Medicine (Human) 80%, Persuade 50%, Science (Physics) 55%, Psychology 60%, Science (Biology) 65%, Science (Chemistry) 60%, Stealth 80%, Track 75%, others as the Keeper desires.

Armor: none; halve damage caused by fire/electrical attacks; mundane weapons deal 1 point of damage per hit; regenerates 2 hit points per round (death at zero hit points).

Spells: Deflect Harm, Dominate, Enthrall Victim, Implant Fear, Mind Cloud.

Sanity Loss: 1D6/1D20 Sanity (true form); 1/1D3 Sanity points for witnessing change from human to shoggoth form.



NIGHTGAUNT

char.	roll	average
STR	(2D6+3) × 5	50
CON	(2D6+3) × 5	50
SIZ	4D6 × 5	70
DEX	(2D6+6) × 5	65
INT	1D6 × 5	20
POW	3D6 × 5	50–55

Avg. Hit Points: 12
Avg. Damage Bonus (DB): 0
Avg. Build: 0
Avg. Magic Points: 10
Move: 6 / 12 flying

Combat

Attacks per round: 1 (punch, tail rake, nail rake, horn gore, seize)
Uses paws, barbed tail, and horns. Favors seizing opponents and tickling with barbed tail. Attacks in groups; two or more nightgaunts may combine their attacks (outnumbering).

Seize (mnvr): opponent is held and carried aloft, carried to somewhere else, dropped (1D6 damage per 10 feet/3 meters), or tickled. DEX or STR roll to break free (may still suffer fall damage). If 2 to 4 combine their seize attack, grant a bonus die to the first nightgaunt's attack roll; if 5+, grant two bonus dice to first nightgaunt's attack roll (one attack roll for all nightgaunts involved).

Tickle: opponent must be seized; target is immobilized, becoming bewildered, humiliated, and disoriented, and suffers a penalty die on all rolls for 1D6+1 rounds or until the tickling stops.

Fighting	45% (22/9), damage 1D4+DB
Seize (m)	45% (22/9), target is held (see above)
Tickle	35% (17/7), immobilized 1D6+1 rounds (see above)
Dodge	35% (17/7)

Skills

Stealth 90%.

Armor: 2-point skin.

Spells: none.

Sanity Loss: 0/1D6 Sanity points.



NIOTH-KORGHAI

char.	roll	average
STR	(4D6+14) × 5	140
CON	(4D6+14) × 55	140
SIZ	(6D6+7) × 5	140
DEX	(2D6+6) × 5	65
INT	(2D6+10) × 5	85
POW	(2D6+4) × 5	55*

Avg. Hit Points: 28
Avg. Damage Bonus (DB): +2D6
Avg. Build: 3
Avg. Magic Points: 11
Move: 6 / 10 swimming

*Base value: increases through feeding to maximum of double base value.

Combat

Attacks per round: 1D4 (tentacles) or 1 (energy blast)

Uses tentacles to attack 1 to 4 opponents; prefers to avoid combat and use possessed minions instead. Alternatively, uses tentacles to grab opponent and then attempt possession or life drain. When pressed, may resort to energy blast.

Energy Blast: expends POW to create a powerful psychic blast targeted to a single opponent. For every 5 points of POW expended, the blast deals 1D6 damage. May only deliver one blast per round.

Fighting	40% (20/8), damage 1D4+DB
Grab (m)	40% (20/8), held, can attempt possession or life drain (see above)
Dodge	32% (16/6)

Skills

Stealth 70%.

Armor: none.

Spells: none.

Sanity Loss: 1/1D8 Sanity points.



SPAWN OF NYOGTHA (MONSTROUS FORM)

char.	roll	average
STR	$(4D6+12) \times 5$	130
CON	$(2D6+9) \times 5$	80
SIZ	$(4D6+6) \times 5$	100
DEX	$(2D6+1) \times 5$	40
INT	$(2D6+6) \times 5$	65
POW	$(2D6+9) \times 5$	80

Avg. Hit Points: 18
Avg. Damage Bonus (DB): +2D6
Avg. Build: 3
Avg. Magic Points: 16
Move: 6

Combat

Attacks per round: 2 or 1 (claw and bite, or enfold)
Can employ claws and/or bite, or attempt a combat maneuver to enfold an opponent in its loathsome embrace.

Enfold: the target is pulled into contact with the spawn's gelatinous flesh. In the next round, scores of tendrils sprout from the spawn's body, coiling around the victim's limbs and forcing their way into the body (1D6 damage; 1/1D6 Sanity points). Victim must succeed with an Extreme CON roll (each round) or begin suffocating (1D4 damage per round) until freed or dead. While enfolding a victim, spawn cannot make other attacks. A spawn can enfold up to 3 targets simultaneously, but receives a penalty die for each target after the first (to max. of 2 penalty dice). Victim can break free each round with opposed STR or DEX roll. Colleagues helping should attempt a STR roll: if successful, victim gains a bonus die to break free.

Fighting	65% (32/13), damage 1D6+DB
Enfold (m)	65% (32/13), see above
Dodge	20% (10/4)

Armor (all forms): impaling weapons deal minimum damage; immune to fire, chemical, radioactivity, and electrical based attacks.

Spells: Contact Nyogtha; monstrous spawn know 2D6 spells.

Sanity Loss: 1/1D10 Sanity points.



RAT-THING

char.	roll	average
STR	1D3×5	10
CON	(2D6)×5	35
SIZ	05	05
DEX	(4D6+4)×5	90
INT	(2D6+3)×5	50
POW	(2D6)×5	35

Avg. Hit Points: 4
Avg. Damage Bonus (DB): -2
Avg. Build: -2
Avg. Magic Points: 7
Move: 9

Combat

Attacks per round: 1 (bite, rake)

Climbs up the legs/clothes of opponents or drops down from ceilings, scratching and biting. Once an attack succeeds, the rat-thing bites down hard and clings on, raking and chewing in a frenzy (dealing 1D4-1 damage; minimum 1 damage). Tearing away a rat-thing with a successful Brawl roll costs the victim an additional 1D3 damage. Targeting an attached rat-thing with a weapon imposes a penalty die to the roll, due to the creature's size and rapid movement.

Fighting 35% (17/7), damage 1D4+DB (minimum 1 damage)
Dodge 45% (22/9)

Skills

Dodge 45%, Stealth 75%, Listen 50%.

Armor: none; trying to hit a running rat-thing imposes one penalty die.

Spells: 30% chance of knowing 1D3 spells; humans transformed into rat-things who knew spells in life retain their magical knowledge; if a rat-thing is a gift from a Mythos deity, it is likely to know 1D6 or more spells.

Sanity Loss: 0/1D6 Sanity points; if the rat-thing was once human and known to the observer in life; 1/1D6+2 Sanity points to encounter a rat-thing with a familiar face.



REANIMATE

char.	roll	average
STR	(4D6+2) × 5	80
CON	4D6 × 5	70
SIZ	(2D6+6) × 5	65
DEX	(2D6+8) × 5	75
INT	1D3 × 5	10
POW	10	10

Avg. Hit Points: 13
Avg. Damage Bonus (DB): +1D4
Avg. Build: 1
Avg. Magic Points: 2
Move: 9

Combat

Attacks per round: 1 (punch, rip, kick, bite)

Uses unarmed attacks, pummeling opponents before ripping them apart. Able to use simple weapons like clubs, although improved formula reanimates may possess the intelligence to wield more complex weaponry.

Fighting	40% (20/8), damage 1D6+DB or by weapon type
Dodge	n/a

Skills

Sense Life 40%, Sense Life of Creator 80%.

Armor: none; suffers half damage from mundane melee weapons; minimum damage from bullets; immune to effects of heat, cold, and electricity; cannot be drowned or suffocated; suffers normal damage from fire or acid.

