

— S. PETERSEN'S FIELD GUIDE —

TO

# LOVECRAFTIAN HORRORS

*A Field Observer's Handbook of Preternatural Entities and Beings from Beyond The Wall of Sleep*



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# CALL of CTHULHU

7th Edition

Horror Roleplaying in the Worlds of H. P. Lovecraft

## Petersen's Field Guide to Lovecraftian Horrors



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CHAOSIUM INC.

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*A field observer's handbook of preternatural entities, and those beings from the land beyond the wall of sleep.*

*To Robert Bloch, these nightmares return.  
And, Gahan Wilson, with admiration.*



# Foreword

Some twenty-plus years since they were first published, the *Petersen Field Guides* continue to provide preternaturalists and dreamers with a source of hard to find information regarding a range of terrestrial, extra-terrestrial, extra-dimensional, and dream inhabiting creatures. Indeed, original *Petersen's Field Guides* have become somewhat collectors' items, sought after by those who relish in the pursuit and identification of otherworldly creatures. Indeed, some have argued that the lack of readily available and credible information (as that supplied by Petersen's classic guides) has adversely affected the up and coming generation of preternaturalists (the editor and publisher hope that a repeat of the Fellham Expedition tragedy can be avoided in the future). Thus, the decision to reprint the guides in this new single volume is certainly timely, and the publisher hopes that budding seekers of strange lifeforms can go forth armed with the collected wisdom of those steadfast researchers and preternaturalists whose hard-won knowledge resides within these pages.

Whilst the full content of the original guides remains essential reading, including comprehensive bibliographies and recommended reading, new illustrations have been prepared to accompany each entry. As ever, quickly determining the nature of one's quarry can be a life-saving skill, and I recommend new students to carefully study the new illustrations so as to commend key features to memory.

— Professor Westbury Illinois Carter,  
The School of Medieval Metaphysics,  
Miskatonic University, 2015



The Monsters of the Mythos





# Introduction

*From the original edition of Petersen's Field Guide to Cthulhu Monsters:*

Though we now praise such studies, students of preternatural life forms once were castigated and persecuted. For generations, "*pracktikal metaphysiques*" were threatened merely for striving after the truth. Those pioneers faced hair-raising danger—not only from the things they studied, but also from the hand of their fellow man.

This volume presents information to the public in what is believed to be an easily assimilable form. All concerned hope that knowledge of these strange creatures can become more widespread, increasing support for urgently-needed research efforts.

These pages discuss terrors of the hyper-geometrical realms, those which most concern us Earth-bound mortals. Each entry has an identical apparatus: a general discussion, notes on habitat, distribution, and life and habits, and hints for distinguishing one entity from others in this book. There is a height chart, and a diagram of some special point of interest about the entity.

Since many preternatural creatures do not photograph well or cannot be photographed at all, an accurate painting illustrates each monster.

An easy-to-use scientific key helps tell one monster from another. Near the end of this field guide, a relative-size chart compares the field guide monsters with the creators of this book. A bibliography and recommended reading list complete the text.

Preternaturalist fieldwork is exciting and personally rewarding, but amateur preternaturalists are reminded to take appropriate precautions before initiating observations.

Obstacles to successful observation are plain. With rare exceptions, preternatural collections in museums or zoological gardens do not exist, so that the student gains little acquaintance with the entities he or she seeks to encounter. Indeed, preternatural physical evidence of any sort is difficult or impossible to come by.

The naturalist can establish blinds, follow game paths, lurk near water holes, plant video cameras, and otherwise dog the heels of his or her chosen species. Such ploys are unavailable to the preternaturalist, whose interest may be not only off-planet but out-of-universe. And metaphysical observation methods are available only to scholars and other trained professionals. Understandably, the successful observer must be extremely patient and have a comprehensive knowledge of previous Earthly appearances.

But the thrill of seeing your first Dark Young smashing its way, say, through the Louisiana bayous cannot be duplicated.

I remind readers of superb descriptions to be found in the writings of Howard Phillips Lovecraft; his work remains an inspiration. The intriguing *Call of Cthulhu Roleplaying Game* discusses these monsters and others more rare. Actual investigations are more dangerous and more tedious than the active adventures which the game creates; still, the tone is exactly right.

*Good spotting!*

— Professor-Emeritus Eliphas Cordvip Fallworth,  
The School of Medieval Metaphysics,  
Miskatonic University, 1988.

## 2. Is the noise it emits :

- A weird piping or whistling?
  - ▶ Flying Polyp (page 28).
- A tittering laugh ?
  - ▶ Star Vampire (page 60).

## 3 Does it have a shape ?

- Yes ▶ go to question 4.
- No ▶ go to question 22.
- It has many separate shapes, each consistent
  - ▶ Nyarlathotep (page 46).

**Note** : because of its variable form, Nyarlathotep may key out at a number of places. This being never has been known to appear on Earth in an invisible form, and may not possess one. Recognize Nyarlathotep by its personality and behavior: if it can be conversed with, identification is rarely a problem.

## START HERE

### 1 Is it invisible ?

- Yes ▶ go to question 2.
- No ▶ go to question 3.

### 7 Does it have a head ?

- Yes ▶ go to question 10.
- No ▶ go to question 8.

### 4 Is it worm-like in shape ?

- Yes ▶ go to question 5.
- No ▶ go to question 7.

### 10 Does it have wings ?

- Yes ▶ go to question 11.
- No ▶ go to question 15.

### 8 Is its body composed of many separate spheroids ?

- Yes
  - ▶ Yog-Sothoth (page 64).
- No
  - ▶ go to question 9.

### 15 Is the thing's body :

- Conical and legless?
  - ▶ Great Race of Yith (page 38).
- Non-conical, generally with legs ?
  - ▶ go to question 16.

### 11 In size, is it :

- Elephantine or larger
  - ▶ go to question 29.
- Not significantly larger than a human ?
  - ▶ go to question 12.

### 16 Is its size :

- Immense (over 20 feet tall) ?
  - ▶ Ithaqua (page 44).
- Moderate ?
  - ▶ go to question 17.

### 29 Does the entity have a head :

- Tentacled and octopoid-like, with claws and narrow wings ?
  - ▶ Star-spawn of Cthulhu (page 58).
- Vaguely equine, with large wings but no tentacles ?
  - ▶ Shantak (page 52).

### 17 Does it have :

- A tentacled face and highly plastic form ?
  - ▶ Moon-Beast (page 114).
- No tentacles and definite shape, possibly manifest from nowhere ?
  - ▶ go to question 18.

### 13 Does it have :

- Horns and black skin ?
  - ▶ Nightgaunt (page 116).
- A pinkish, crustacean-like integument ?
  - ▶ Fungi from Yuggoth (page 32).

### 18 Is it bipedal ?

- Yes
  - ▶ go to question 19.
- No tentacles and definite shape, possibly manifest from nowhere ?
  - ▶ Hound of Tindalos (page 40).

### 20 Is its hide :

- Wrinkled and baggy
  - ▶ Dimensional Shambler (page 24).
- Not baggy and lacking huge folds ?
  - ▶ go to question 21.

### 19 Are its hind legs :

- Hypertrophied and built for leaping ?
  - ▶ Ghast (page 34).
- Non-hypertrophied?
  - ▶ go to question 20.

## 22 Are the body proportions :

- Often invisible, does the entity continually emit piping noises, and is it associated with strong winds ?
  - ▶ Flying Polyp (page 28).
- Always visible, and is the entity unassociated with wind ?
  - ▶ go to question 23.

## 24 Does the creature have :

- A vaguely octopoid head and bat-like wings, and is it of immense size ?
  - ▶ Star-spawn of Cthulhu (page 58).
- A toad-like shape and no wings ?
  - ▶ Moon-Beast (page 114).

## 5 Is it winged ?

- Yes
  - ▶ Hunting Horror (page 42).
- No
  - ▶ go to question 6.

## 6 Is it obviously tentacled ?

- Yes ▶ Chthonian (page 16).
- No ▶ Dhole (page 22).

## 9 Does it have :

- Hoof-like feet, with four huge tentacles and many smaller ones ?
  - ▶ Dark Young (page 18).
- Talon-like claws, with many tiny tentacles ending in mouths ?
  - ▶ Star Vampire (page 60).

## 12 Does it have eyes ?

- No ▶ go to question 13.
- Yes ▶ go to question 14.

## 14 Does it have :

- Radial symmetry and eyes on stalks ?
  - ▶ Elder Thing (page 26).
- Bilateral symmetry and no eyestalks ?
  - ▶ Byakhee (page 14).

## 21 Is its hide :

- Greenish and moist, does it have webbed paws, and is it an ocean-dweller ?
  - ▶ Deep One (page 20).
- Dirty and mold-covered, and does it have half-hooved feet and a semi-canine face ?
  - ▶ Ghoul (page 36).

## 23 Does the creature have :

- A basic form, with head, arms, and legs, though highly malleable ?
  - ▶ go to question 24.
- No permanent limbs, and is it almost completely shapeless ?
  - ▶ go to question 25.

## 25 Is the thing's color :

- Black with no phosphorescence, and extremely fluid ?
  - ▶ Formless Spawn (page 30).
- Possibly fluid, but not black or, if black, phosphorescent ?
  - ▶ go to question 26.

## 26 Does the entity have a mouth ?

- Yes ▶ go to question 27.
- No ▶ go to question 28.

## 27 Is its size :

- Huge and of cloudy form ?
  - ▶ Shub-Niggurath (page 56).
- Moderate, and of tentacle or frog-like form ?
  - ▶ Servitor of the Outer Gods (page 50).

## 28 Does it :

- Continually form eyes, small tentacles, and other organs, and does it move by rolling ?
  - ▶ Shoggoth (page 54).
- Have no eyes, and normally only move by growing ?
  - ▶ Azathoth (page 12).

## Scientific Key

**Instructions** : Start with question 1 and systematically work through the list of questions. Answer each question to your own satisfaction. Skip questions if instructed to do so. Page numbers given after an entity's name provide quick reference. The key may ask questions of size, shape, etc., more than once.

# Identifying Monsters of the Mythos

# Azathoth

A



*The unknown, being likewise the unpredictable, became for our primitive forefathers a terrible and omnipotent source of boons and calamities visited upon mankind for cryptic and wholly extraterrestrial reasons, and thus clearly belonging to spheres of existence whereof we know nothing and wherein we have no part.*

— H. P. Lovecraft

A seething nuclear chaos, Azathoth has existed since the beginning of time. Some theoreticians disturbingly suggest that Azathoth precipitated our universe. This entity is both blind and mindless, though of immense or perhaps infinite power.

Advanced students of hyper-dimensional geometry or hard metaphysics occasionally bring Azathoth to Earth. Usually the being manifests as an ever-changing rhythmic mass, twisting to the thin piping of tentacted Servitor attendants.

Azathoth's presence is hazardous; always attempt to dispel the entity, for an unchecked manifestation destabilizes and grows geometrically, and can devastate large areas. Manifestations of Azathoth have reached diameters of several hundred yards to several miles across. In all known cases the entity was still growing when dispelled (Billington, 1945).

One prominent line of scientific thought (Moriarty, 1872; Dannseys, 1983) argues that the asteroid belt between Mars and Jupiter was formed when Azathoth shattered the planet previously in that orbit. Given such cataclysmic potential, we emphatically recommend avoiding contact with this being.

**Habitat :** beyond normal space-time, at the center of the universe.

**Distribution :** Azathoth is restricted to the center of the universe, or to where it is summoned.

**Life and Habits :** on its throne, Azathoth writhes unceasingly to the thin, monotonous piping of a demon-flute, as other colossal entities slowly dance round, twisting and contorting unspeakably. Presumably their continuing deformations have cosmic significance.

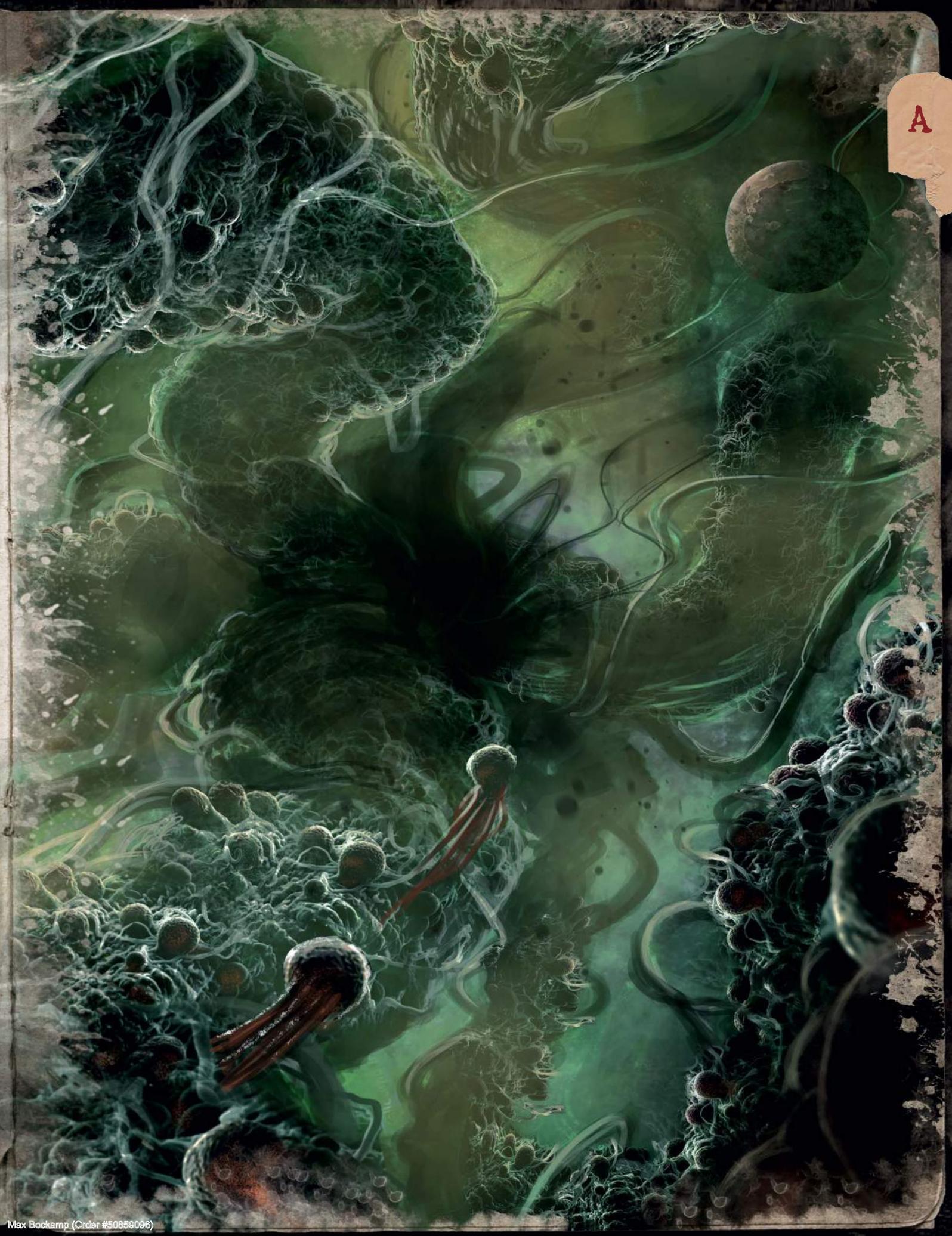
## Distinguishing Azathoth:

- A Flying Polyp continually moves; Azathoth stays at one spot.
- A Formless Spawn is smaller and always black in color.
- A Servitor of the Outer Gods is much smaller and often wields a flute; normally at least one Servitor accompanies Azathoth.
- A Shoggoth is unaccompanied by music or by lesser beings.
- Shub-Niggurath exudes an extremely foul odor and possesses distinguishable mouths, while Azathoth has no identifiable body parts.