Spells: none.

Sanity Loss: 0/1D6 Sanity points; 1/1D8 for a truly horrible “not fresh” specimen or a former friend.



SAND-DWELLER

char.	roll	average
STR	3D6×5	50–55
CON	(2D6+6)×5	65
SIZ	(3D6+6)×5	80–85
DEX	(2D6+6)×5	65
INT	3D6×5	50–55
POW	3D6×5	50–55

Avg. Hit Points: 14–15
Avg. Damage Bonus (DB): +1D4
Avg. Build: 1
Avg. Magic Points: 10
Move: 7

Combat

Attacks per round: 2 (unarmed, claws, bite)
Sand-dwellers have the usual range of unarmed attacks open to humanoids, in addition to its claws.

Fighting 30% (15/6), damage 1D6+DB
Dodge 30% (15/6)

Skills

Listen 60%, Spot Hidden 50%, Stealth 55%.

Armor: 3-point rough hide.

Spells: 30% chance of knowing 1D6 spells.

Sanity Loss: 0/1D6 Sanity points.



LESSER SATYR / GOF'NN HUPADGH

char.	roll	average
STR	(2D6+4) × 5	55
CON	(4D6+4) × 5	90
SIZ	(2D6+6) × 5	65
DEX	(4D6+2) × 5	80
INT	(2D6+5) × 5	60
POW	(2D6+3) × 5	50
Avg. Hit points: 15		
Avg. Damage Bonus (DB): 0		
Avg. Build: 0		
Avg. Magic Points: 10		
Move: 8		

Combat

Attacks per round: 1 (unarmed or weapon; dependent on mutation)
Gof'nn Hupadgh may attack unarmed (bite, horn gore, claw, hoof, kick, or fist), and some may use simple weapons (club, knife, sword). If a lesser satyr, the attack is dependent on their mutation, which usually can be discerned by the type of animal they most resemble (e.g. if a dog, then bite; if a goat, then horn gore, hooves, bite; if a frog, then tongue; and so on).

Fighting	50% (25/10), damage 1D4+DB to 1D6+DB (varies by form or by weapon)
Horn gore	55% (27/11), damage 1D6+1+DB
Dodge	40% (20/8)

Skills

Climb 40%, Jump 40%, Listen 40%, Stealth 50%, Throw 45%. For lesser satyrs, skills may vary depending on form taken.

Armor: none.

Spell: a Gof'nn Hupadgh has a 30% chance to know 1D3 spells; a lesser satyr knows no spells.

Sanity loss: 1/1D3 Sanity points; increase to 1/1D6 for particularly horrific satyr mutations.



SCARECROW

char.	roll	average
STR	3D6×5	50–55
CON	6D6×5	105
SIZ	(2D6+6)×5	65
DEX	2D6×5	35
INT	1D6×5	15
POW	05	05

Avg. Hit Points: 17
Avg. Damage Bonus (DB): 0
Avg. Build: 0
Move: 6

Combat

Attacks per round: 1 (bash, strangle, or weapon)

Scarecrows may bash, strangle, or use melee weapons.

Strangle (mnvr): uses hands to close around a target's throat, dealing 1D4+DB damage per round until the victim is dead, incapacitated, or the scarecrow is thrown off. The victim may break free with an opposed STR roll. Should colleagues inflict 10+ damage in one round, a scarecrow may release its vice-like hold.

Fighting	35% (17/7), damage 1D4+DB
Strangle (m)	35% (17/7), damage 1D4
Sickle	35% (17/7), damage 1D6+1+DB
Pitchfork	35% (17/7), damage 1D8+DB
Scythe	35% (17/7), damage 1D10+DB
Dodge	17% (8/3)

Skills

Relentlessly Advance 100%.

Armor: 2-point straw and wood; immune to impaling attacks; blunt-force weapons and hacking attacks inflict half damage; susceptible to fire (1D6+2 damage per round); if not drained of POW or fully incinerated, a scarecrow may regenerate/rebuild itself in SIZ × 2 minutes.

Sanity Loss: 0/1D4+1 Sanity points.



SERPENT PERSON

char.	roll	average
STR	3D6×5	50–55
CON	3D6×5	50–55
SIZ	3D6×5	50–55
DEX	(2D6+6)×5	65
INT	(3D6+6)×5	80–85
POW	(2D6+6)×5	65
Avg. Hit Points: 10–11		
Avg. Damage Bonus (DB): 0		
Avg. Build: 0		
Avg. Magic Points: 13		
Move: 8		

Combat

Attacks per round: 1 (unarmed or weapon)

Possess the usual range of unarmed humanoid attacks. May use any weapon (incl. guns).

Bite: poisonous; Extreme CON roll or suffer 1D8 damage.

Fighting	50% (25/10), damage 1D3+DB
Bite	35% (17/7), damage 1D8+poison
Dodge	32% (16/6)

Skills

Intimidate 60%, Language (Human, varies) 50%, Language (Naacal) 70%, Science (Biology) 40%, Science (Chemistry) 40%, Spot Hidden 35%.

Armor: 1-point scales.

Spells: 2D6 spells, suggest Cloud Memory, Consume Likeness, Enthrall Victim.

Sanity Loss: 0/1D6 Sanity points.



SHOGGOTH

char.	roll	average
STR	18D6×5	315
CON	12D6×5	210
SIZ	24D6×5	420
DEX	1D6×5	15
INT	2D6×5	35*
POW	3D6×5	50–55

Avg. Hit Points: 63
Avg. Damage Bonus (DB): 8D6
Avg. Build: 9
Avg. Magic Points: 10
Move: 10 rolling / 10 swimming

Combat

Attacks per round: 2 (swipe, bite, crush, engulf)

Covers an area 5 yards/meters square, able to produce appendages at will.

Engulf: opposed STR roll or be sucked apart (instant death). If more than one target, divide STR among all targets. Those held can strike back only on rounds in which they make a successful STR roll. Those engulfed suffer DB damage each round (if more than one person, divide DB by number of people engulfed. Total SIZ of those engulfed may not exceed the shoggoth's SIZ.

Fighting	70% (35/14), damage DB
Engulf (m)	80% (40/16), damage DB
Dodge	8% (4/1)

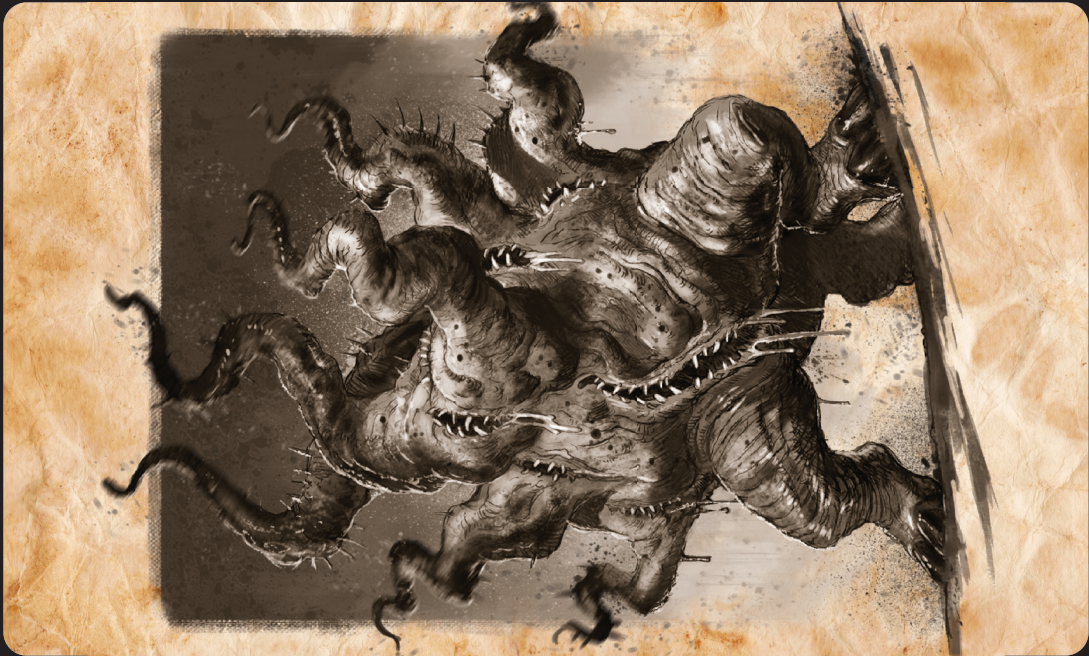
Skills

Climb 80%, Jump 60%, Stealth 40%.

Armor: none; halve damage caused by fire and electrical attacks; mundane weapons deal 1 damage; regenerates 2 HPs per round (death at zero hit points).

Spells: none; however, certain individuals of great age may possess the knowledge and ability to cast 1D4 or more spells.

Sanity Loss: 1D6/1D20 Sanity points.



DARK YOUNG OF SHUB-NIGGURATH

char.	roll	average
STR	$(4D6+30) \times 5$	220
CON	$(4D6+2) \times 5$	80
SIZ	$(4D6+30) \times 5$	220
DEX	$(4D6+2) \times 5$	80
INT	$4D6 \times 5$	70
POW	$(4D6+4) \times 5$	90

Avg. Hit Points: 30
Avg. Damage Bonus (DB): +4D6
Avg. Build: 5
Avg. Magic Points: 18
Move: 8

Combat

Attacks per round: 5 (strike, swipe, kick, crush, grab) or 1 (trample) tentacles swipe, crush, and grab, while hooves kick, or strikes with its bulk.

Grab (mnvr): up to 4 targets at a time; victims pulled to a mouth and drained of $1D10+5$ STR per round (loss cannot be restored). Victim is capable only of ineffectual screaming. Companions may combine STR to pull friends free—each helper provides a bonus die toward the opposed roll (max. two dice) if they succeed in their STR roll.

Trample: up to 1D4 humans if situated close together; Dodge roll to avoid the consequences of being stamped on.

Fighting	80% (40/16), damage DB
Grab (m)	80% (40/16), grabbed and held, damage $1D10+5$ STR
Trample	40% (20/8), damage $2D6+DB$
Dodge	40% (20/8)

Skills

Stealth (bonus die in wooded areas) 30%.

Armor: none; firearms deal 1 damage per bullet (2 points for impale; shotguns deal minimum damage); immune to attacks based on heat, blast, corrosion, electrical charge, or poisoning.

Spells: knows $1D10+5$ spells.

Sanity Loss: $1D3/1D10$ Sanity points.



SPAWN OF ABHOTH

char.	roll	average
STR	4D10×5	110
CON	6D6×5	105
SIZ	3D10×5	80–85
DEX	3D6×5	50–55
INT*	2D4×5	25
POW	6D6×5	105

Avg. Hit Points: 18–19
Avg. Damage Bonus (DB): +1D6
Avg. Build: 2
Move: 3D6–2 (average 8)

Combat

Attacks per Round: 1 (grab, crush, whip, claw, bite)
Every spawn is different, each has different modes of attack (varying from 1D4 to 2D6 damage); the Keeper should determine the specific attack form created.

Crush (mnvr): envelops the target and then crushes on the following round (variable damage). The target may attempt to break free on their action with a successful opposed STR or DEX roll.

Fighting 60% (30/12), damage 1D4+DB to 2D6+DB
Crush (mnvr) 60% (30/12), held, damage 1D4+DB to 2D6+DB per round following
Dodge 25% (12/5)

Skills

Climb 45%, Scent/Spot Prey 60%, Stealth 50%.

Armor: none; regenerates 1D6 hit points per round (death at zero hit points).

Spells: none.

Sanity Loss: varies from 0/1D2 to 1/1D8 Sanity points.



SPECTRAL HUNTER

char.	roll	average
STR	6D6×5	105
CON	(2D6+1)×5	40
SIZ	(4D6+4)×5	90
DEX	(2D6+3)×5	50
INT	(2D6+6)×5	65
POW	(4D6+2)×5	80

Avg. Hit Points: 13
Avg. Damage Bonus (DB): +1D6
Avg. Build: 2
Avg. Magic Points: 16
Move: 8

Combat

Attacks per round: 1 (claw, strike, bite)

Uses pincer-like claws to strike or tear, or sharp teeth to bite opponents—when invisible, gains bonus die to attack rolls, while opponents suffer a penalty die.

Fighting	50% (25/10), damage 1D6+DB
Bite	30% (15/6), damage 2D6+DB
Dodge	40% (20/8)

Skills

Listen 30%, Spot Hidden 30%, Stealth 90%.

Armor: 1-point hide; immune to mundane weapons.

Spells: 30% chance to know 1D6 spells.

Sanity Loss: 1/1D6+2 Sanity points.



STAR VAMPIRE

char.	roll	average
STR	(6D6+5) × 5	130
CON	(2D6+6) × 5	65
SIZ	(4D6+12) × 5	130
DEX	(1D6+6) × 5	40
INT	3D6 × 5	50–55
POW	(1D6+12) × 5	75

Avg. Hit Points: 19
Avg. Damage Bonus (DB): +2D6
Avg. Build: 3
Avg. Magic Points: 15
Move: 8 / 9 flying

Combat

Attacks per round: 3 (strike, rip, seize, bite)

Uses talons to strike, rip and tear, and to seize targets.

Invisible: penalty die to hit; after feeding, while visible, ignore penalty die.

Talon Seize (mnvr): once a target is seized, on the following round, can use its bite attack to drain the victim of blood. Target can attempt to rip themselves free with an opposed STR roll.

Bite: can be used only on a seized victim (3D10 STR points as blood loss per round). If not killed, the victim replaces this loss at the rate of 1D10 STR points per day (to normal maximum). It using a bite attack more generally (as opposed to feeding), damage is equal to DB.

Fighting	45% (22/9), damage 1D6+DB
Seize (m)	45% (22/9), seized, may be bitten on following round
Bite	automatic success if seized, damage 3D10 STR blood drain; otherwise, damage DB
Dodge	25% (12/5)

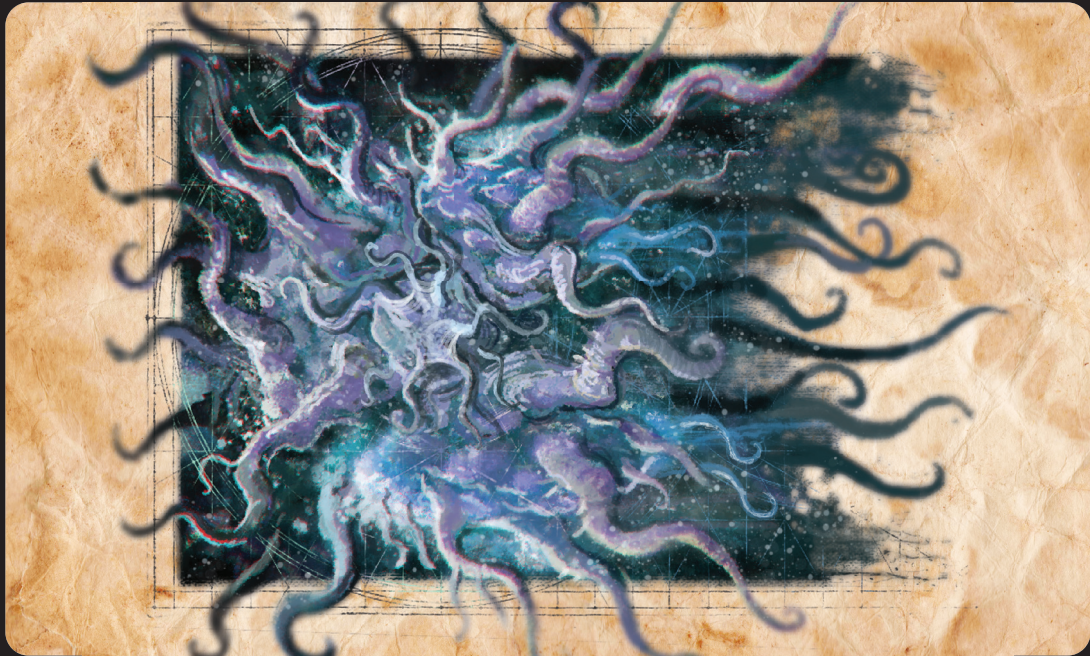
Skills

Titter Horrifically 90%.