*Growth Rate  
This illustration below depicts Azathoth after approximately two minutes of growth (after seven successive stages of growth).*

*Fig. 1—Initial growth stages.*





# Byakhee

𐌸𐌹𐌿𐌺𐌵𐌺𐌰𐌺𐌰𐌺𐌰𐌺𐌰

B



*They flapped rhythmically a horde of tame, trained, hybrid winged things . . . They were not altogether crows, nor moles, nor buzzards, nor ants, nor decomposed human beings, but something I cannot and must not recall.*

— H. P. Lovecraft

The Byakhee is an interstellar being composed of conventional matter. The body of a Byakhee has two major portions: the *thorax* and *opisthosoma*. From the thorax stretch two wings, two limbs, and a head. Two additional manipulatory limbs grow from the forepart of the opisthosoma, while the *hune*, a unique paramagnetic organ, occupies much of the opisthosoma's remainder.

It is a noisy, active entity. At rest and in flight it screeches and croaks, except when stalking prey. Though its limbs are sturdy enough, the Byakhee rarely walks, flying whenever possible.

**Habitat :** preferring airless planetoids and comet nuclei, a Byakhee enters atmospheres only to feed on planet-bound organisms.

**Distribution :** perhaps originating near Aldebaran, Byakhee can be found as far as several hundred light years from that star. They travel to Earth, but do not dwell here.

**Life and Habits :** Byakhee are encountered singly or in small groups. Their breeding habits are unknown. Byakhee generally feed on interplanetary life-forms rare to Earth's solar system, but Byakhee also devour Earth-dwellers with bothersome regularity.

**Interesting Facts :** the *hune* as an organ is not well understood by exobiologists. It may be attuned to the galactic magnetic field, propelled by the flux. On a planet, the *hune* allows a Byakhee to hover; its wings must be used for movement and steering. In space, the *hune* allows movement and limited maneuver.

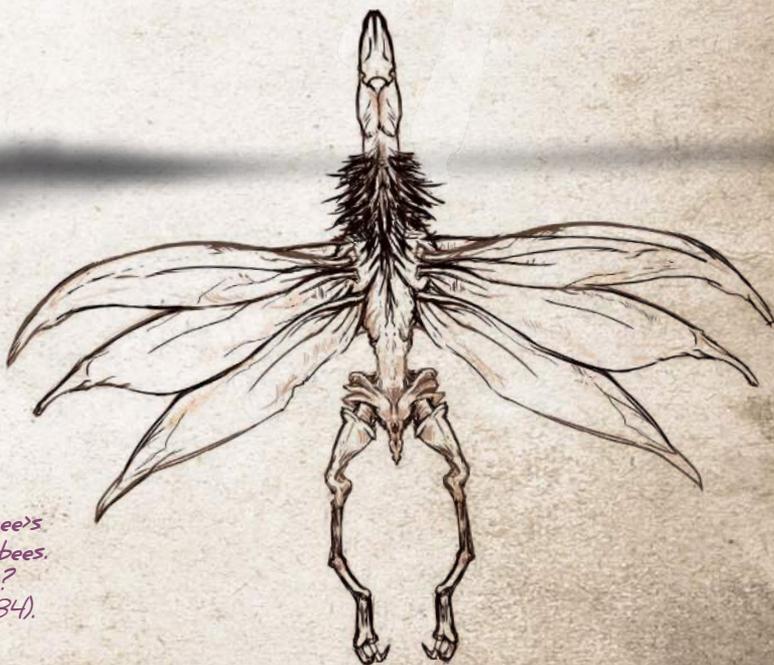
At the Earth's surface, Byakhee can fly at 45mph, a speed increasable as air pressure lessens; in space, a Byakhee can eventually reach speeds one-tenth that of light. In interstellar vacuum, the Byakhee's *hune* can generate the space-time pattern called a *keim* by ancient writers. Within it, a Byakhee can travel at speeds up to 400 times that of light. Generating a *keim* is hard work, and only is done for interstellar voyages. The trip ended, the emerging Byakhee is voraciously hungry: avoid it. Most Byakhee encountered on Earth arrive by *keim*.

## Distinguishing Byakhee :

- Fungi from Yuggoth are pinkish, have six manipulatory limbs, and fly clumsily in atmosphere, unlike agile Byakhee.
- Nightgaunts are black, voiceless, and faceless, and have tails.
- Shantaks are much larger than Byakhee.

Comparative height chart





### More Mystery

Though biologically unrelated, structurally the Byakhee's hune is found where stingers are located in Earthly bees. Might the hune originally have had an attack function? Extensive data on the Byakhee is found in Treer (1984).

Fig. 2—Byakhee cross-section.



Fig. 3—Emerging hatchling.



*Chthonian Larva*

A hatchling will soon need blood. Such young Chthonians are quite vulnerable, in contrast to the hardy adults. The stone-like eggs comprising a thick mineral shell, within which the larva develops, may be easily mistaken by casual observers for geologic formations.



C

# Dark Young

ᠮᠢᠨᠨᠢᠭᠦᠷᠠᠲᠤ ᠶ᠋ᠢᠨᠳᠠᠷᠲᠤ ᠶ᠋ᠣᠨᠭ

D



*Much of the power of Western horror-lore was undoubtedly due to the hidden but often suspected presence of a hideous cult of nocturnal worshippers whose strange customs—descended from pre-Aryan and pre-agricultural times—were rooted in the most revolting fertility-rites of immemorial antiquity.*

— H. P. Lovecraft

One of Shub-Niggurath's many titles is "The Black Goat of the Woods with a Thousand Young." The Dark Young are the "Young" to whom that title refers.

Typically dendroid, a Dark Young has several stout, hoof-like legs supporting a thick body marred by gaping maws dripping goo. The body is topped by a maze of variously-sized tentacles, always including four large tentacles as thick as tree trunks.

**Habitat :** a Dark Young is most often encountered in densely overgrown regions such as forests and swamps, presumably where its shape allows it the best cover for hunting. A limited survey (Isinwyll, 1986) suggests that Dark Young tend most often to be found in temperate and sub-tropical climates on Earth.

**Distribution :** encountered worldwide, especially where the Shub-Niggurath cult persists. Dark Young presumably originate on one or more alien worlds; none has been proven native to Earth. This creature does not naturally live here for longer than a few years at a time.

**Life and Habits :** though intelligent, the Dark Young most often is found alone. It feeds on the body fluids and internal organs of luckless living beings who wander into range of its powerful tentacles. Ordinarily (Isinwyll, 1987), the Dark Young waits motionless for prey, then having fed, moves quickly to another location to repeat the pattern. Several cases exist of Dark Young tracking and pursuing victims: perhaps these Dark Young were particularly hungry or under powerful compulsion.

The Dark Young does not reproduce on Earth, and nothing is known of its breeding habits, if any. Possibly all are produced by Shub-Niggurath and have no need or ability to reproduce. This seems unlikely, in view of the emerging record (Isinwyll, 1981) of Dark Young participation in human prehistoric fertility rituals; mythic power is traditionally attributed to forests and trees; the Tree of Life, The Tree That Walked, etc., are important symbols.

It is unknown, yet speculated, that variations of the Dark Young's form may exist.

## Distinguishing Dark Young:

- Chthonians are legless.
- The Spawn Of Cthulhu are larger, and possess heads.
- Shub-Niggurath is larger and has a much less definite form.

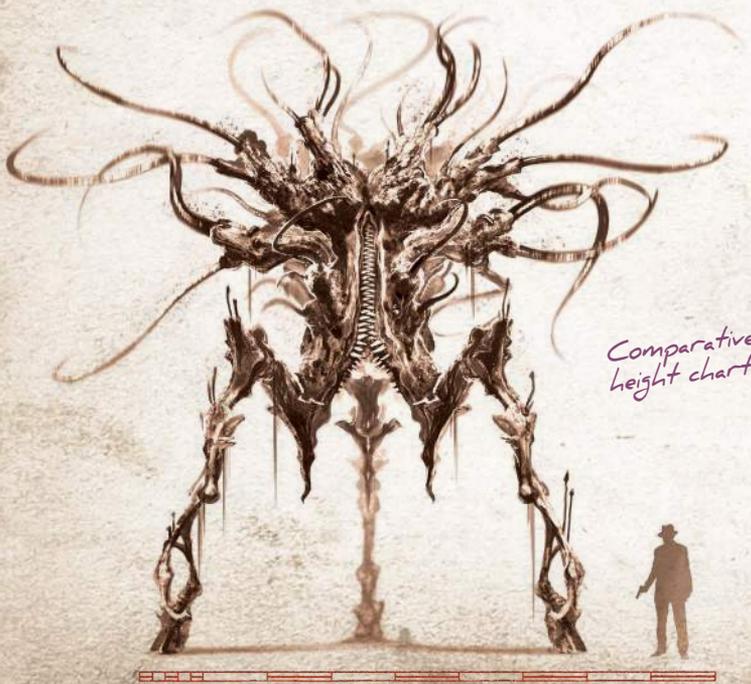




Fig. 4—A Dark Young attacks.

#### Leg Articulation



Though the average Dark Young has trunk and legs of about 8 feet, and an overall height of some 20-25 feet with tentacles extended, there is no maximum size for this creature. Specimens upwards of 70 feet have been encountered.

A Dark Young's leg retracts as the creature steps forward. As the foot is lowered, it also expands laterally to take the entity's weight.

# Deep One

𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋

D



*They hopped irregularly, sometimes on two legs and sometimes on four . . . Their croaking, baying voices . . . held all the dark shades of expression which their staring faces lacked.*

— H. P. Lovecraft

A Deep One is an ocean-dwelling being which vaguely resembles a hybrid of fish and frog. It has gills, but can also breathe air, and can survive on land indefinitely. The Deep One is usually a bluish-green color with a pale belly. On land, a Deep One may walk on four limbs or on its hind legs only. It swims with webbed, flipper-like paws. In close proximity a Deep One emits a nauseating fishy stench.

When a Deep One mates with a non-Deep One, the hybrid offspring at first resembles an ordinary member of the non-Deep One species. With time, it degenerates, internally and externally drawing closer to a full Deep One. Eventually the offspring undergoes the Change, and (if land-dwelling) returns to the sea to take its place in undersea society. Deep Ones are known to have bred successfully with humans and dolphins, though the metamorphosis takes longer in dolphins, probably because the bone structures are dissimilar.

Not all Deep One hybrids complete metamorphosis. Slight variations in environment or heredity greatly affect the process.

No Deep One dies naturally. The longer it lives, the larger it grows, and it can become exceptionally large. Conversely, a starving Deep One shrinks, metabolizing muscle and bone tissue. Prolonged starvation can reduce a Deep One to frog-size. Several weeks of heavy feeding are needed to regain normal mass (d'Erlette, 1959).

**Habitat :** undersea, especially the continental shelves at depths less than a half-mile, in temperate and tropical climates.

**Distribution :** in every ocean, and along the coasts of most continents. The Deep One is apparently native to Earth, though its evolution remains obscure.

**Life and Habits :** this carnivorous aquatic vertebrate is intelligent and boasts a civilization. It lives in undersea cities, herds schools of fish, and engages in sophisticated manipulations of selected local human populations. Given a uniquely malleable chromosomal pattern, it routinely participates in successful reproduction with different species.

### Distinguishing Deep Ones :

- Dimensional Shamblers are proportioned quite differently, with much longer arms and loose, wrinkled hides.
- Ghosts move with hopping motions, and never go on all fours.
- Ghouls emit odors of mold and old soil.
- Extremely large Deep Ones crudely resemble Ithaqua, but Ithaqua is always accompanied by freezing cold, and lacks fins or gills.



Comparative height chart





*The "Innsmouth Look"*

*Progressive degeneration caused by the Deep One genetic taint. At age 34, the human is nearly ready for "The Change". The skin peels, and the ears have been resorbed. Soon the nose will drop off.*



*Fig. 5—Four stages of degeneration.*



*Mode of travel*



D

# Dhole

STEFK

D



*The true weird tale has something more than secret murder, bloody bones, or a sheeted form clanking chains according to rule. A certain atmosphere of breathless and unexplainable dread of outer, unknown forces must be present; and there must be a hint, expressed with a seriousness and portentousness becoming its subject, of that most terrible conception of the human brain—a malign and particular suspension or defeat of those fixed laws of Nature which are our only safeguard against the assaults of chaos and the daemons of unplumbed space.*

— H. P. Lovecraft

A Dhole is a colossal worm-like organism found on certain distant worlds. A light-avoider, this burrower is rarely seen. The Dhole can squirt a noxious acid slime from its mouth.

The most remarkable feature about a Dhole is its enormous size, typically at least 600 feet long and 20 feet thick. A Dhole 1000 feet long and 50 feet thick is not unusual. While this creature can expand and contract its body in much the same manner as an earthworm, the Dhole is not a shape-changer in the manner of Cthulhu's Star-Spawn or the Moon-Beasts.

**Habitat :** deep underground. The Dhole never frequents the surface of a world until it has riddled and ruined the interior of the crust. A riddled crust is like a sponge, with Dhole tunnels extending in every direction, a terrifying labyrinth.

**Distribution :** no Dhole has been found on Earth, though that does not mean that a few are not present. Since they are known to inhabit several planets, they must have access to some means of interstellar travel. Perhaps other beings transport them.

**Life and Habits :** a scavenger, the Dhole feeds on hydrocarbons (fresh or decayed) of every type, including coal, oil, dirt, corpses, etc. With its huge size and persistent tunneling, such a monster scours an infested planet of life. Any encounter with a Dhole on Earth should be reported at once to the proper authorities.

The Dhole life-cycle is little-studied. One theory (Marsh, 1980) conjectures that the Dhole is actually the final stage of Chthonian development, though most exobiologists reject this approach. A likelier hypothesis (Dannseys, 1981) is that the creature originates in a plane of existence commonly known as the Dreamlands. This theory argues that the colossal Dreamlands entities known as Bholes give birth to Dholes, dropping them through the inter-dimensional fabric onto hapless worlds. This would explain how these unintelligent creatures spread from world to world.

## Distinguishing Dholes:

- Chthonians have tentacles, and are much smaller.

Comparative height chart



*Dhole Mouth-Parts*

*These mouth-parts are normally kept retracted within the forebody. They can be quickly extended when needed.*



*Fig. 6b—Dhole mouth opened.*

*Fig. 6a—Dhole mouth closed.*

D



# Dimensional Shambler



D



*Its rugose, dead-eyed rudiment of a head swayed drunkenly from side to side. Its forepaws were extended, with talons spread wide, and its whole body was taut with murderous malignity despite its utter lack of facial description.*

— H. P. Lovecraft

This cartilaginous entity inhabits transcosmic eddies outside our universe. A Dimensional Shambler has large claws, a shapeless face with empty eyes, and an armor-like hide. Yog-Sothoth and other creatures are known to inhabit the same transcosmic realm, but none are so well known to us as the Shambler, which habitually enters our physical universe.

No one knows how this predator selects its prey. One hypothesis (Larkham, 1985) suggests a pattern derived from matrix mechanics in which the trigger variable is the performance of three fundamental human activities in a specific sequence. Much research remains to be done, however.

**Habitat :** between dimensions. The Dimensional Shambler continually traverses the planes, emerging to feed or engage in rituals, then returning to its native non-continuum. No record of the Shambler's transcosmic environment exists.

**Distribution :** inter-dimensional. The Shambler is everywhere and nowhere; its actual numbers are unknown. If summonings are ignored, estimates of yearly incidence on Earth range from a high of 8500 to zero (Wilbham, 1988).

**Life and Habits :** the Dimensional Shambler is a solitary hunter professing a natural ability to enter the fourth and higher dimensions, thereby obtaining food, escaping foes, and traveling swiftly.

It can dimly peer between the dimensions and spy on lesser beings with ease. Its favorite hunting ploy is to materialize inside a closed structure, avoiding outside observation and insuring that its chosen prey cannot escape.