Armor: 4-point hide; bullets deal halved damage.

Spells: 30% chance of knowing 1D3 spells.

Sanity Loss: 1/1D10 Sanity points.



TERRORS FROM BEYOND

char.	roll	average
STR	(2D6+6)×5	65
CON	(2D6+6)×5	65
SIZ	2D6×5	35
DEX	4D6×5	70
INT	4D6×5	70
POW	4D6×5	70
Avg. Hit Points: 10		
Avg. Damage Bonus (DB): 0		
Avg. Build: 0		
Avg. Magic Points: 14		
Move: 9		

Combat

Attacks per round: 1 (bite, burrow)

May only attack humans able to perceive them. Uses mouth/s to bite chunks of flesh. For those who cannot perceive the creature/s, the wounds seem to appear from nowhere.

Burrow (mnvr): burrows into the flesh (1D6 damage), and remains embedded for however long it desires or until removed (see **Drain**).

Drain: drains 1D6 points from every characteristic once per day (except SIZ, which decreases by 1 point per day, until half of SIZ is lost). Increases linearly for every additional parasite. See main entry for further information.

Fighting	50% (25/10), damage 1D4+DB
Burrow (m)	40% (20/8), damage 1D6, then drain
Dodge	35% (17/7)

Skills

n/a.

Armor: varies; average-sized hunters have 1-point armor; monstrous hunters have 4-point armor; all regenerate 2 hit points per round (death at zero hit points).

Spells: form zero to 1D4 spells.

Sanity Loss: 0/1D6 Sanity points,.



HOUND OF TINDALOS

char.	roll	average
STR	(3D6+6) × 5	80–85
CON	(3D6+20) × 5	150–155
SIZ	(3D6+6) × 5	80–85
DEX	3D6 × 5	50–55
INT	5D6 × 5	85–90
POW	7D6 × 5	120–125

Avg. Hit Points: 23–24
Avg. Damage Bonus (DB): +1D4 to +1D6
Avg. Build: 1 to 2
Avg. Magic Points: 24
Move: 7 / 20 flying

Combat

Attacks per round: 1 (claw, bite, tongue)
May use its paws, bite, or tongue to attack.

Blue Ichor: covered with a bluish pus; during combat, gouts of this mucoid stuff is smeared over them, inflicting 2D6 damage per round while the ichor remains on the victim's body (DEX roll removes ichor).

Tongue: a deep penetrating (though bloodless and painless) hole-shaped wound is formed (3D6 points of POW permanently lost).

Fighting	90% (45/18), damage 1D6+DB, plus blue ichor (see above)
Tongue	90% (45/18), damage 3D6 POW drained (see above)
Dodge	26% (13/5)

Skills

n/a.

Armor: 2-point hide; regenerates 4 hit points per round (death at zero hit points); immune to mundane weapons (enchanted weapons and spells deal full damage); at zero hit points, a hound shatters into crystal fragments.

Spells: knows 1D8 spells.

Sanity Loss: 1D3/1D20 Sanity points.



BROOD OF UBBO SATHLA

char.	roll	average
STR	(4D6+4) × 5	90
CON	(4D6+2) × 5	80
SIZ	(2D6+8) × 5	75
DEX	4D6 × 5	70
INT	05	05
POW	3D6 × 5	50–55

Avg. Hit Points: 15
Avg. Damage Bonus (DB): +1D6
Avg. Build: 2
Avg. Magic Points: 10
Move: 8

Combat

Attacks per round: 1 (grab, leap, jump)

Uses pseudopods or other appendages to swipe or grab and draw a target close enough to be digested.

Grab (mnvr): sticky filaments catch target, pulling it into the spawn's mass to be consumed (1D6 damage per round; every 5 points of damage causes 1D10 APP loss). Opposed STR roll to escape (held victims may be able to perform attacks with a Luck roll, although such attacks suffer from one penalty die).

Digested: if surviving an encounter, exposure to digestive juices may decrease APP; for every 5 points of damage, a victim loses 1D10 points of APP.

Fighting	50% (25/10), damage DB
Grab (m)	50% (25/10), held, damage 1D6 per round
Dodge	353% (17/7)

Skills

Jump 50%, Spot Prey 60%, Stealth 60%.

Armor: none; impaling mundane weapons deal minimum damage.

Spells: none

Sanity Loss: 1/1D8 Sanity points.



VOORMIS

char.	roll	average	
STR	(2D6+8) × 5	75	Avg. Hit Points: 11
CON	(2D6+5) × 5	60	Avg. Damage Bonus (DB): +1D4
SIZ	(2D6+3) × 5	50	Avg. Build: 1
DEX	(2D6+5) × 5	60	Avg. Magic Points: 12
INT	(2D6+1) × 5	40	Move: 9
POW	(2D6+5) × 5	60	

Combat

Attacks per Round: 3 (claws and bite) or 1 (weapon)
May attack with two claws and a bite or use a spear, knife, or other simple weapon.

Fighting	40% (20/8), damage 1D6+DB or spear 1D6+DB
Bite	40% (20/8), damage 1D4
Spear (thrown)	40% (20/8), damage 1D8+half DB
Dodge	30% (15/6)

Skills

Listen 50%, Scent 75%, Spot Hidden 50%, Stealth 30%, Throw 40%, Track 75%.

Armor: 2-point thick fur.

Spells: none; shaman may know Contact Formless Spawn, Contact Deity (Tsathoggua), Evil Eye, Shrivelling.

Sanity Loss: 0/1D6 Sanity points.



WEREWOLF

char.	roll	average
STR	$(4D6+6) \times 5$	100
CON	$(2D6+6) \times 5$	65
SIZ*	$(2D6+6) \times 5$	65
DEX	$(2D6+8) \times 5$	75
INT	$(1D4+2) \times 5$	20
POW	$(2D6+6) \times 5$	65

**For giant wolf form: increase SIZ to $(4D6+5) \times 5$, average 95.*

Avg. Hit Points: 13
Avg. Damage Bonus (DB): +1D6
Avg. Build: 2
Move: 10 / 12 giant wolf form

Combat

Attacks per round: 2 (claws, bite)
Savage mauling, with clawing and biting.

Fighting 50% (25/10), damage 1D8+DB
Dodge 32% (16/6)

Skills

Jump 80%, Track (Scent) 90%, Stealth 60%.

Armor: 1-point hide when in wolf or semi-wolf form; regenerates 1 hit point per round (see above); immune to mundane weapons (see above).

Sanity Loss: 1/1D6 Sanity points; 1/1D4 to witness a human to wolf transformation.



WORM THAT WALKS

char.	roll	average
STR	(4D6+2) × 5	80
CON	(4D6+2) × 5	80
SIZ	(2D6+5) × 5	60
DEX	4D6 × 5	70
INT	(3D6+4) × 5	70–75
POW	(2D6+8) × 5	75

Avg. Hit Points: 14
Avg. Damage Bonus (DB): +1D4
Avg. Build: 1
Avg. Magic Points: 13
Move: 9

Combat

Attacks per round: 2 (claws, bite) or 1 (feed)

If in disguise, while the monster is still using its claws or teeth, the illusion is so complete as to seem as though a human is performing the attacks (punching, biting, using a knife, etc.). If killed while in disguise, the illusion ceases and the worm's true form is apparent.

Feed: bites, sucking out POW at the rate of 5 per round. Worm aims to win opposed POW roll, granting it psychic dominance over the victim; worm can still feed if failed, but must succeed in a Fighting attack to latch on (if uncontrolled, the victim may break free with opposed STR roll).

Fighting 50% (25/10), damage 1D6+DB
Dodge 35% (17/7)

Skills

(Human form) Charm 50%, Fast Talk 50%, Intimidate 50%, Persuade 50%, Spot Hidden 40%, Stealth 50%.

Armor: 1-point blubber; can be harmed only when in its true form; mundane weapons (incl. bullets) deal half damage; if in disguise, can create wounds to look as though injured or even killed.

Spells: 10% chance to know 1D4 spells.

Sanity Loss: 1/1D8 Sanity points.



DEATH VINES OF XICLOTL

char.	roll	average
STR	(4D6+6) × 5	100
CON	4D6 × 5	70
SIZ	(10D6+16) × 5	255
DEX	4D6 × 5	70
INT	(4D6+4) × 5	90
POW	4D6 × 5	70
Avg. Hit Points: 32		
Avg. Damage Bonus (DB): +3D6		
Avg. Build: 4		
Avg. Magic Points: 14		
Move: 2		

Combat

Attacks per round: 3 (bite, grasp, crush)

May attack either with its snapping blossoms or with its grasping tendrils.

Tendrils Grasp/Crush: may strike (1D6 damage), or grasp (mnvr) and hold targets, crushing (DB damage) or moving them to one its ghastly blossoms on the following round. Held victims may break free with an opposed STR or DEX roll, or be cut loose if the plant suffers 10 damage to the vine doing the holding (penalty die to target the specific vine).

Bite: each large blossom has a mouth capable of rending flesh (1D6 damage per round). The blossom extrudes a corrosive digestive enzyme able to dissolve flesh (1D4+1 damage per round).

Fighting	75% (37/15), damage 1D6
Grasp (m)	75% (37/15), held, crushed/bitten on following round
Bite	40% (20/8), damage 1D6+1D4+1 enzyme
Dodge	35% (17/7)

Skills

Skulk in Darkness 90%.

Armor: none; regenerates 1D10+1 hit points per 24 hours (death at zero hit points).

Spells: none.

Sanity Loss: 1/1D6+1 Sanity points.



SERVANT OF Y'GOLONAC

char.	roll	average
STR	2D6×5	35
CON	(2D6+3)×5	50
SIZ	2D4×5	25
DEX	(2D6+3)×5	50
INT	10	10
POW	2D6×5	35
Avg. Hit Points: 7		
Avg. Damage Bonus (DB): -2		
Avg. Build: -2		
Avg. Magic Points: 7		
Move: 9		

Combat

Attacks per round: 3 (bite)

Uses mouths in each palm, as well as the mouth on their faces to bite. Usually, they attack as a group, swarming opponents in a mass of small bodies.

Bite	40% (20/8), damage 1D6-DB (min. 1 damage)
Dodge	25% (12/5)

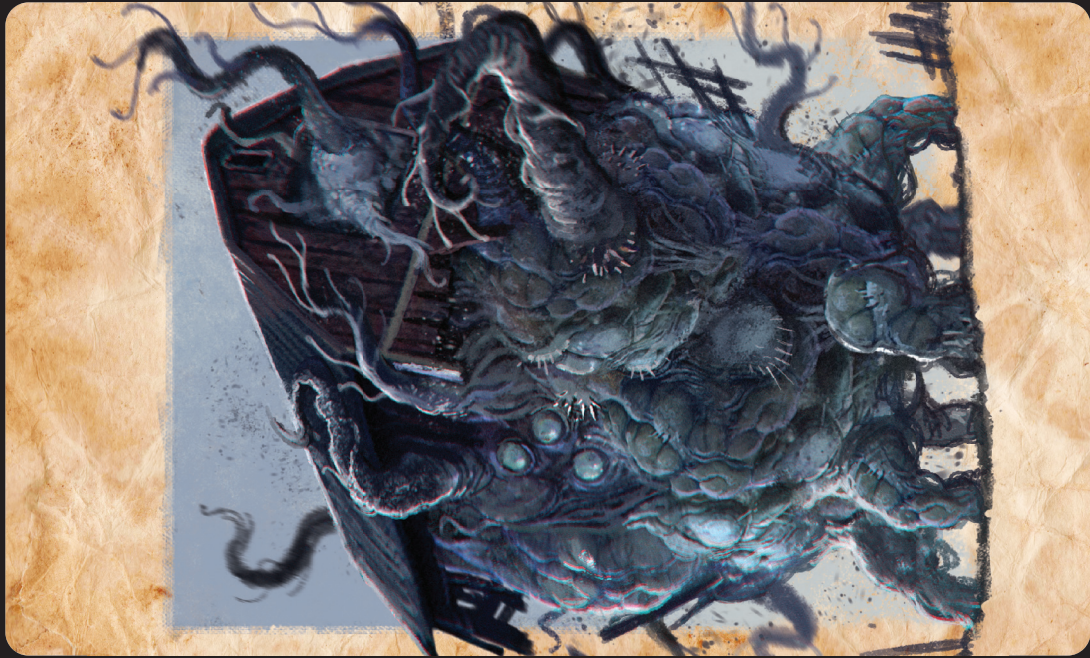
Skills

Stealth 80%, Whisper Y'golovac's Words 100% (a failed POW roll means the target is overcome with desire to indulge in a particular vice (e.g. gluttony, slothfulness, etc.); those affected suffer 1D8 Sanity loss per day but gain +1D3 Cthulhu Mythos).

Armor: none.

Spells: none.

Sanity Loss: 0/1D4 Sanity points; 1/1D6+1 to encounter a large group of servants.



CHILD OF YOG-SOTHOTH (MONSTROUS)

char.	roll	average
STR	2D6×25	175
CON	2D6×25	175
SIZ	(4D6+30)×5	220
DEX	(4D6+2)×5	80
INT	6D6×5	105
POW	6D6×5	105
Avg. Hit Points: 39		
Avg. Damage Bonus (DB): +4D6		
Avg. Build: 5		
Avg. Magic Points: 21		
Move: 10		

Combat

Attacks per round: 6 (tentacles, smash, grab)
May attack with six tentacles to bash and grab.

Grab (nnvr): tentacles may grab and then either crush (DB damage) or suck blood from a target (1D10 damage + 1D10 CON per round). May direct up to three tentacles against a single target, providing one attack roll with up to two bonus dice. Held targets may attempt to break free with an opposed DEX or STR roll per round.