Reproduction, life span, social life, etc., must remain unknown until investigators find some way to pierce the transcosmic veil.

## Distinguishing Dimensional Shamblers:

- Deep Ones generally sport smooth or scaled skin.
- Ghosts are more active, and possess clearly defined features.
- Ghouls have human proportions and run on their toes.
- Hound of Tindalos first manifest as clouds of smoke and, once formed, are easy to distinguish from Shamblers.



Forepaw articulation

The fingers on each end of the hand structure are reversed, to serve as thumbs. All fingers can be so reversed at will, swiveling 180° on sturdy basal socket joints. The Shambler can choose among 32 hand configurations when grasping for or manipulating objects.



Fig. 7—A Shambler digital arrangement.



D

# Elder Thing



*The toughness of the things was almost incredible. Even the terrific pressure of the deepest sea bottoms appeared powerless to harm them. Very few seemed to die at all except by violence, and their burial places were very limited.*

— H. P. Lovecraft

An Elder Thing, or Old One, is a crinoid-like, half-vegetable organism with a star-shaped head, an erect barrel-like body, a multiplicity of tentacles, and five wings. When not in use, the wings are pulled into little pockets in the sides of the thick torso. This species is notable for its strong radial symmetry.

The Elder Thing civilization prospered on Earth for millions of years. Its last land stronghold was in Antarctica; with the advent of the last Ice Age, it was forced entirely undersea. Over the course of that civilization, the species became progressively more decadent, losing most of its ancient lore. Now its range is entirely submarine, confined to the deepest parts of the ocean.

Arriving on Earth over a billion years ago, the race survived the interstellar journey by means of a chemical process which rendered them impervious to temperature fluctuation, vacuum, and any need to eat or breath. On Earth the species created simple organisms as food, as well as Shoggoths to serve as slave-beasts. Either as accident or joke, the Elder Things also prompted the development of all earthly life.

**Habitat :** the deep sea. These creatures inhabited a wide variety of terrains; conceivably one might be found anywhere.

**Distribution :** along the mid-Atlantic ridge. Eons ago, the Elder Thing was found across the entire southern hemisphere (later, only Antarctica). These intelligences originally came to Earth from another world. Closely related species are known to still thrive on distant planets.

**Life and Habits :** an Elder Thing reproduces through spores. It can derive nourishment from inorganic substances, but is much more active and vigorous when feeding on organic life, especially animals. The Elder Thing is extremely tough, can survive all ordinary temperatures, and can move with great speed on land, sea, and air.

The ill-fated Starkweather-Moore expedition emphasized the once-high aesthetic and intellectual development of the species.

## Distinguishing Elder Things :

- Fungi From Yuggoth have rounded heads, only two wings, and are never found underwater.

*Comparative height chart*



### Vertical Adjustment

An Elder Thing can alter its height by extending its neck and/or stalk. When extended, the neck reveals a set of gill slits. Wing pockets are spaced around the torso, enabling the wings to be firmly tucked into the core mass. Extension of the wing stalks frequently indicates interest or excitement, or is done in preparation for flight. In flight, an Elder Thing usually extends both neck and stalk, as shown by the silhouette on the facing page.



E

# Flying Polyp

THEY TO BECOME



*They were only partly material [and] had the power of aerial motion, despite the absence of wings . . . There were . . . suggestions of a monstrous plasticity and of temporary lapses of visibility . . .*

— H. P. Lovecraft

We may characterize the Flying Polyp by its irregular lapses into invisibility and by its monstrous plasticity of form. A Flying Polyp also emits a continual piping whistle, which fixes its approximate location even when this malevolent being is invisible.

The race of Flying Polyps originally descended from space to prey upon early Earth life, building windowless cities of dark basalt towers. Eventually they were warred on and defeated by the Great Race, who forced the Polyps underground. There the Polyps grew strong and numerous, and eventually they preferred that environment to the surface. Occasionally, the Polyps surge up from below, but have been quiescent in humanity's time.

Great Race research shows that the Polyps will become extinct on Earth sometime after humanity's own demise.

**Habitat :** in the Paleozoic era, the Flying Polyp lived and thrived on the surface world. Currently it is found only in underground caverns; presumably surface conditions have changed so much that the species now prefers subterranean life.

**Life and Habits :** large underground caverns all over the world. The Polyp does not inhabit most caverns known to humanity, since the hapless discoverers of Polyp abodes rarely manage to report their finds. The Flying Polyp originated somewhere in the stars; relatives probably still exist there.

**Life and Habits :** the Flying Polyp feeds horribly upon any organism it can hunt down, using great winds in hunting and in warfare. Polyp presence, in fact, can easily be ascertained by unusual wind behavior: winds that suck instead of blow, winds that snake around obstacles instead of being blocked by them, and similar unusual effects.

The spoor of a Flying Polyp is five circular toe-marks, easily distinguishable from those of almost any other organism.

## Distinguishing Flying Polyps:

- Flying Polyps can be recognized by continuous lapses into invisibility, a feature shared by few other organisms.
- Star Vampires make tittering or laughing sounds, quite dissimilar to the Flying Polyp's eerie whistles.
- Servitor pipings have insane phrasings, without intelligence or insinuation, and Servitors do not extrude legs nor do they fly.
- Formless Spawn are black in color.

Comparative height chart





*Ground movement*

*The Polyp extrudes five-toed limbs to support itself or to move without flying. Though it can fly, this creature often strolls considerable distances on the ground.*



*Fig. 8—Limb extension.*

# Formless Spawn



*They found living things [that] worshipped onyx and basalt images of Tsathogghua. But they were not toads like Tsathogghua himself Far worse—they were amorphous lumps of viscous black slime that took temporary shape for various purposes. The explorers of K'n-Yan did not pause for detailed observations, and... sealed the passage.*

— H. P. Lovecraft

This organism is associated with the worship of the entity known as Tsathogghua. A Formless Spawn is a fluid black entity which can change shape with lightning rapidity, sprouting legs, teeth, heads, eyes, and wings, making temporary shapes for temporary needs.

Though their stone artifacts reveal human-level intelligence, no direct communication ever has been achieved with these implacable beings. And, since Formless Spawn are immune to ordinary physical weapons, investigators have been reluctant to expose themselves to extended contact with these strange creatures.

**Habitat :** primarily underground. They build stone channels along which they ooze their viscous bodies with great rapidity. Evidence so far indicates (Wasling, 1984) that their zone of habitation is strictly crustal, perhaps even limited to limestone and other organic deposits.

**Distribution :** Formless Spawn dominate the lightless cavern of N'Kai, and probably inhabit other cave systems as well. Since it is unknown whether or not this species evolved on Earth, there may or may not be Formless Spawn on other planets.

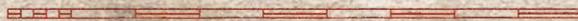
**Life and Habits :** the Formless Spawn feeds on a wide variety of substances. Primarily it metabolizes organic debris, but also devours living animals, plants, and fungi when available.

Little is known of Spawn reproduction or lifespan, though fist-sized calcite structures uncovered at N'Kai (Dannseys, 1987) may hold some answers, if geneticists can decode their structures.

## Distinguishing Formless Spawn:

- Azathoth is much larger and always is accompanied by secondary beings.
- Flying Polyps normally vary between visibility and invisibility, and often leave the ground for brief flights.
- Moon-Beasts are pale, not black.
- Servitors of the Outer Gods produce demonic piping music, while Formless Spawn are generally silent.
- Shoggoths move by rolling or oozing, rather than quickly forming and reforming legs.

*Comparative height chart*





*Locomotion*

*Fig. 9—Stages of forward movement.*

*Appendages on the being's upper surface pull it forward; as it moves, fresh appendages sprout from behind. The diagram does not convey the thing's speed—over 20mph for extended distances.*

**F**



# Fungi from Yuggoth



*Crustaceous bodies bearing vast pairs of dorsal fins or membraneous wings and several sets of articulate limbs, and with a sort of convoluted ellipsoid, covered with multitudes of very short antennae, where a head would ordinarily be.*

— H. P. Lovecraft

A pinkish fungoid crustacean-like organism with wide, often fan-like wings, it typically has six main limbs and a featureless wrinkled head which can alter color. It can fly, but in Earth's atmosphere does so clumsily and slowly. A Fungi speaks by rapidly changing the colors of its head. To talk long-distance, it projects varicolored beams of light.

Many Fungi species exist, lacking wings or possessing different body features; all seem to work together amicably. The type illustrated here is the sole variety to visit Earth in any numbers. None are actually fungi. That is a traditional term adopted from the early work of Prof. Fallworth, of Miskatonic University.

Selectively consulting with and employing humans, Fungi miners thereby avoid unwanted contact and maintaining secure operations.

**Habitat :** Fungi science allows settlement anywhere. Nothing is known of any original habitat.

**Distribution :** in the Mesozoic era, Fungi from Yuggoth invaded and colonized Earth's northern hemisphere. Later they abandoned most of those settlements. Fungi are found today in a few remote locations on Earth, including the Himalayas, Appalachians, and Andes.

Apart from Earth, these creatures have a vast interstellar empire of planets, dark stars, and less describable objects. Yuggoth (Pluto) is the major Fungi base nearest to their Earthly enterprises.

**Life and Habits :** a Fungi is not composed of ordinary terrene matter. Prolonged effort generates extraordinary metamorphoses and transmutations, creating or deleting organs or body members. This, rather than ordinary evolution, may explain the Fungi's various forms.

Their voice-box organ was evolved for use on Earth, enabling Fungi to approximate human languages in weird, buzzing tones.

These starfarers coexist in dimensions additional to our own four. Most Fungi visiting Earth have membraneous wings for pressing against a medium non-existent to us but which, omnipresent on a different plane, enables them to fly through space.

## Distinguishing Fungi from Yuggoth :

- Byakhee fly well, have four major limbs and definite faces.
- Elder Things have more than two wings.
- Nightgaunts are black, not pinkish.
- A Star Vampire may look pinkish while feeding, but has no wings and becomes invisible as it digests.



*Fungi Technology*

*The ultimate purpose of this cylinder is unclear. It contained a living human brain when discovered in northern Canada. Note the three plug-ins around the center grill.*



*Fig. 10—Brain storage cylinder.*



**F**

# Ghast



*Something about the size of a small horse hopped out into the grey twilight, [a] scabrous and unwholesome beast, whose face [was] curiously human despite the absence of a nose, a forehead, and other important particulars . . . [it] spoke in coughing gutterals.*

— H. P. Lovecraft

To human eyes perhaps the most repulsive underground life form, a Ghast is a great floundering whitish thing with a black-furred back and a distinct trace of human ancestry in its noseless, bulging-lipped face. It moves by leaping on its long hind legs. A flashlight beam annoys it; it cannot long survive in direct sunlight.

Two important species of Ghasts are known, those living in the Vaults of Zin and the domesticated variety found in the caverns of K'n-yan. This latter species is more commonly known as the *gyaa-yothn* (singular, *gyaa-yoth*). Only the *gyaa-yothn* possess rudimentary horns centered in their foreheads.

All varieties are very agile, leaping and hopping on powerful hind legs, and easily jumping chasms several times wider than possible to any human.

**Habitat :** deep underground. Sunlight kills it, though the Ghast can indefinitely survive red light or twilight conditions. The *gyaa-yothn* of K'n-yan resist blue light as well. One theorist (Isinwyll, 1985) suggests that the *gyaa-yothn* differentiated when

subjected to a specific otherworld environment; exploratory dissection (Mustoll, 1985) shows increased musculature and rearranged internal organs congruent with that idea.

**Distribution :** solely underground. The blue-litten caverns of K'n-yan are found, underneath the American Great Plains. The caverns of Yoth, beneath which sit the Vaults of Zin, are also in North America, but their precise location is unclear.

**Life and Habits :** the Ghast is omnivorous, feeding primarily on fungus. This uncouth being relishes flesh when available, and frequently resorts to cannibalism.

Most Ghasts have a crude language. The *gyaa-yothn* have had bred out of them what little intelligence they once possessed.

## Distinguishing Ghasts :

- Deep Ones are rubbery-skinned, with frog- or fish-like appearances.
- Dimensional Shamblers have short, twisted hind legs and never leap or hop.
- Ghouls resemble Ghasts at a distance, but Ghasts leap much further and higher.



*Comparative height chart*



G

*Gyaa-Yoth*

*Note the prominent horn and exposed serrated fangs. Infrared receptors may be discerned below the eyes.*



*Fig. 11—Another species of Ghast.*

# Ghoul



G

*It was a . . . nameless blasphemy with glaring red eyes, and it held in bony claws a thing that had been a man, gnawing at the head as a child nibbles at a stick of candy. Its position was a kind of crouch, and as one looked one felt that at any moment it might drop its present prey and seek a juicier morsel.*

— H. P. Lovecraft

Not completely human, though it often approaches human likeness, the Ghoul is roughly bipedal, with a slouching, vaguely canine aspect, which includes a rubbery hide, pointed ears, a mold-caked body, half-hooved feet, and scaled claws used for burrowing.

**Habitat :** the Ghoul primarily dwells in an individual burrow or a larger multi-individual underground complex. It is nocturnal. Owing to its feeding preference, this creature thrives near human cities, especially near to cemeteries and hospitals where a supply of food can be found.

**Distribution :** worldwide. Except in the Dreamlands, no extraterrestrial or extraplanar Ghoul settlements are known to exist. Several commentators believe that Ghouls cannot be found where humans are not found (Gillman, 1984).

**Life and Habits :** a Ghoul primarily feeds on carrion. It is perfectly able to eat fresher fare, however, and often enjoys a fresh dinner as a change of pace, ripping and tearing at its unfortunate victim with powerful teeth and claws.

Unusually, the Ghoul seems to develop from a human or to require a human ancestor, although this point has been contested (Munden, 1992). Probably the Ghoul is not a separate species. Early research (Fallworth, 1927) has shown that powerful human proclivities can be environmentally enhanced, but the underlying genetic mechanisms are not understood. Sometimes a Ghoul warren kidnaps and raises a human baby as a Ghoul. Occasionally a like-minded human adult associates with Ghouls and eventually transforms into one of them. Ghoul physiology may include a moral fetor or venom which gradually causes or aids human transformation into monsterhood (Dannseys, 1986).

The Ghoul is difficult to study or even to find, given its high intelligence and extraordinarily complete knowledge of human society, activity, and psychology.

## Distinguishing Ghouls :

- Deep Ones are generally found near water and emit fishy stinks.
- Dimensional Shamblers are slow moving, rumpled-looking beings with indistinct facial features.
- Ghosts leap on large hind legs and do not have snouts.

Comparative height chart



*Evidence of Transformation*

*Transformation into a Ghoul includes elongation and increased musculature of the jaw and a flattened, extended brain pan. Human-derived features include complete eye sockets and the persistence of true cheekbones.*



*Fig. 12—A Ghoul's skull.*

**G**





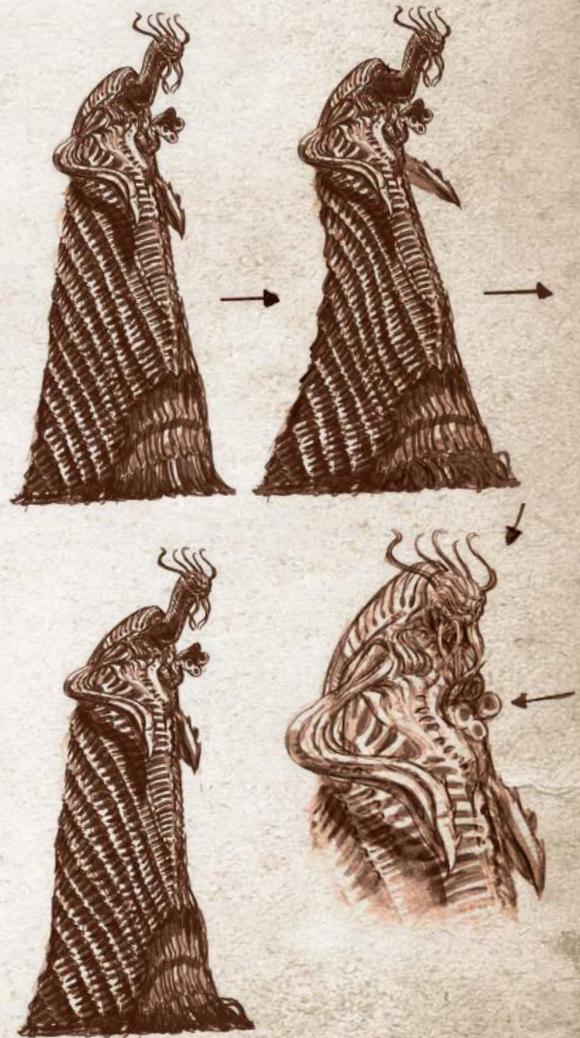


### Record-keeping

This individual sears information onto a metal plate, an aesthetically pleasing way to preserve information over cons. The Great Race also had quicker and more accurate methods of data storage and retrieval, but these techniques did not effectively store data for periods exceeding 100 million years, such information is now lost.



Fig. 13—Heat-stylus manipulation.



G

# Hound of Tindalos



*No one need wonder at the existence of a literature of cosmic fear. It has always existed, and always will exist; and no better evidence of its tenacious vigour can be cited than the impulse which now and then drives writers of totally opposite leanings to try their hands at it in isolated tales, as if to discharge from their minds certain phantasmal shapes which would otherwise haunt them.*

— H. P. Lovecraft

A Hound of Tindalos is a horrendous quadruped which manifests itself through the corner angles of rooms in Earthly structures, sending itself through time and space to attack the being on which it wishes to feed. A typical Hound has a long, sinuous tongue and drips a putrid substance like blue pus.

Frankly, the Hound of Tindalos is beyond normal human comprehension and evaluation. Though it appears so, a Hound is not an organic creature. It is a manifestation of the principle of perceptive being known to humans as "foulness". Foulness is a hypergeometrical organizational axis shared by many of the entities described in this field guide; as a concept, foulness is uncomfortably difficult to summarize, because as humans we identify states of being as definitional elements rather than as polyclusters.

But, following Isinwyll (1987), we are not the poorer in merely nominating the Hound as a singularity of loathsomeness and terrifying hunger, considering what humanity would be like if our understanding of the Hound was more precise, more empathetic!

**Habitat :** the angles of time in the extremely distant past; inconclusive evidence of pre-galactic existence has been advanced (Hike, 1983).

**Distribution :** the distant past. But a Hound can visit any time and almost any place, if impelled by hunger or other malign purpose.

**Life and habits :** some psychic factor or inherent trait within humans and certain other life forms appeals to a Hound, from which it gets evident nourishment. If this unknown factor is not necessary to the Hounds survival, the species may not be truly predacious.

A Hound of Tindalos can manifest only through an angle of 90° or less. Whether this angle is formed by a room's corner, a crack in a rock formation, or a bent leaf is immaterial. A Hounds appearance is signified by clouds of vapor steaming from the chosen angle, swiftly followed by the coalescence of the Hound.

Nothing of the Hounds life cycle, if it has one, is known, nor have significant physical evidences been accumulated from the several dozen recorded attacks (Wailing, 1982).

## Distinguishing Hounds of Tindalos :

- Dimensional Shamblers do not necessarily form from corners, and are bipedal.



*Comparative height chart*





### Feeding Technique

The glossus, or "tongue" of a Hound is its main feeding organ. The glossus is long, cylindrical, hollow, and reinforced with a bone-like substance. The pointed tip of the glossus is thrust into a victim, and the vital essence drained through it.

Fig. 14—Hound Of Tindalos glossus.

Mode of travel



# Hunting Horror



*Beyond and above them, and dwarfing them to insignificance, was a masters vision of the terror that stalks about and within us, and the worm that writhes and slavers in the hideously close abyss.*

— H. P. Lovecraft

This intelligent ropy being flies on webbed wings, the long length of the creature pulsating and swelling in throbbing waves. Some Hunting Horrors have two wings; others have only one, which they rotate peculiarly to keep themselves aloft. Every Hunting Horror beats its wings slowly and rhythmically, and always can be identified by a constantly writhing body and dangling head.

A Hunting Horror is not composed of ordinary matter. It co-exists on another plane coterminous with ours, as does a Fungi From Yuggoth. The Hunting Horror is able to fly and keep its huge coiling body aloft by the pressure its wings exert on the media constant to this other plane.

A Hunting Horror can speak in human tongues, though its voice is distinctively loud and harsh. The Outer Gods or Great Old Ones, especially Nyarlathotep, often use Hunting Horrors to pursue a victim.

**Habitat :** desolate alien worlds. A Hunting Horror is only found on Earth when pursuing a quarry here, or when summoned here by individuals using hypergeometrical or other techniques of hard metaphysics.

**Distribution :** though native only to a few scattered worlds, the Hunting Horror ranges through several galaxies; if may be accidentally encountered almost anywhere.

**Life and Habits :** in its natural state, the Hunting Horror lives on a dark planet. It cannot endure extremely bright light, or even normal daylight for more than a few hours, so it generally visits Earth after nightfall. Given the continuous solar light of interplanetary space, disagreement exists as to whether or not a Hunting Horror actually flies there; a summary of positions has been published (Gillman, 1986).

A Hunting Horror is an extremely intelligent entity which apparently functions without social organization or material civilization. Dannseys (1987) believes that a Horror's knowledge of occult science is so profound as to render technology and information-exchange superfluous, but a controversy rages here: Varson (1988) insists that evidence of an elaborate telestitial network exists, though attempts to reproduce his data have been unsuccessful, owing to the difficulties of researching living Hunting Horrors. Hard metaphysicians perennially face this disagreeable situation.

## Distinguishing Hunting Horrors :

- Shantaks have shiner, squatter bodies, and also have hind legs.





### *The Head of a Horror*

*Most of the pits, ridges, and tissue whorls in this illustration depict sensory organs. The barbels on each side of its snout, for instance, detect air currents, enabling the predator to find a victim by the slight pressure variations caused by its breathing. Other organs sense heat, light and color, electrical conductivity, odor, and mass.*



*Fig. 15—Hunting Horror close-up.*

# Ithaqua, The Great Wind-Walker



... inconceivable abnormalities slyly hinted into a horrible half-knowledge by words whose innocence we scarcely doubt till the cracked tension of the speaker's hollow voice bids us fear ...

— H. P. Lovecraft

I

The Wendigo's howl is unmistakable, and those who hear it do not forget it. This huge, roughly humanoid being appears to walk on the winds. It is found only in the far North and is generally accompanied by freezing sleet or blizzards.

While Ithaqua is sometimes found alone, a host of lesser beings often accompany it. Included among its entourage are hapless humans who are discarded after a time, to be found frozen and half-buried in the tundra.

Ithaqua is able to transform lesser life forms into lesser versions of itself, to serve it as scouts, companions, or in un-guessable ways. In humans, this transformation leads to the complete destruction

of the feet, immunity to freezing temperatures, and unendurable cannibalistic tendencies which bring on madness.

The title wendigo or windigo is believed Algonquian in origin, and may have been misapplied to those suffering from contact with with Ithaqua.

**Habitat :** outer space, frozen ice-flats, tundra, and alpine terrain. Earth, even the arctic, is warmer than this creature prefers, so it does not dwell here permanently.

**Distribution :** Antarctica would seem an amenable abode for the Wendigo, but no reports have been made of its presence in the southern hemisphere, for reasons which are unclear. Ithaqua travels throughout the solar system, visiting at least the colder worlds. It may spend much of its time in our system's Oort cloud, whence comets originate. Ithaqua frequents at least one other star system.

Other beings similar to this one probably inhabit the galaxy; Ithaqua may be one member of an extremely powerful species, each one possessing enormous territories of one or more solar systems (Hike, 1983).

**Life and Habits :** the Wendigo spends most of its time traveling through its dominions. It comes to Earth more often than would seem natural, considering Earth's high temperature. Perhaps the toothsome prey available on Earth encourage it to visit frequently.

## Distinguishing Ithaqua :

- Spawn Of Cthulhu are rarely associated with arctic climates and fly only by means of wings.
- Abnormally large Deep Ones never fly and are always found near the sea.





I

Fig. 16—A Wind-Walker

A transformed human. Traces of the things humanity are clear, but the overall change is profound and visibly bestial. This illustration is drawn from a report given by a trapper in Northern Quebec, who claimed to have survived an encounter with the creature.



# Nyarlathep



*Only to taunt had Nyarlathep marked out the way to safety and the marvelous sunset city; only to mock had that black messenger revealed the secret... For madness and the voids wild vengeance are Nyarlatheps only gifts to the presumptuous...*

— H. P. Lovecraft

Nyarlathep, the Crawling Chaos, is the mind and spirit of the Outer Gods, supplying personality to their power. Nyarlathep can interact intelligently with other, lesser beings, while the rest of the Outer Gods can only destroy. It can reward or punish, and many intelligent species serve and worship the Outer Gods to gain the favor of Nyarlathep.

Nyarlathep uses different shapes for different purposes. It has a human-like form for dealings with humans. Most of its schemes and desires are malign to humans, and it would seem that humanity, at least in its presently sane state, is unsuitable to Nyarlathep.

**Habitat :** beyond space and time; often with Azathoth.

**Distribution :** all times and places have been visited by this being.

**Life and Habits :** Nyarlathep enforces the will of the Outer Gods through a variety of means, primarily

enlisting the aid of local forces. When sheer power is needed, Nyarlathep taps the strength of its mighty masters.

### Distinguishing Nyarlathep:

*Here are some of the forms Nyarlathep takes on Earth:*

- The Dark Pharaoh, a swarthy fellow slight of build and height who may be dressed in modern garb.
- The Black Man, a tall, lean, hairless man with skin the blackness of ebony, Caucasian features, and hooved feet, and who wears as his only garment a shapeless robe of heavy black fabric.
- The Howler in Darkness, the three-legged monstrosity, often spotted howling at the Moon for unguessable purposes.
- The Haunter of the Dark, a gigantic black-winged creature with a three-lobed burning eye as its only facial feature and wings fringed with acid-dripping tendrils, a dangerous and violent form allegedly dispelled by bright light.
- The Bloated Woman, a 600 pound, seven-foot-tall being vaguely resembling an obese human female, with tentacles in place of arms and nose, five perfect cupid's-bow mouths made hideous by clusters of protruding fangs, and wearing a yellow-and-black tunic of a material resembling fine silk, in the belt of which hang six sickles and the mystic Black Fan.

*Comparative height chart*



### *Another Form*

*This uncommon manifestation of Nyarlathep appears by possessing the body of the one who dares Contact it. When the Contact is finished, Nyarlathep departs and the victim reassumes control of his body, a body now permanently altered into this monstrous form.*



*Fig. 17—The "Dark Demon".*



N



*Nyarlathotep's Movement*

# Serpent People



*Not even the physical horror of my position in that cramped corridor of dead reptiles and antediluvian frescoes, miles below the world I knew and faced by another world of eerie light and mist, could match the lethal dread I felt at the abysmal antiquity of the scene and its soul. An ancientness so vast that measurement is feeble seemed to leer down from the primal stones and rock-hewn temples in the nameless city, while the . . . maps in the frescoes shewed oceans and continents that man has forgotten, with only here and there some vaguely familiar outline.*

— H. P. Lovecraft

They resemble upright serpents, with arms and legs, ophidian heads and tails, and commonly wear robes of the highest quality.

This ancient race first reached prominence in the Permian Age, long before the first dinosaurs. That primordial civilization built cities of black basalt, fought deadly wars, and mastered profound chemical and hypergeometrical techniques. The species dwindled in the Triassic. In the Pliocene, Serpent People increased and once again built cities, thriving into the early Pleistocene. Now they are again a relict species, here on Earth and in the Dreamlands.

Their first civilization learned the secret of immortality, later enabling isolated scholars to contribute profoundly in epochs when civilization was prostrate.

Some Serpent People survive from earlier ages, beneficiaries of immortality. Others are atavisms to earlier, powerful versions of the species. Such individuals often lead and tend their brethren. Most Serpent People are degenerate, of limited intelligence and stunted in growth and appearance. Some crawl, rather than walking erect.

**Habitat :** any non-arctic environment, though preferably warm. Degenerates mostly live underground.

**Distribution :** worldwide. In the early Pleistocene, individuals mastered occult illusion and could take on other appearances. Some live among us now, illusion masking their true nature.

**Life and Habits :** a carnivore, the Serpent Man prefers live prey. At times, ultra-civilized members apparently subsisted wholly on artificial food. The species appears to hate or resent humanity and plots against us, feeling that we block their rightful reascendance to power (Lochert, 1983).

## Distinguishing Serpent People :

- Beings from Ib have soft, slippery hides, no scales, and no tails.
- Deep Ones are aquatic, and are without tails.
- Ghouls are human-like, with a canine aspect devoid of reptilian features.

*Comparative height chart*





Weapons



Warrior



Priest



Storing Information

For many geologic ages the Serpent People have kept important information on thick triangular plates made of various non-corrosible metals. The text reads from each tip of the triangle. This particular plate outlines an important hypergeometrical relationship implicit in planetary orbits.



Fig. 18—Data plate

# Servitor of the Outer Gods



... something amorphously squatted far away from the light, piping noisomely on a flute ... [amid] noxious flutterings in the foetid darkness ... no warmth lay, but only the clamminess of death and corruption.

— H. P. Lovecraft



A tentacled lump of flesh, a Servitor's features remind one of a frog or octopus. The being almost always carries a musical instrument called a "flute" for lack of a better name, and is generally piping away at it.

**Habitat :** beyond space and time. Commonly found at the throne of Azathoth and at places inhabited by extremely powerful transcosmic entities.

**Distribution :** wherever it is sent. The Servitor is an extremely hardy entity which appears to be immune to vicissitudes of climate, temperature, atmosphere, and other environments factors.

**Life and Habits :** a Servitor normally accompanies a much larger being. Sometimes a Servitor acts by itself to assist in organized cult worship of those beings which appear to be its masters.

While called Servitor, it is unclear exactly what relation the creature has with the larger being or beings it supposedly follows. Perhaps the species is parasitic or symbiotic, rather than attendant (Dannseys, 1978). If this is true, its high intelligence and occult aptitude probably lead it to foster the development and worship of its host being.

The Servitor is adept in the practice of occult science and this, added to its physical robustness, makes such a being extremely difficult to harm. A would-be collector should carefully prepare for all possible contingencies, take proper equipment, and keep more than one escape route handy.

## Distinguishing Servitors of the Outer Gods :

- Chthonians are much larger and accompanied by chanting noises, rather than piping sounds.
- Cthulhu and his spawn are much larger and always greenish in color.
- Flying Polyps can fly, and frequently are more or less invisible.
- Formless Spawn are black in color.
- Moon-Beasts do not extrude tentacles, except for their pinkish sensory organs, always found at the tip of their snouts.
- Shoggoths are constantly bubbling and forming and reforming eyes or other organs.



Comparative height chart





Fig. 19—Servitor tack and roll.

*Movement*

*Servitors normally progress by rolling. The being grips the substrate with its tentacles, pulling itself into position, after which it can roll along at moderate speeds.*

*Flute of a Servitor*



5

# Shantak

ᑭᑭᑭᑭᑭᑭᑭᑭ

*They were not any birds or bats known elsewhere on earth or in dreamland, for they were larger than elephants . . . Carter knew that they must be the Shantak-birds of ill rumor . . . to whose wings still cling the rime and nitre of the nether pits.*

— H. P. Lovecraft



A Shantak is a huge scaly creature made of terrestrially-known matter. It shows many surprising similarities to Earthly vertebrates. It has elephantine size and bulk, two wings, a scaly integument, and two legs. It is long-necked and long-tailed. Old traditions call the Shantak “horse-headed”, and in fact the skulls have faintly equine proportions, though any resemblance is purely coincidental.