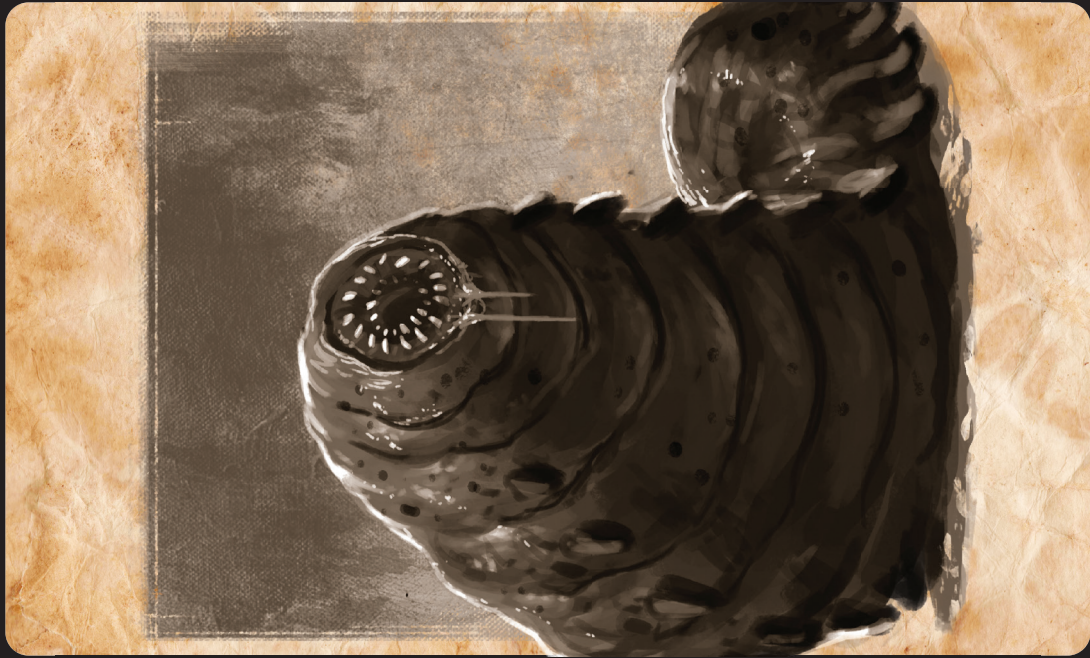
Invisible (optional): some monstrous spawn cannot be seen without magical means; those attempting to attack the spawn suffer a penalty die to hit.

Fighting	90% (47/18), damage 1D6+DB
Grab (m)	40% (20/8), held, then crush or suck blood (see above)
Dodge	40% (20/8)

Armor: none; monstrous spawn cannot be harmed by mundane weapons and enchanted weapons deal minimum possible damage; monstrous spawn are invisible.

Spells: 20% chance to know 1D6 spells.

Sanity Loss: 1D4/1D8+2 Sanity points.



YUGG

char.	roll	average
STR	(6D6+4) × 5	125
CON	(4D6+2) × 5	80
SIZ	8D6 × 5	140
DEX	2D6 × 5	35
INT	(2D6+4) × 5	55
POW	4D6 × 5	70

Avg. Hit Points: 22
Avg. Damage Bonus (DB): +2D6
Avg. Build: 3
Avg. Magic Points: 14
Move: 2 / 6 swimming

Combat

Attacks per round: 1 (bite, hold)

Uses mouth to bite but may also hold on to an opponent, draining blood from its victim until sated.

Hold (mnvr): teeth and/or tentacles hold the target fast, allowing the victim to be drained of blood at the rate of 1D6+1 hit points and 4D10 points of STR per round until dead, or the yugg is killed or driven off. Victims surviving such an encounter may regain STR at a rate of points 1D10 per day of rest. Those so held may attempt to break free with an opposed STR roll versus the tentacles/teeth STR of 60.

Fighting	50% (25/10), damage 1D6+DB
Hold (m)	50% (25/10), damage 1D6+1 plus 4D10 STR per round
Dodge	17% (8/3)

Skills

n/a.

Armor: 3-point jelly-like hide.

Spells: 10% chance to know 1D3 spells.

Sanity Loss: 0/1D6 Sanity points.



ZOMBIE

char.	roll	average	^{**} For intelligent undead, use (2D4+2), average 35, for INT and POW.
STR	(4D6+2)×5	80	
CON	(4D6+2)×5	80	
SIZ	(2D6+6)×5	65	
DEX*	2D6×5	35	
INT**	(1D4+2)×5	20	
POW**	05	05	

*A standard "slow" zombie; for speedier undead, use (2D6+8)×5, average 75.

Combat

Attacks per round: 1 (rip, tear, bite)

Most zombies use their hands and teeth to tear and bite. Intelligent zombies may employ melee weapons.

Fighting 30% (15/6), damage 1D3+DB, or by weapon type

Dodge zombies rarely dodge

Skills

Listen 80%, **Spot** the Living 60%.

Armor: none; a major wound results in the loss of a limb—otherwise, ignore damage except to the head (one penalty die on rolls to target the head).

Sanity Loss: 0/1D4 Sanity points to encounter a "fresh" zombie; 1/1D6 to encounter a decaying walking corpse.



CULT ENFORCER

STR	90	POW	60	Damage Bonus (DB):	+1D6
CON	70	APP	35	Build:	2
SIZ	90	EDU	40	Magic Points:	12
DEX	65	SAN	00	Move:	8
INT	65	LUCK	30*		

**for Pulp Cthulhu.*

Special Blessings

Hit Points: 16

Regenerate: heals 2 hit points per round (death at zero hit points); as a consequence, body becomes permanently disfigured by old wounds and scars.

All-Seeing Eye: may open a third eye (in palm of hand) allowing sight through walls and objects; iron blocks this sight.

Combat

Attacks per Round: 1 (unarmed or weapon)

Fighting (Brawl)	80% (40/16), damage 1D3+1D6
Club	80% (40/16), damage 1D6+1D6
.38 auto	60% (30/12), damage 1D10
Dodge	32% (16/6)

Skills

Climb 50%, Credit Rating 35%, Cthulhu Mythos 10%, Drive Auto 60%, Intimidate 80%, Jump 30%, Listen 40%, Psychology 40%, Sleight of Hand 40%, Spot Hidden 50%, Stealth 60%, Throw 70%, Track 45%.

Armor: 1-point heavy-leather longcoat.

Spells: Cloud Memory.



CULT HIGH PRIESTESS

STR	60	POW	80	Damage Bonus (DB):	0
CON	80	APP	60	Build:	0
SIZ	60	EDU	65	Magic Points:	16
DEX	80	SAN	00	Move:	8
INT	85	LUCK	80*		

*for Pulp Cthulhu.

Special Blessings

Hit Points: 14

Doom Scream: produces a terrifying scream that harms (1D4 damage per round) or causes objects to move (SIZ 20 and smaller).

Touch of Doom: hands channel the power of the Old Ones, burning and corrupting flesh (1D6 damage per round).

Combat

Attacks per Round: 1 (unarmed or weapon)

Fighting (Brawl)	70% (35/14), damage 1D3
Large dagger	70% (35/14), damage 1D8
.38 auto	50% (25/10), damage 1D10
Dodge	40% (20/8)

Skills

Art/Craft (Acting) 70%, Charm 80%, Credit Rating 70%, Cthulhu Mythos 50%, Drive Auto 40%, Intimidate 50%, Persuade 70%, Psychology 65%, Sleight of Hand 50%, Spot Hidden 60%, Stealth 80%, Throw 60%.

Armor: none.

Spells: Contact Deity (choose), Body Warping of Corgoroth, Cloud Memory, Death Spell, Dominate, Fist of Yog-Sothoth, Words of Power, Wrack.



DIMENSIONAL SHAMBLER

char.	roll	average	
STR	(2D6+12)×5	95	Avg. Hit Points: 17–18
CON	(3D6+6)×5	80–85	Avg. Damage Bonus (DB): +1D6
SIZ	(2D6+12)×5	95	Avg. Build: 2
DEX	3D6×5	50–55	Avg. Magic Points: 10
INT	2D6×5	35	Move: 8
POW	3D6×5	50–55	

Trans-dimensional Travel:

able to translocate to another place at will (costs 4 MP; 1 round to complete). During this time, while they may be attacked, they cannot fight back or dodge. By clutching an object or person and expending +1 MP per 50 SIZ points of thing held, the object/person is also transported.

Combat

Attacks per Round: 2 (claws; snip, rear, rent) or 1 (grab)

Attacks with both fore-claws to rent, rear, or snip, or may grab opponent and disappear with them to another dimension or place.