The Shantak thorax is largely filled with a supercharging mechanism which enriches the wing muscles in flight. Only in this way does the creature get enough energy to keep its vast bulk aloft.

The description above applies only to the Common Shantak. The little-known Lesser Shantak is much smaller and looks quite different, with a furry hide and prodigious claws on its forewings.

Every Shantak is panic-struck by the appearance of a Nightgaunt. Presumably both the Shantak and the Nightgaunt originated or once lived side-by-side in the same part of the universe, causing this instinct to develop. No objective reason for the Shantaks fright has been found; on the face of it, a Shantak is much larger and stronger than any Nightgaunt.

**Habitat :** mountains and desert plateaus. The Shantak can traverse outer space, but does not normally spend much time there.



## Offspring

*The shell of the egg turns transparent, indicating that it is near hatching. The young animal will receive little parental care, and must fend for itself within a few weeks.*

Fig. 20—Egg of a female Shantak.



**Distribution :** this creature, like the Nightgaunt and Moon-Beast, often haunts the Dreamlands. It is also known on certain desolate worlds of our plane.

**Life and Habits :** a Shantak reproduces by laying eggs. Both sexes lay eggs, with or without mating. The egg of the male shantak has extremely interesting properties according to folklore, but not one has yet made its way to Earth. Miskatonic University's School of Medieval Metaphysics maintains a large standing reward for such an egg.

Shantaks primarily feed on autotrophic organisms, such as plants. They can temporarily survive on animal life forms, but this is not their major sustenance.



*Comparative  
height chart*

#### **Distinguishing Shantaks :**

- Byakhee are much smaller and have four legs, not two.
- Hunting Horrors have no legs at all, presenting ophidian silhouettes.



S



*Free-Floating*

*The Shoggoth naturally assumes a spheroid shape about 15' in diameter.*



*Fig. 21—Shoggoth in water.*



23





3



Fig. 22—Evidence of offspring.



Leg movement

# Star Spawn of Cthulhu



*There is no language for . . . such eldritch contradictions of all matter, force, and cosmic order. A mountain walked or stumbled. . . [The] spawn of the stars had awaked to claim his Own. The stars were right again.*

— H. P. Lovecraft

Cthulhu is the most famous of a species which came to Earth hundreds of millions of years ago. These entities are gelatinous green in color, and come in two shapes: huge octopus-like beings, or bloated entities with dragon-like wings and talons, and faces covered by barbels. Cthulhu himself is of the latter shape.

Such Spawn are extraordinarily plastic, and can rapidly and drastically change shape. Individual limbs and body members always remain identifiable, though they may be distorted, atrophied, or hypertrophied.

**Habitat:** Though water does them no harm, Cthulhu and his clan traditionally but incorrectly have been viewed as sea beings: they are primarily land-dwellers. Entities of great power, they can travel through space at will, plunging from world to world.

**Distribution:** these beings follow an inexplicable cosmic cycle of activity and inactivity. At the moment, almost the entire race is in suspended animation, resting until the end of the current cycle when they can live again. Evidence exists that their time is near.

**Life and Habits :** while sleeping, they can take only mental action, such as broadcasting dreams or telepathic instructions. Presumably, when they wake to active life, Cthulhu and his race intend to re-establish the civilization they possessed in ancient times. Most of the race appears to have lived in a single immense city which once covered much of the south Pacific. Currently they and their city, R'lyeh, are buried under thousands of feet of water and hundreds of feet of silt and stone. The breeding habits of this species are unknown, though they might reproduce by mitosis. If this surmise is true, all the million inhabitants of R'lyeh may descend from Cthulhu himself.

## Distinguishing Star Spawn of Cthulhu :

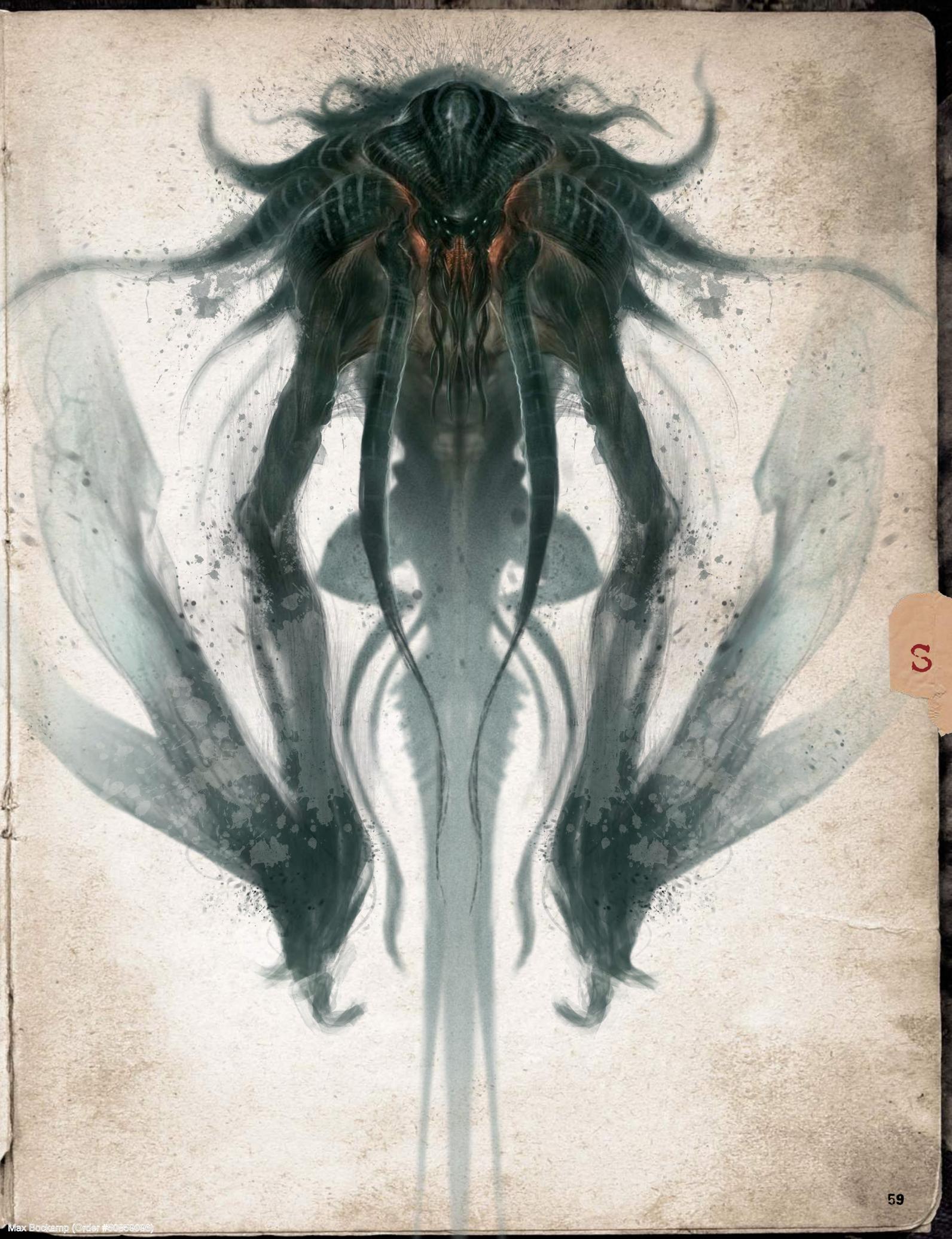
- Chthonians have no wings or other limbs.
- Dark Young are smaller, without definite head structures.
- Flying Polyps are smaller, accompanied by whistling noises, and have temporary lapses of visibility.
- Ithaqua lacks tentacles, is restricted to cold climes, and flies without wings.
- Servitors of the Outer Gods are much smaller, lack wings, and generally travel by rolling.

*Comparative height chart*



*Flight*

*To fly, a Spawn must transfer most of its mass into its wings.*



3



### Feeding Apparatus

When feeding, ridged, muscular proboscises breaks through the prey's skin, allowing nutrients to be sucked into stomach cavities. The teeth rasp into the victim's integument. The branching tubes leading from the sucking-stomach distribute food liquids in the Star Vampires body. The purpose of the coiled gland at the base of the sucking-stomach is unknown: it may secrete digestive enzymes or a protective fluid.



3



Star Vampire Movement

# Tsathoggua



*It needed the nourishment of sacrifice, for It was a god. Of course I couldn't get It the sort of sacrifices which It used to have in Its day, for such things don't exist now. But there were other things which might do. The blood is the life, you know. Even the lemures and elementals that are older than the earth will come when the blood of men or beasts is offered under the right conditions.*

— H. P. Lovecraft

Tsathoggua is an exceptional member of the powerful Great Old Ones. Other local members of this interstellar species include Cthulhu, Ithaqua, and Hastur the Unnameable.

On Earth, Tsathoggua is served by frightful amorphous beings known only as Formless Spawn. Perhaps he brought them with him when he arrived on Earth, or created them once here, or perhaps they chose to serve him when he arrived.

Tsathoggua came to Earth from Saturn. At least one other member of his species (a reclusive being known as Wuthoquuan's Bane) arrived with him. Tsathoggua is the only Earthly Great Old One who has sought worship and sacrifice from humankind as well as from our furry predecessors (Smith, 1932).

Tsathoggua's form alters in response to environment. On Saturn, he looked quite different than on Earth, as may be deduced from the form taken by Tsathoggua's paternal uncle, Hziulquoigm-nzhah, still a Saturn-dweller (Smith, 1931). That being has a

spheroidal body, stubby legs, and long arms. The head is Tsathoggua-like, but dangles from the underside of the body; other arms and feet provide locomotion. Evidence exists that Tsathoggua can voluntarily alter his form (Fallworth, 1944); certainly the Formless Spawn change shape and texture remarkably.

**Habitat :** Tsathoggua is capable of dwelling anywhere

**Distribution :** Tsathoggua lives in the black gulf of N'Kai, far below the Earth's surface. He may project his image elsewhere or even personally visit far regions, but he has shown no desire to leave N'Kai.

**Life and Habits :** spending most of his time in bloated sleep, Tsathoggua awakens only to accept sacrifices or answer a sorcerer's call. If he is satiated with food, he responds to visitors in a non-threatening, even friendly manner. If Tsathoggua is hungry, the would-be interviewer had better have an acceptable sacrifice ready, or risk consumption himself.

**Distinguishing Tsathoggua :**

- Gugs have vertical mouths and are lankier.

Comparative height chart



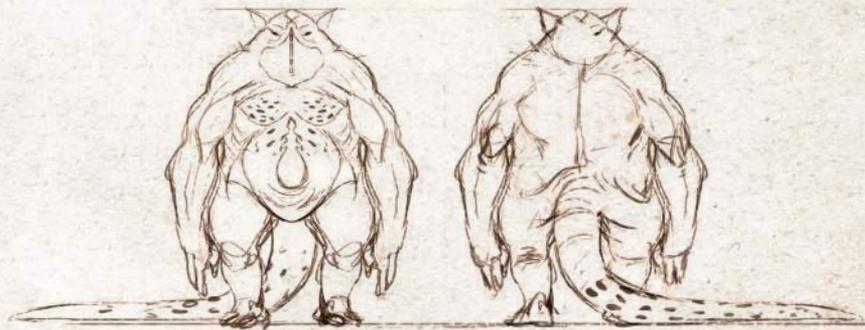
Cult Statue



*Tsathoggua,  
Open mouth*



T



*Tsathoggua, standing front and back*

### *Temple Guardians*

*By various accounts, Tsathoggua's temples hold stone tubs and/or pits, apparently filled with lifeless black water. This dark water actually contains a quiescent Formless Spawn, believed to guard the temple.*



# Yog-Sothoth

ᚢ.ᚦᚸᚱ:ᚦᚢᚱᚦᚢᚱ



*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 have trod earths fields, and where They still tread them, and why no one can behold Them as They tread. . . 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.*

— H. P. Lovecraft

In our dimensions the transcosmic entity known as Yog-Sothoth appears as a conglomeration of iridescent globes. These globes undergo continuous motion and reorganization, shifting, flowing into one another, and breaking up to coalesce again. The globes are not always attached to one another, and may spread over quite a large area.

Even primitively-equipped investigators can contact Yog-Sothoth. However, this entity is notoriously dangerous, and non-specialists should avoid contact. Prolonged or indeterminate contact with Yog-Sothoth has been demonstrated to be deleterious to the local continuum (Fallworth, 1928).

Yog-Sothoth is one of the cryptic Old Ones, whose contact with humanity has fortunately been minimal of late. It is unknown whether Yog-Sothoth is a representative example of those beings. Unfortunately scant data suggests that contact with any Old One is most inadvisable (cf. Mustoll 1984, 1987).

**Habitat :** Yog-Sothoth primarily inhabits an interstitial zone between various dimensions and planes, rendering it coterminous with all time and space.

**Distribution :** Yog-Sothoth can be encountered anywhere in this universe.

**Life and Habits :** even in ancient texts, Yog-Sothoth is the Opener of the Way and the provider of strange wisdom. This attribute was confirmed by Hutchinson (1864); most hard metaphysicians still routinely turn to Yog-Sothoth as the key intermediary for reconnaissance and exploration of otherwise inaccessible interstellar bodies and dimensions.

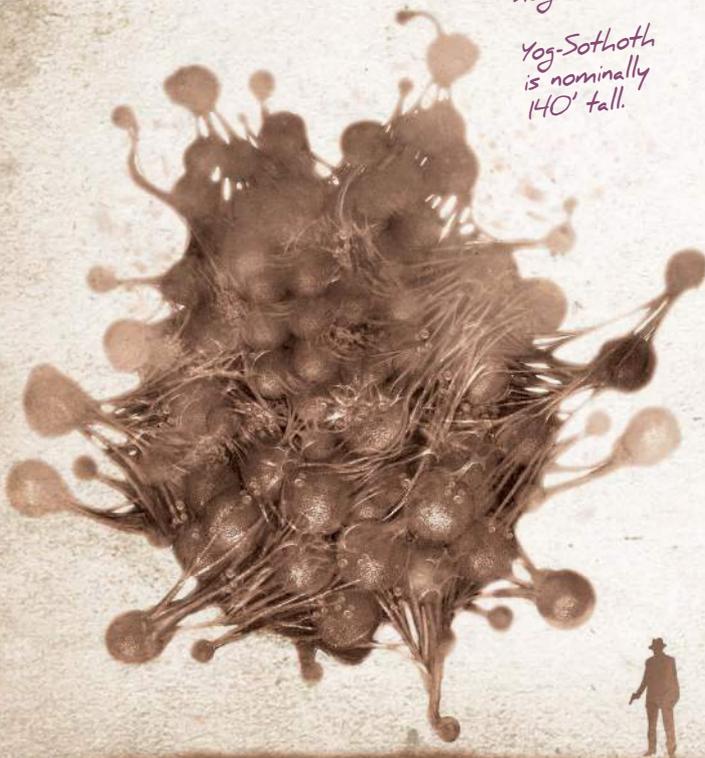
Our knowledge of Yog-Sothoth and the other Old Ones is at present so minimal that printed speculation concerning origin, powers, rank, or significance would be disinformational.

## Distinguishing Yog-Sothoth :

- Shub-Niggurath is a vague mass, not a series of discrete spheroids.

Comparative height chart

Yog-Sothoth is nominally 140' tall.



Y



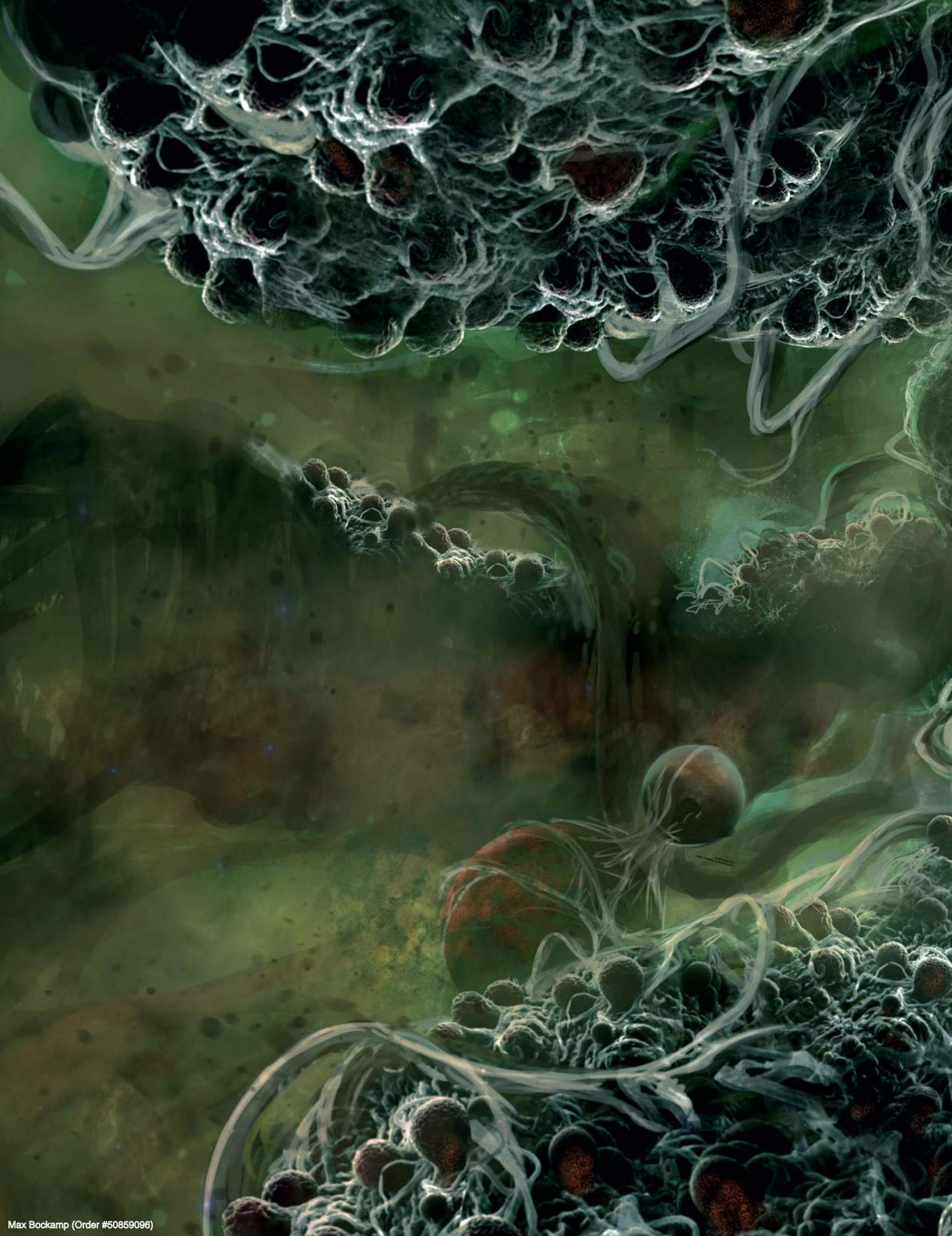
Y

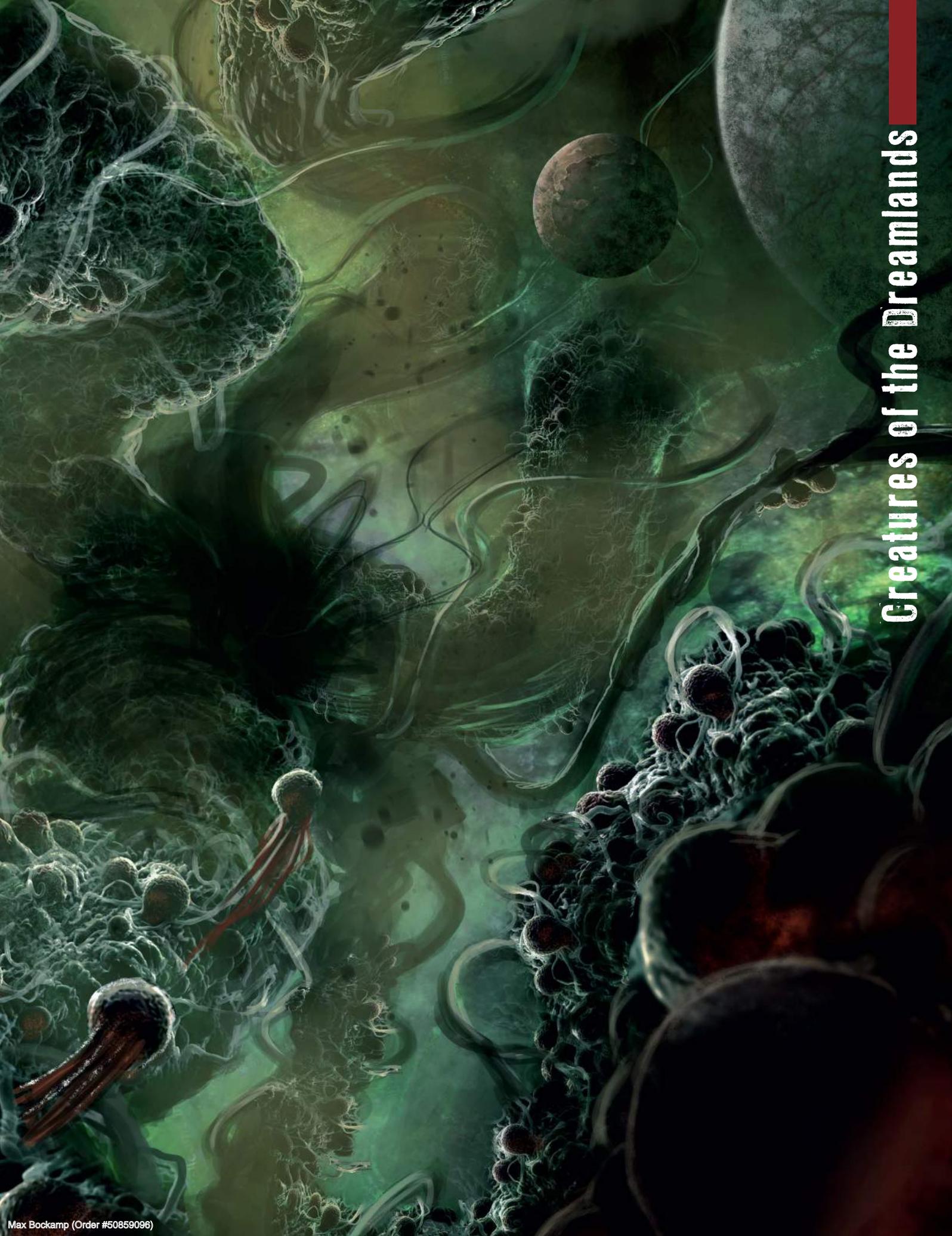
*Touching Yog-Sothoth*

*Yog-Sothoth's substance has seriously damaged this man's arm. Blisters, desiccated tissue, and exposed bones typically result from such contact.*



*Fig. 23—Example of damaged tissue.*





**Creatures of the Dreamlands**

# Foreword on Creatures

*From the original edition of Petersen's Field Guide to the Creatures of the Dreamlands.*

While dreaming, you or I might notice a huge staircase leading enticingly down, out of ordinary dream, down the seventy stairs of light slumber, down into the Cavern of Flame.

In this flickering chamber dwell Nasht and Kaman-Thah, hoary priests who have the power to accept the most worthy as initiate dreamers and to send them on, down seven hundred steps more to the Gates of Deeper Slumber and thence through to the Enchanted Woods, a realm of the central Dreamlands.

Other places have their own Dreamlands. Earth's shadow-land is more linked to us by poetry, beauty, and peril than by time and the shape of continents. On Earth our fancies may seem chimeras of lust and greed; in the Dreamlands, our best dreams create beauty—a golden bowl, new life, a marvelous city, a hidden land. Best of all, our dreams can meet the dreams of others.

Nothing could more benefit amateur dreamers and student preternaturalists than a collection of the most important Dreamlands creatures, intelligences, and powers, for that plane is the most accessible to us and (some hold) was made for us. Though we cannot take physical objects with us in our dreams, we can take memories.

Therefore, dreamers, study well these pages. They discuss a range of Dreamlands entities, those of most benefit or concern to humans. The entries are identical in approach: a general discussion, notes on habitat, distribution, and life and habits, and hints for distinguishing the creatures and beings in this book. An accurate illustration portrays each (videotapes of dreams are yet to be released, despite promises from the Windthrope Institute). Included are perspectives of the Underworld and of the Dreamlands surface.

A scientific key helps distinguish the lifeforms, as do height comparisons and secondary illustrations. A bibliography and recommended reading list complete the text.

# of the Dreamlands

By preternatural I speak of that which is beyond nature as humans experience it. The synonym occult, in the sense of concealed or dark knowledge, once had meaning, but hack writers and shekel-sniffing hucksters larded the term in recent centuries. Scholars before us renamed the field medieval metaphysics, and founded schools and repositories of quaint and arcane lore to further knowledge of the universes beyond.

As young researchers, my colleagues and myself were spurred by the prescient and powerful tales of H.P. Lovecraft, to whose latest published story we turned eagerly, and whose trailblazing narratives opened vast arenas of research. At the same time, epochal discoveries in mathematics and theoretical physics gave us new tools for unlocking ancient mysteries.

It became the privilege of our research group, of understanding and munificent University trustees, and of a handful of other hypermetaphysicians scattered across the globe to help reorder the deft insights, perilous accomplishments, and astonishing rationales of medieval metaphysics. From the effort came the rigorous, capacious, and noble preternatural science of today, wherein the wonders of the universe may be writ plain.

With joy and pride, therefore, I salute the thousands of keen young preternaturalists deployed across the many planes of existence. If the reader desires, he or she may share their challenge: close your eyes, dream, dream truly, and submit your hopes to Nasht and Kaman-Thah.

*Sound sleep & glorious adventure!*

—Professor-Emeritus Eliphas Cordvip Fallwonh,  
The School of Medieval Metaphysics,  
Miskatonic University.



## 26 Does it have eyes ?

- No, but there are snout-tentacles, and it is vaguely toad-like
  - ▶ Moon-Beast (page 114).
- Yes, and it's not normally toad-like
  - ▶ go to question 27.

## 18 Is the spider :

- Red and purple, and it has a humanoid face ?
  - ▶ Atlach-Nacha (page 74).
- Gray to violet, and it has a spiderish face ?
  - ▶ Leng Spider (page 106).

## 17 Is it spider-like ?

- Yes ▶ go to question 18.
- No ▶ go to question 19.

## 19. Is it bipedal ?

- Yes, and humanoid
  - ▶ go to question 20.
- No
  - ▶ go to question 26.

## 20. Is its hide :

- Scaly and ophidian ?
  - ▶ Serpent People (page 48).
- Unscaled, hairy ?
  - ▶ go to question 21.

## 11 Are its feet :

- Webbed ?
  - ▶ go to question 12.
- Not webbed ?
  - ▶ go to question 17.

## 12 Are its legs :

- Nine in number, its feet crimson, and is it blind ?
  - ▶ Wamp (page 120).
- Less than nine in number and not splashed with crimson ?
  - ▶ go to question 13.

## 14 Are its tentacles :

- On wattles, and is it lizard-like ?
  - ▶ Bokrug (page 82).
- On its snout, and is it large, eyeless, and toad-like ?
  - ▶ Moon-Beast (page 114).
- On its snout, but is it small, furry, and inquisitive ?
  - ▶ Zoog (page 122).

## 5 Is this specimen :

- Colorful, baroque, with eyes and a snout ?
  - ▶ Butterfly-Dragon (page 86).
- Oily, black, and faceless ?
  - ▶ Nightgaunt (page 116).

## 6 Is it :

- A tropical bird with bright feathers ?
  - ▶ Magah Bird (page 108).
- Reptilian, poisonous ?
  - ▶ Basilisk (page 76).

## 8 Does it glow ?

- Yes
  - ▶ go to question 9.
- No
  - ▶ Cloudbeast (page 90).

## 1 Does it fly or float in the air ?

- Yes ▶ go to question 2.
- No ▶ go to question 11.

## 2 Does it have wings ?

- Yes ▶ go to question 3.
- No ▶ go to question 7.

## 3 Is it gigantic ?

- Yes, with a wingspread 30'+ and scales
  - ▶ Shantak (page 52).
- No, though winged
  - ▶ go to question 4.

## 4 Is it bird-like and feathered ?

- No, neither feathers nor beak
  - ▶ go to question 5.
- Yes
  - ▶ go to question 6.

## 7 Are its limbs definite, though possibly newly formed from body mass ?

- Yes ▶ go to question 8.
- No, and the lumpish, vestigial limbs are transparent
  - ▶ Blupe (page 80).
- No/Yes/Maybe
  - ▶ Larva of the Outer Gods (page 104).

START HERE

### 28 Is its shape :

- Amorphous and pool-like, is it cavebound, and does it produce offspring continually ?
  - ▶ Abthoth (page 72).
- Not amorphous, nor is it unusually fecund ?
  - ▶ go to question 29.

### 30 Does it have a humanoid torso ?

- Yes, the lower body trailing off into a tentacle?
  - ▶ Gnor (page 94).
- Not particularly humanoid?
  - ▶ go to question 31.

### 21 Is its size :

- Small, and does it have a long hairless tail ?
  - ▶ Zoog (page 122).
- Human-like and larger ?
  - ▶ go to question 22.

### 13 Are there tentacles or feelers on its head ?

- Yes ▶ go to question 14.
- No ▶ go to question 15.

### 15 Is it furred ?

- Yes, and it has a sleepy expression
  - ▶ Tsathoggua (page 62).
- No
  - ▶ go to question 16.

### 16 How many legs ?

- Two, but attached to a worm-like body
  - ▶ Voonith (page 118).
- Two, but attached to a green, rubbery body
  - ▶ Being of Ib (page 78).
- Four, with many suckers
  - ▶ Haemophore (page 100).

### 10 Is the floater :

- Newt-like, with a tail and webbed feet ?
  - ▶ Lamp-Eft (page 102).
- An energy-being with lightning-like limbs ?
  - ▶ Minion of Karakal (page 112).

### 9 Is it cat-like ?

- Vaguely, and capable of interplanetary flight?
  - ▶ Cat of Saturn (page 88).
- No, and it floats in the air
  - ▶ go to question 10.

### 29 Is it :

- Legless and flaming ?
  - ▶ Fireworm of Parg (page 92).
- Internally glowing, with gem-like nodes ?
  - ▶ Cat from Saturn (page 88).

### 32 Is its mouth :

- At the tip of a long snout, and does it live in a forest ?
  - ▶ Buopoth (page 84).
- Glass-toothed, and has more than two eyes ?
  - ▶ Hagarg Ryonis (page 97).
- Smug, toothy, and seen in a temple or cavern ?
  - ▶ Tsathoggua (page 62).

### 31 In size, is it :

- Much smaller than human, with a long hairless tail ?
  - ▶ Zoog (page 122).
- Much larger than human ?
  - ▶ go to question 32.

### 22 Does it leap ?

- Yes, and it has a noseless semi-human face
  - ▶ Ghast (page 34).
- No
  - ▶ go to question 23.

### 23 Is it man-sized ?

- Yes
  - ▶ go to question 24.
- No, it's larger and heavier
  - ▶ go to question 25.