Grab (muvr): latches onto target. On the following round, may instantly transport to somewhere else. Before transportation, held target may attempt to break free with an opposed STR or DEX roll.

Fighting 45% (22/9), 1D8+DB

Grab (muvr) 45% (22/9), grabbed/held, then transported

Dodge 30% (15/6)

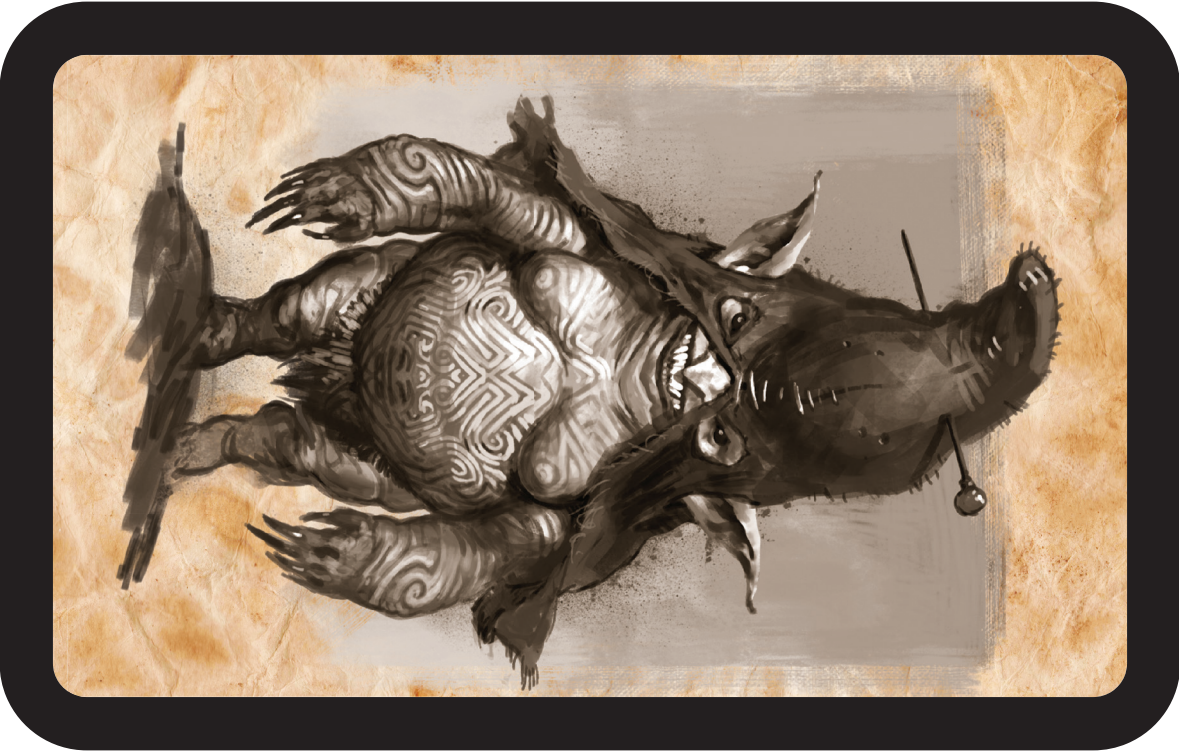
Skills

Listen 60%, Spot Hidden 50%, Stealth 40%.

Armor: 3-point thick hide.

Spells: 40% chance of knowing 1D3 spells.

Sanity Loss: 0/1D10 Sanity points.



GOATSWOOD GNOME

char.	roll	average	
STR	2D6×5	35	Avg. Hit Points: 10
CON	(4D6+3)×5	85	Avg. Damage Bonus (DB): -2
SIZ	(1D3+2)×5	20	Avg. Build: -2
DEX	(2D6+3)×5	50	Avg. Magic Points: 13
INT	(2D6+3)×5	50	Move: 9
POW	(2D6+6)×5	65	

Combat

Attacks per Round: 1 (claw, bite)

Goatswood gnomes use their little claws or shark-like teeth to mince up flesh.

Fighting	50% (25/10), damage 1D4+DB
Dodge	40% (20/8)

Skills

Climb 70%, Dig Tunnel 70%, Jump 50%, Locksmith 55%, Stealth 70%.

Armor: 9-point stone hide against blades/impaling weapons; 3-point armor against blunt weapons. Some reports talk of blood or revolting pink organs spilling out of wounded gnomes, should their hard exterior be penetrated.

Spells: 50% chance to know 1D3 spells, which typically derive from or align with Shub-Niggurath, but may also be those granted by a sorcerer.

Sanity Loss: 0/1D3 Sanity points to encounter a "living" Goatswood gnome.



WIND-WALKER

<i>char.</i>	<i>roll</i>	<i>average</i>	
STR	(4D6+3) × 5	85	Avg. Hit Points: 16
CON	(4D6+2) × 5	80	Avg. Damage Bonus (DB): +1D6
SIZ	(2D6+10) × 5	85	Avg. Build: 2
DEX	(2D6+10) × 5	85	Avg. Magic Points: 10-11
INT	3D6 × 5	50-55	Move: 8 / 80 <i>flying</i>
POW	3D6 × 5	50-55	

Combat

Attacks per Round: 2 (claws, bite)

May attack with claws and/or bite each round.

Bite: victim must make POW roll or be frozen in fear or flee the area; lasts 1D6+1 rounds; thereafter, victim is unaffected; if roll is fumbled, effect lasts 1D6+1 days. Psychoanalysis roll immediately quells the fear. Victim may become cursed to change into a wind-walker (each bite provides a cumulative 1% chance of being cursed).

Fighting	40% (20/8), damage 1D8+DB
Bite	40% (20/8), damage 1D4 (see above)
Dodge	45% (22/9)

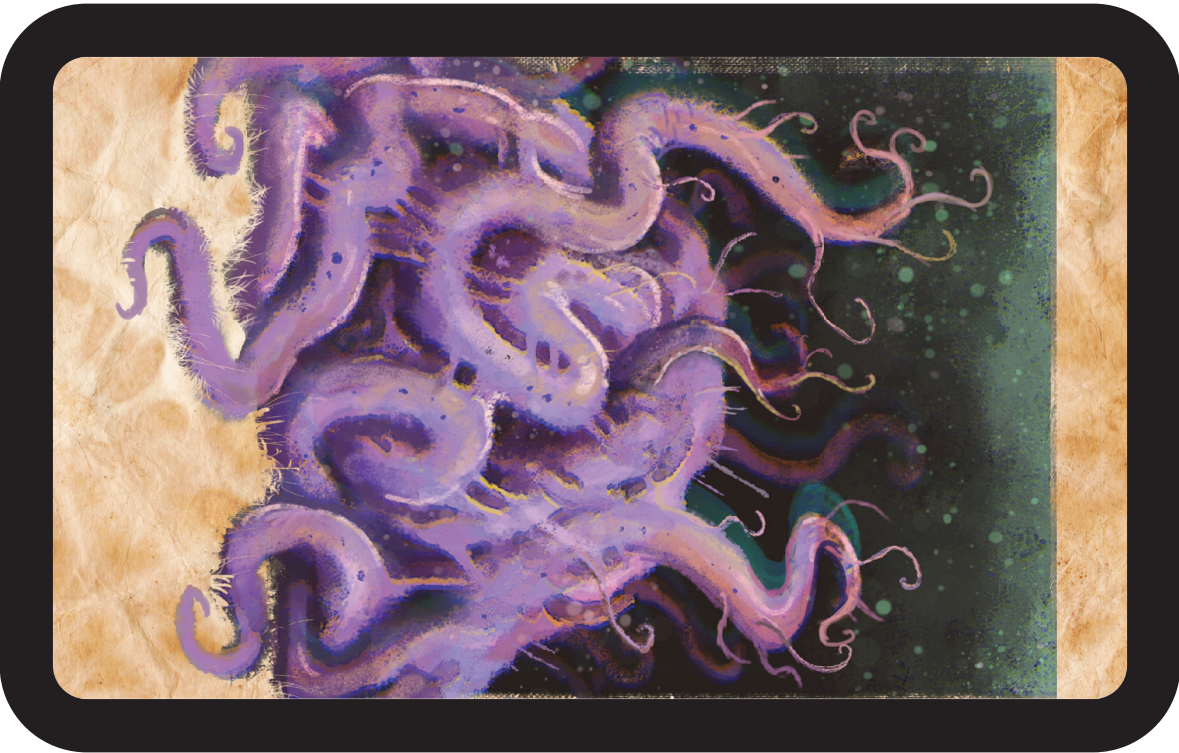
Skills

None; humans undergoing transformation may have Listen 75%, Scent 75%, Spot Hidden 75%, Stealth 75%, Spot Hidden 75%, Track 75%.