### 24 Is this man-sized creature :

- Mold-caked, hornless, and tailless, and do its features have a canine cast ?
  - ▶ Ghoul (page 36).
- Human-seeming, god-like, with longish features ?
  - ▶ Great Ones (page 96).
- Horned, wide-mouthed, with a vestigial tail ?
  - ▶ Man of Leng (page 110).

### 25 Is the large humanoid :

- 15'+ tall, with a vertical mouth ?
  - ▶ Gug (page 98).
- 8'+ tall, furred, obese ?
  - ▶ Tsathoggua (page 62).

## Scientific Key

**Instructions :** Start with question 1 and systematically work through the list of questions. Answer each question to your own satisfaction. Skip questions if instructed to do so.



## Abboth Offspring

"Something like a badger, something like a lizard, and something like a corkscrew." Often found in the Underworld, the Tove, and its cousin the Bat-Winged Tove, occasionally wanders onto the surface of the Dreamlands—perhaps where Dodgson encountered it.

Tove



Bat-Winged Tove



created organs). Visitors are then seized and absorbed, ignored, or occasionally interviewed. Abboth reveals high intelligence in these sporadic communications, though it evinces no ambition to leave or even to move about its shadowy home.

This monstrosity eats nothing but itself and random visitors. The source of the body mass which supports Abboth's ongoing fecundity cannot be explained; see Isinwyll (1988) for a summary of researcher conjectures.

### Distinguishing Abboth: :

- Its continuous production of living organisms from its own body mass differentiates Abboth from all other beings known in Earth's Dreamlands.



A

# Atlach-Nacha



A



*Out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.*

— H. P. Lovecraft

Atlach-Nacha resembles a large and grotesque spider with a weird, half-human face. It lives underground, eternally spinning its fantastic web, eternally bridging (for unknown reasons) an unguessably deep chasm. Ancient texts suggest that a completed web-bridge heralds the end of the world (Smith, 1934).

Probably through association, superstition holds that this spider-like being rules all spiders; it has no organized worship among humans. Using hyperdimensional geometry, one can summon away Atlach-Nacha from its task. This can be dangerous, for the spider-god hates to abandon its endless spinning.

Atlach-Nacha's origin is unknown. Its anthropomorphic head may show relation to the humanoid Great Ones, or the spider-god may be a powerful human or prehuman sorcerer whose transformation furthers its famous task.

**Habitat :** underground. Presumably it could dwell elsewhere, but chooses not to do so in order to sustain its spinning.

**Distribution :** at the bottomless chasm in the Great Abyss, unvisited as yet despite diligent search. The Barton-Doherty expedition, seeking a physical route to this place in the Peruvian Andes, vanished without trace (Dannseys, 1986a).

**Life and Habits :** Atlach-Nacha works constantly on its web. Reportedly its bridge-like webwork is heavily (though incidentally) used by creatures needing to cross the chasm.

Though a carnivore like other spiders, Atlach-Nacha dislikes leaving its weaving even to feed, and has rejected prey which would be time-consuming to devour. Barton-Doherty expedition members wore laced fiberglass plates, hoping that the job of extricating their bodies from those indigestible shards would prove too lengthy for the spider-god's patience, prompting chances for interviews.

Atlach-Nacha's bite injects a paralytic agent which instantly and perfectly inactivates most of the target's voluntary muscles. Even with professional care, a victim may need six months or more to recover (Smith, 1931). Miskatonic's School of Medieval Metaphysics offers a standing reward for a venom sample.

## Distinguishing Atlach-Nacha :

- Leng Spiders are purple, are frequently found out-of-doors, and do not have half-human faces.

*Comparative height chart*



## Bridging the Chasm

As reconstructed from anonymous reports, *Atlach-Nacha's* webs span the bottomless chasm; the bridge is estimated some quarter of a mile long. Presumably decay and other extraneous forces necessitate the constant strengthening and rebuilding of the bridge.

Fig. 24—*Atlach-Nacha's* bridge: hypothetical view.



A



# Basilisk

ΛΗΨΙΒΕΒΑ

B



*I have haunted the tombs of the ages,  
I have flown on the pinions of fear  
Where the smoke-belching Erebus rages;  
Where the jokulls loom snow-clad and drear:  
And in realms where the sun of the desert consumes  
What it never can cheer.*

— H. P. Lovecraft

The legendary king of serpentdom, this snake-like organism has an ornate crest, a ribbed scaly body, and an evil fanged face.

The Basilisk is the embodiment of venom. The stream from which the Basilisk quenches its thirst is contaminated and poisoned for many yards downstream. Fumes rising from its lair are deadly to birds flying overhead. A human bitten by a Basilisk dies instantly, features twisted and blackened. No antidote to its venom is known.

Touching either the corpse of an animal bitten by a Basilisk or a Basilisk's fresh spoor may fatally infect the unwary. Basilisk blood is highly poisonous. Ratsegg (1969) reports a case in which a man on horseback speared a Basilisk. Venom traveled up the spear with lightning speed, splitting and blackening the shaft as it went. The rider was poisoned, dying within two seconds, after which the venom traveled through the saddle and killed the horse on which the spearman sat.

The breath of the monster is also deadly, and may kill anyone approaching too closely. This organism can even kill with its glance. By staring fixedly at a victim for at least 1.4 seconds, it projects a deleterious enzyme into the victim's metabolism. Meeb (1986) correlated 287 cases of Basilisk death-by-glance and discovered that 202 of the victims died within two seconds. Only trained preternaturalists should deal with Basilisks.

**Habitat :** desolate wilderness—even lush lands become blasted and barren after a Basilisk arrives.

**Distribution :** anywhere.

**Life and Habits :** eats carrion and everything poisonous. Nux vomica plant beans (the source of strychnine) are avidly devoured by this organism, which also prizes scorpion stingers, adder heads, and toadskins.

We know nothing of Basilisk reproduction. Possibly this solitary creature is not a true animal, but a preternatural construct. The Cockatrice, for instance, similar to the Basilisk in many ways, is sexless and normally must be specially created.

**Distinguishing Basilisks:**

- Butterfly-Dragons are partially insectoid, and have no feathers.
- Serpent People are wingless.

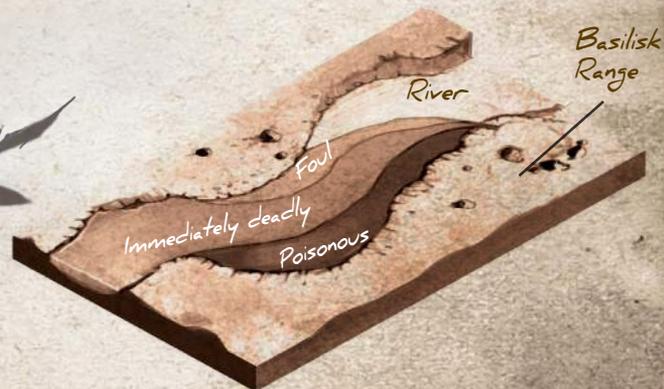
Comparative height chart





*Powerful Poison*

*Even though a Basilisk's range may be restricted, the monster's contamination inexorably works into the local water table and becomes of great consequence, polluting the nearby river for miles downstream.*



*Fig. 25—Basilisk contamination.*

# Being of Ib



B



*Very odd and ugly were these beings, as indeed are most beings of a world yet inchoate and rudely fashioned. It is written on the brick cylinders of Kadatheron that the beings of Ib were in hue as green as the lake and the mists that rise above it; that they had bulging eyes, pouting, flabby lips, and curious ears, and were without voice*

— H. P. Lovecraft

In prehistoric times, the Beings of Ib descended from the sky in a mist, along with a gray stone city (Ib) and a vast lake. The men of Sarnath, who believed them to have come from the Moon, exterminated the Ibites millennia ago, but more of the race presumably exist on the Moon or elsewhere. Their solid-seeming ghosts still wander the ruins of Ib and the site of Sarnath. Isinwyll (1989) may have met representatives of this species in the western Dreamlands, near the Bnazie Desert.

A Being of Ib is humanoid, but more variable in size than humans. A typical adult Ibite weighs around 200 pounds (90 kg) and stands about 6 feet tall (just under 2m). But specimens from 85-400 pounds weight (40-180 kg) and 4-8 feet in height (1.4-2.4m) are not uncommon.

An Ibite is without voice or any means of vocalizing sound. How or if one communicates with another remains unknown. Gillman (1982) writes that every Ibite appears to have had identical brain-cell structures, and that such parallelism permitted each

Ibite to know what any other Ibite would think or do. He hypothesized that Ibites do not need to communicate elaborate data.

**Habitat :** Marshes and lakeshores. No Ibite or Ibite ghost has been reported near salt water, arguing for restricted oviparous reproduction.

**Distribution :** Possibly extinct in the Dreamlands, or of localized or highly restricted range.

**Life and Habits :** The Ibites did not know of fire until after arriving in the Dreamlands—perhaps their previous environment lacked oxygen. Those near Sarnath apparently fed on the fish and other inhabitants of their lake, which was filled with life. They devotedly worshiped Bokrug the water-lizard, and danced before that deity's image whenever the Moon was gibbous.

## Distinguishing Beings of Ib:

- Gnorri have no hinder legs, and sport bristly beards.
- Gugs are much, much larger, and are hairy.
- Men of Leng have hair and horns, and many, when dressed properly, can pass for human.
- Serpent People have long tails and scaly hides.

*Comparative height chart*





*Telltale Sign*

*Though Samath-area Beings of Ib are long-dead, their ghosts may not know it. Many continue as though normally alive, and even leave footprints.*



*Fig. 26—Footprints of Being of Ib.*

# Blupe



B



*Whole worlds of matter, energy, and life. . . lie close at hand yet can never be detected with the senses we have . . . Such strange, inaccessible worlds exist at our very elbows.*

— H. P. Lovecraft

It is a small semi-transparent entity, elliptical in shape, which floats through the air. A Blupe has a clear, clean odor, like that after a fierce storm. Its translucent internal organs are visible through its skin. In the dark, it glows with a crystalline sheen.

**Habitat:** The Blupe is not found naturally anywhere outside the Dark Dimension, an opaline plane where light radiates as blackness, and shadows have wavelengths. Controlled obsession now brings Blupes to Earth as it long has to the Dreamlands.

The Blupe prefers moist surroundings. Once summoned to Earth or Earth's Dreamlands, it slowly dehydrates, rarely surviving for more than 10-15 days. Its useful lifetime can be greatly prolonged by careful regulation of temperature and humidity, or by keeping it underwater (Dannseys, 1988). No Blupe has been successfully bred away from the Dark Dimension.

**Distribution:** this animal is found in the Cire Enicar area of the Dark Dimension (Webber coordinates W.2880, X.84604, Y.375, Z.9678) and in the liquescences surrounding it. There the atmosphere is almost pure water vapor; researchers must carry air supplies.

**Life and Habits :** neither feeding nor breeding in our plane, Blupes are little-known, though friendly to us. The Blupe is an effective guard against heat- or electricity-metabolizing beings: contact with a Blupe fatally disrupts entities such as Minions Of Karakal and Fire Vampires, and even can injure Fthagguans and Fireworms.

Because of its benign nature, the ease with which it can be summoned, and its enhancement of personal security, the Blupe is a favorite of human hard metaphysicians. Current ignorance about Blupe physiology and behavior is absurd, considering the ubiquity of these creatures. We heartily recommend the study of these unimpressive but irreplaceable entities to young researchers looking to establish solid careers.

## Distinguishing Blupes :

- Cloudbeasts are immensely larger, of indefinite shape, are not transparent, and do not glow in the dark.
- Larvae of the Outer Gods are larger, of infinite shapes, and dwell in outer space.
- Lamp-efts have glowing eyes and definite limbs.

*Comparative height chart*





*Blupe Tragedy*

*Fig. 27—Fire inexorably draws the Blupe.*

*In quenching the flame, the Blupe extinguishes itself.*



# Bokrug



B



*Where once had dwelt fifty millions of men now crawled only the detestable green water-lizard. Not even the mines of precious metal remained, for DOOM had come to Sarnath. But half buried in the rushes was spied a curious green idol of stone; an exceedingly ancient idol coated with seaweed and chiselled in the likeness of Bokrug the great water-lizard. That idol, enshrined in the high temple at Ilarneq, was subsequently worshipped beneath the gibbous moon throughout the land of Mnar.*

— H. P. Lovecraft

Bokrug is a large, greenish-blue, lizard-like creature. Its scales are metallic in texture, and its eyes glow bright chartreuse. Its lower jaw boasts feelers rather than a dewlap, and it has needle-sharp spines along its back fin. Its feet are webbed, and its tail flattened for swimming. Bokrug is one of the Great Old Ones, supernatural beings of paramount power. Unlike most of those wide-ranging entities, Bokrug focuses nearly the entirety of its attention upon the Dreamlands continuum.

Bokrug apparently came there at the same time as the Beings from Ib. Certainly the Ibites worshiped Bokrug from the start. At one time only the Ibites worshiped Bokrug. Currently this entity receives propitiatory worship by the folk of Ilarneq, who correctly credit it with the destruction of ancient Sarnath. Seemingly this worship has pacified Bokrug: no subsequent acts of supernatural destruction are credited to this deity.

**Habitat :** Bokrug bears the epithet *water-lizard*. Its holy sites are always near lakes, marshes, or the ocean shore. In ancient times, its temples were associated only with fresh water.

**Distribution :** Unknown, but evidently confined to the Dreamlands. Bokrug rarely physically manifests itself.

**Life and Habits :** as Great Old Ones go, Bokrug is benign, reacting only against those who attempt to harm it or its worshipful multitudes, and acting slowly even then. Of reptilian pace, this entity's wrath may not descend for centuries, and then is thrust upon hapless descendants of the long-dead offenders. Though laggard and misdirected, nonetheless Bokrug's anger is cataclysmic. The city of Sarnath was once hub of the mightiest Dreamlands civilization. Bokrug destroyed it overnight, so utterly that not even ruins remain.

## Distinguishing Bokrug:

- Butterfly-Dragons are winged.
- Serpent People stand erect and are smaller.
- Haemophores are much smaller and often seen.





### *Monolith Mystery*

*Stone bas-reliefs are found in and around Ib. Though the inscriptions remain untranslated, legends make clear that these monuments are sacred to Bokrug, and that special magics allowed the stone of which they are made to be manipulated or moved in unknown ways.*

*Fig. 28—Granitic monolith near Akurion.*



# Buopoth



B



*As children we listen and dream [and] we think but half-formed thoughts, and when as men we try to remember, we are dulled and prosaic with the poison of life. But some of us awake in the night with strange phantasms of enchanted hills and gardens . . .*

— H. P. Lovecraft

This lumbering herbivorous mammal is reminiscent of the Proboscidea. The Buopoth's felt-like hide is delicately-colored. The ears are complex and curiously humanoid. The back is adorned with two rows of skin-covered protuberances which seem defensive in purpose. Its eyes are large and disconcertingly intelligent, and its call is a soft trumpeting.

The characteristic Buopoth feature is the proboscis, found among no other living mammal. The musculature and nervation of this unique organ recently have been described (Mustoll, 1988). It is now clear that Buopoths, far from being near-kin of elephants and sirenians, are most closely related to the Rhinogradentia. The ancestor of the Buopoth would appear to have been the so-called Primitive Snouter, a tiny shrew-like mammal (Stümpke, 1964).

**Habitat :** warm tropical forests, avoiding humans and human dwellings.

**Distribution :** across the central Dreamlands.

**Life and Habits :** the shy and solitary Buopoth is normally difficult to study, but the musical vigor of its courtship and mating is often reproduced in Dreamlands song and dance. Normally a single calf is born, occasionally twins or triplets are seen. A calf reaches fertile adulthood in three to four years.