Armor: 6-point ice/thick hide; may be permanently killed by piercing/cutting out the heart and burning it to ashes.

Spells: 50% chance to know 1D3 spells (usually concerning Ithaqua and/or cold).

Sanity Loss: 0/1D6 Sanity points; 0/1D2 Sanity points to hear the howl of these cursed creatures.



LARVAE OF THE GREAT OLD ONES

char.	roll	average	
STR	(6D6+7) × 5	140	Avg. Hit Points: 21
CON	(6D6+6) × 5	135	Avg. Damage Bonus (DB): +2D6
SIZ	(4D6+2) × 5	80	Avg. Build: 3
DEX	(4D6+3) × 5	85	Avg. Magic Points: 24
INT	(4D6+6) × 5	100	Move: 1D10–1 (roll, varies; crawling, walking, flying, etc.)
POW	6D6 × 5	115–120	

Special Ability: each larva has a 50% chance of possessing a power (determined by Keeper); example follows.

Aura of Pain: (3 MP cost per round) sends out waves of pain to all within 5 yards/meters (1 damage per round); plus, each round of proximity, movement is halved and physical skill rolls suffer increased difficulty or a penalty die for combat (does not apply to Dodge rolls).

Combat

Attacks per Round: 1D6+1 (varies: claws, bite, tentacle, etc.)

Each is unique; determine its form and attacks (e.g. sharp spines, claws, crushing).

Fighting 45% (22/9), damage DB
Dodge 45% (22/9)

Skills

Varies; determined by Keeper & based on larva's form (suggest skill range of 40%–80%)

Armor: 4-point skin; varies by body type; bullets deal minimum damage; immune to cold, fire, and chemical-based attacks.

Spells: knows 1D6 spells.

Sanity Loss: varies, from 1/1D10 to 1D6/2D10 Sanity points.



WORM THAT WALKS

char.	roll	average	
STR	(4D6+2) × 5	80	Avg. Hit Points: 14
CON	(4D6+2) × 5	80	Avg. Damage Bonus (DB): +1D4
SIZ	(2D6+5) × 5	60	Avg. Build: 1
DEX	4D6 × 5	70	Avg. Magic Points: 13
INT	(3D6+4) × 5	70–75	Move: 9
POW	(2D6+8) × 5	75	

Combat

Attacks per round: 2 (claws, bite) or 1 (feed)

If in disguise, while the monster is still using its claws or teeth, the illusion is so complete as to seem as though a human is performing the attacks (punching, biting, using a knife, etc.). If killed while in disguise, the illusion ceases and the worm's true form is apparent.

Feed: bites, sucking out POW at the rate of 5 per round. Worm aims to win opposed POW roll, granting it psychic dominance over the victim; worm can still feed if failed, but must succeed in a Fighting attack to latch on (if uncontrolled, the victim may break free with opposed STR roll).

Fighting 50% (25/10), damage 1D6+DB
Dodge 35% (17/7)

Skills

(Human form) Charm 50%, Fast Talk 50%, Intimidate 50%, Persuade 50%, Spot Hidden 40%, Stealth 50%.

Armor: 1-point blubber; can be harmed only when in its true form; mundane weapons (incl. bullets) deal half damage; if in disguise, can create wounds to look as though injured or even killed.

Spells: 10% chance to know 1D4 spells.

Sanity Loss: 1/1D8 Sanity points.



SHAGGAI, SHAN-HUMAN HYBRID

char.	roll	average	
STR	(2D6+6) × 5	65	Avg. Hit Points: 12
CON	(2D6+6) × 5	65	Avg. Damage Bonus (DB): 0
SIZ	(2D6+4) × 5	55	Avg. Build: 0
DEX	(4D6+2) × 5	80	Avg. Magic Points: 11
INT	(2D6+6) × 5	65	Move: 6 / 20 flying
POW	(2D6+4) × 5	55	

Combat

Attacks per Round: 2 or 4 (claws) or 1 (proboscis)

On the ground, uses two arms for claw attacks; if flying, uses arms & legs for four clawing attacks. May forgo such attacks and use its proboscis.

Proboscis: shoots out caustic acid (range of 1 yard/meter), which dissolves opponent's flesh (1D3 damage + APP loss equal to damage rolled). Then uses its proboscis to suck the melting flesh. Acid inflicts damage until washed off and eats through most materials; armor reduces damage (if armor is cumulatively reduced to zero, the acid has eaten its way through the material).

Fighting	45% (22/9), damage 1D4+DB
Proboscis	50% (25/10), damage 1D3 + APP loss
Dodge	40% (20/8)

Skills

n/a

Armor: 4-point chitinous shell.

Spells: none.

Sanity Loss: 0/1D8 Sanity points; 1/1D6 Sanity points to witness the gruesome metamorphosis from human to insectoid form.



SHOGGOTH-TWSHA

char.	roll	average	
STR	(6D6+3) × 5	120	Avg. Hit Points: 21
CON	(4D6+4) × 5	90	Avg. Damage Bonus (DB): +2D6
SIZ	(6D6+3) × 5	120	Avg. Build: 3
DEX	(4D6+4) × 5	90	Avg. Magic Points: 24
INT	(4D6+4) × 5	90	Move: 8 / 10 <i>swimming</i>
POW	(6D6+3) × 5	120	

Shoggoth **Control:** if

shoggoth-twsha is killed, shoggoth is set free; each half-hour, shoggoth-twsha must win opposed POW roll (automatic success if POW is 50+ points higher than the shoggoth's). A controlled shoggoth accepts simple mental commands (see entry for full details).

Combat

Attacks per Round: 1 (shoggoth as weapon, spell)

May use any ordinary deep one attack, although due to constraints, it is preferable to use a controlled shoggoth to attack opponents, as well as cast spells (see Shoggoth entry for its forms of attack).

Fighting	25% (22/9), damage 1D6+DB
Dodge	52% (26/10)

Skills

Climb 10%, Language (Deep One Speech) 70%, Language (Rlyeh Glyphs) 70%, Listen 40%, Spot Hidden 45%, Stealth 10%, Swim 90%.

Armor: 1-point skin and scales.

Spells: 40% chance of knowing 1D4 spells (poss. Contact Father Dagon, Contact Mother Hydra, Contact Star-spawn of Cthulhu, Grasp of Cthulhu, Summon Deep Ones, Wave of Oblivion).

Sanity Loss: 1/1D6 Sanity points.





<i>char.</i>	<i>roll</i>	<i>average</i>
STR		Avg. Hit Points:
CON		Avg. Damage Bonus (DB):
SIZ		Avg. Build:
DEX		Move:
INT		
POW		
<i>Combat</i>		
Attacks per round:		
<i>Skills</i>		
Armor:		
Spells:		
Sanity Loss:		

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