A cornered Buopoth may make a single charge to knock down the threat and to escape. (Since an adult weighs a ton or more and can bolt at speeds of twenty miles an hour, we advise caution.) The fugitive Buopoth may then hide in a jungle thicket for hours. Given a choice, the creature prefers to defend itself by submerging beneath the surface of a stream or lake, taking air through its proboscis, and placidly feeding on underwater plants as it waits for danger to depart.

The tofflebol, a white waxy root sweet and crunchy to the taste, is a favorite delicacy of the Buopoth. The tofflebol bush has sheaves of long, yellow- and green-speckled leaves: a freshly-uprooted bush is good evidence that a Buopoth is in the area (Mario, 1987).

## Distinguishing Buopoths :

- The distinctive Buopoth renders identification trivial.

*Comparative height chart.*





*A Primitive Snouter*

*New evidence suggests that colonies of this ancient creature, the forerunner of the Buopoth, still exist along the road to Mhor.*

*Fig. 29—Primitive Snouter (Mustall version).*

# Butterfly-Dragon

小. (H) E F 子 (H) . ) B C C E 子

B



*I have frequently wondered if the majority of mankind ever pause to reflect upon the occasionally titanic significance of dreams, and of the obscure world to which they belong. Whilst the greater number of our nocturnal visions are perhaps no more than faint and fantastic reflections of our waking experiences . . . there are still a certain remainder whose immundane and ethereal character permits of no ordinary interpretation, and whose vaguely exciting and disquieting effect suggests possible minute glimpses into a sphere of mental existence no less important than physical life, yet separated from that life by an all but impassable barrier.*

— H. P. Lovecraft

The Butterfly-Dragon is an insectoid creature with beautifully-patterned wings, jointed legs, and a long curved neck and tail.

When threatened, this animal emits a rose-colored mist from spiracles along its body wall. Within seconds, contact with this mist causes a deafness which can pursue a target dreamer even into the waking world. How the creature imposes the effect and why it finds hearing loss an adequate attack remains unclear. Psychotherapy alleviates the hearing loss if it persists, suggesting in turn a psychogenic cause. That could explain why the mist prompts different perceptual effects—dizziness, numbness, loss of taste and smell, temporary blindness—for a few days each year (Choirs, 1972).

**Habitat :** gardens, meadows, wherever the scene is appealing.

**Distribution :** mostly in Sona-Nyl, the Land of Fancy. Occasionally wild specimens wander to other parts of the Dreamlands. The Butterfly-Dragon is tamable; wealthy families frequently keep one or a pair as pets and garden decorations. While the Butterfly-Dragon does not breed in captivity, it can happily live for centuries as a pet. Tales depict duets and trios of Butterfly-Dragons singing their children into existence; this has not been reliably observed.

**Life and Habits :** feeds solely on nectar, fragrances, and silence; usually emits a soothing and melodic hum. The Butterfly-Dragon displays great facility in imitating tunes it has heard. The creature characteristically dances, plunging and swirling in what appear to be randomly beautiful patterns; analysis always reveals careful planning behind the patterns. The ability of a Butterfly-Dragon to fly is inexplicable, in view of its large mass and small wing surface.

## Distinguishing Butterfly-Dragons :

- Basilisks inhabit blasted lands, fly clumsily, and have feathers.
- Lamp-efts are wingless, mouthless, and glow.
- Magah Birds are feathered and much smaller.

Comparative  
height chart



*Favorite Snack*

*Butterfly-Dragons particularly enjoy nectar from the triple-blossomed honeycup. This plant's copious secretions drip onto passersby and often attract clouds of insects, an excellent reproduction strategy for the plant.*



B

*Fig. 30—Honeycup blossoms and foliage.*



# Cat from Saturn



*The one foe, which earth's cats fear [are] the very large and peculiar cats from Saturn, who for some reason have not been oblivious of the charm of our moon's dark side. They are leagued by treaty with the evil toad-things, and are notoriously hostile to our earthly cats.*

— H. P. Lovecraft

A creature only vaguely cat-like, its body is of molded abstract arabesques and filigree, and brightly hued. Jewel-like nodes cover the flanks. At one end of the body is a baroque object, identifiable as a head by the great round eyes. As a Cat from Saturn moves, it extends legs from within it, at various times no, one, two, three, or four legs exist and function. A retractable tail (or appendage of unknown purpose) concludes the body.

This monster is large enough to kill or seriously injure an adult human, and its inimical nature makes such attacks likely. A Cat often studies a victim for hours or days, apparently deriving pleasure from the observations as well as by anticipating the ensuing kill.

Fogs, pressure, gassy ices, and the malevolent jellies of the Saturnian semi-surface hinder knowledge of this creature. Our scant information has come from studies conducted on the Moon at high personal risk (Larkhan, 1982).

**Habitat :** particulars of the Saturnian habitats are unknown. It hardly needs be said that a creature able to leap independently through interplanetary space demonstrates high adaptiveness.

**Distribution :** Saturn only. Though it often visits the far side of our Moon, no evidence suggests it remains permanently on any planet other than Saturn, and perhaps its rings and larger satellites.

**Life and Habits :** this lifeform has jewel-like nodules as an integument, is a predator, has a malignant personality, and can traverse outer space.

Despite their alienness, Cats from Saturn clearly share kinship with earthly cats. Recent discoveries of cat-things on Uranus and Mars would seem to extend this relation. Perhaps catness is no accident of Earthly evolution but a principle of existence in our solar system. There is no evidence of the presence of 'cat' or 'catness' in other systems, but preternaturalists expect cosmological uniformity to prevail.

## Distinguishing Cats from Saturn :

- Butterfly-Dragons are reptilian in appearance, with insectoid limbs and wings, and they do not glow inwardly.
- Minions of Karakul have spark-like limbs and dark bodies.
- Zoog's are brown, furry, and much smaller.



*Cat from Uranus*

Easily distinguished from the Cat from Saturn, in hunting mode the blue-black Uranusoid deploys six large web-like sensors from the horny spikes surrounding its head. On the stark plains of Umbriel, these parabolic antennas can detect ambient energy up to 25 miles (40 km) distant.



*Movement*

# Cloudbeast



C

*From my experience I cannot doubt but that man, when lost to terrestrial consciousness, is indeed sojourning in another and incorporeal life of far different nature from the life we know; and of which only the slightest and most indistinct memories linger after waking. From those blurred and fragmentary memories we may infer much, yet prove little.*



— H. P. Lovecraft

A Cloudbeast resembles an animated cloud. It can at will form bulbous eyes, twisted mouths, long ropy limbs, and other organs out of its mass, as well as resorb such items into its vaporous mass when desired. It is completely silent at all times. Nine different types of limbs—brachiante, ctenic, ocular, pedical, remular, scindiate, stomatic, vacuolated, and velumar—have been described (Marsh, 1976).

This Carnivore, though lacking intelligence, is persistent and well-adapted to the hunt, finding it nearly as easy to seize a shipload of humans as to siphon up a school of tuna.

*Comparative height chart*



**Habitat :** open air, usually near or on an ocean, especially along temperate and tropical storm tracks.

**Distribution :** though rare, the Cloudbeast has been found across the Southern Sea and adjoining territories. Marsh (*ibid.*) claims that it does not originate in Earth's Dreamlands at all, but from another world's dreams, a theory supported by the creature's bizarre constitution and metabolism.

**Life and Habits :** floating freely over land and sea, the beast seeks food. Spotting a likely meal, it drops slowly towards the intended prey. Victims of the Cloudbeast are converted into mist themselves, and incorporated into the creature. The digestive mechanism is poorly understood.

When a Cloudbeast becomes large enough (200-325 feet in diameter), it rises to an altitude as high as 3 miles, then bursts into several smaller beasts. The offspring from this mitosis average 26-39 feet across.

A Cloudbeast may grow and shrink many times during its 20-30 year lifetime. Periods of stress lessen the creature's volume, while prosperous feeding increase it. It is remarkably resistant to injury: wounds simply reform or refill themselves.

## Distinguishing Cloudbeasts :

- Blupes are much smaller, transparent, and do not form long, thin limbs from their body substance.
- Lamp-efts have definite shape, glowing eyes, and are much smaller.





*Sample Arms*

The Cloudbeast's astonishing ability to make solids of vapor is even more amazing close up. Here two brachiopod versions are shown: the left for grappling and anchoring, and the right for grasping prey the size of humans or zebras. The strength depicted is not artistic license: such arms could successfully wield several tons weight.



Fig. 31—Two versions of brachiopod pseudopods.

# Fireworm of Parg



*There are strange things in the great abyss, and the seeker of dreams must take care not to stir up or meet the wrong ones.*

— H. P. Lovecraft

**F** This serpentine animal glows faintly from cracks in its segmented arbor, emitting little swirls of phosphorescent smoke. It is limbless. A Fireworm varies in length from 6-50 feet, averaging 13-16 feet. We choose it as representative of the many bizarre and spectacular dwellers of the Parg jungle.

**Habitat :** deep jungle. The Fireworm is nocturnal. During daylight hours it retreats inside hollow logs, under detritus, or within long, shallow burrows dug in the damp humus. Failing that, it heaps walls of earth around its hissing coils.

**Distribution :** Parg and environs. Every fifty years the Fireworm swarms in great numbers, devastating the land. Then the species dies, and none are seen for at least a decade. The last such plague-cycle occurred in parallel calendar year 1965 A.D.

**Life and Habits :** this large terrestrial creature lives and hunts solitarily, feeding upon coal, peat, and certain animals. The Fireworm is too conspicuous to chase down or ambush ordinary prey such as deer or apes. However, many Parg creatures are slow-moving or even blind, nearly immune to predators by virtue of magic or strange abilities—for instance, the Razortongue, the Witch Tree, the Sloblubikik, and the Sluggoc, respectively use powerful magic, mobile boughs and twigs, invisibility, and acid slime as defenses. The Fireworm preys upon such creatures. Fireworms have devastated several human villages, treating these fixed locations like cafeterias.

Its glowing form warns off most would-be enemies. When menaced by a Nightrider or Growleywog, the Fireworm rears up, bursts into flame, and snaps ferociously at its assailant. Its flame can level sections of the forest to allow mating dances, and to make room to build the characteristic wood and earth mound above its nest. A Fireworm frustrated by a wooden wall or building may incinerate the structure.

The Fireworms segmented plates vibrate with a faint chattering sound, used to communicate with others of the species. Breeding frequency depends upon local food supply and temperature, but occurs year-round. Related species exist: one produces superheated gas instead of fire and lives in the Bnazic Desert (Treer, 1984).

## Distinguishing Fireworms:

- Serpent People have legs and arms, and are usually smaller.
- Vooniths have forelegs, are amphibious, and are scaly rather than plated and jointed.

*Comparative height chart*



Associated Species

Cousin to the Fireworm, the Boltworm of the Bnazie Desert accumulates enormous static charges during its travels, releasing sparks and lightning to stun or kill its prey and (every decade or so) sending sheets of lightning skyward during courtship dances.

Fig. 32—Head and antennae.



F

*I cannot think of the deep sea without shuddering at the nameless things that may at this very moment be crawling and floundering on its slimy bed, worshipping their ancient stone idols and carving their own detestable likenesses on submarine obelisks of water-soaked granite.*

— H. P. Lovecraft

A finned and bearded undersea dweller, the Gnor resembles a merman. A particular Gnor may have two, three, or four arms at random; there are no subspecies in this regard. The three-armed Gnor is always asymmetric. All Gnorri are ovoviviparous.

The Gnor has neither legs nor tail: the torso ends in a long tentacle. The spiral undulations of this tentacle propel the Gnor when swimming. To creep along the sea bottom, the Gnor's tentacle slithers ahead like an obscene boa-constrictor, gripping convenient objects to pull the Gnor along.

In a random sample of 532 Gnorri, Meeb (1986) found that 37 were four-armed, 236 had three, and 259 had two arms, an incidence of 7%, 44%, and 49%, respectively.

**Habitat :** the continental shelf in temperate and tropical climes, Gnorri lack sufficient insulation for polar temperatures.

**Distribution :** salt seas of the Dreamlands.

**Life and Habits :** Gnorri build grottoes in which to live, harvest seaweed and herd sea creatures, and craft fine goods for trade.

The characteristic Gnor structure is the maze, a complex set of tidal-zone buildings at once used as living quarters, worship sites, and fish traps. Most mazes are completely submerged tunnels of carefully hewn coral or rock. Frequently the workmanship of these structures is excellent, and researchers regard Gnorri mazes as much as aesthetic glories as utilitarian or defensive works.

In the infamous Bight of Benna (located east of Sarkomand) exist square miles of convoluted stone walls rising several feet above mean high tide. Part of this long-abandoned Gnor maze is open-topped and part is roofed, so that small boats navigating the narrow grottoes are sometimes in light, sometimes in shadow, sometimes in impenetrable gloom. Bold dreamers have explored portions of this enormous labyrinth. Such a structure must have performed a special function, but casual investigation has failed to divine the purpose.

### Distinguishing Gnorri

- Beings from Ib have hind legs.
- Moon-Beasts are not aquatic and have no visible sense organs other than clusters of snout-tentacles.
- Deep Ones normally possess two legs and two arms, and are not known to frequent the Dreamlands.

*Comparative height chart*



G



*Gnor Movement*

A Gnor ordinarily swims by the flicks obits long tail behind it. Occasionally it may stalk prey by pulling itself along by means of the many suckers present on its lower body; more rarely, it may wrap its flexible tail around an outcrop or a post and then pull itself forward by those tail muscles alone.



Fig. 33a—Gnor extends tentacle.



Fig. 33b—Suction cups grip, allowing forward pull.

# Great Ones



*He prayed long and earnestly to the hidden gods of dream that brood capricious above the clouds on unknown Kadath, in the cold waste where no man treads. But the gods made no answer, and showed no relenting, nor did they give any favouring sign.*

— H. P. Lovecraft

Under due auspices of the alien Outer Gods, these preternatural entities loosely govern Earth's Dreamlands. How the Great Ones obtained such sponsors and what benefit the Outer Gods derive from the relationship remains unknown.

With one exception (see Fig. 34), Great Ones resemble humans of a distinct racial type. Each has long narrow eyes, long-lobed ears, thin noses, and pointed chins—visages interestingly similar to Easter Island statues (Isinwyll, 1975). A Great One can walk through the air as easily as over the ground, and can enter other planes of existence. Some Great Ones appear to be versions of familiar Earthly deities, such as were in the Roman pantheon.

**Habitat :** any earthly environment.

**Distribution :** the traditional home of the Great Ones is Kadath, associated with the Plateau of Leng. Kadath may or may not be actually located on the Plateau.

**Life and Habits :** Great Ones often visit human areas, even cross-breeding with us—the people of Inganok contain Great One blood (Carter, 1939). Despite their great powers, one may trap or overwhelm a Great One by using skill, wit, and hyperdimensional science, but the attempt is dangerous, and not only because Great Ones are powerful: success risks intervention by the Outer Gods, with extreme consequences for the human.

## Distinguishing Great Ones :

Several of the best-known Great Ones follow:

- Karakul, often portrayed encircled by flames, can start fires at will and is lord of entities known as the Minions of Karakul (q.v.).
- Lobon, whose spear is his personal emblem.
- Nath-Horthath, the god of Celephais, appears as a black-skinned human with blond hair and pupilless silver eyes, always accompanied by at least one lion.
- Tamash is a silver-skinned god with coal-black hair and beard, clad in cloth-of-gold. He is a master of illusion and can create apparitions and hallucinations with precision.
- Zo-Kalar is regarded as god of birth and death.





G



### *Hagarj Ryonis*

*Great Ones ordinarily have human form. Not Hagarj Ryonis—a statuette captures her grotesque bestiality. Made of black horny plates and with six glowing eyes spaced irregularly over her body, she is about the size of a horse. Teeth and claws are of black glass, and her claws drip a slimy liquid: this Great One enjoys ambushing prey.*

*Fig. 34—A statuette found near Selarn.*



G



*The gugs, hairy and gigantic, once reared stone circles . . . and made strange sacrifices to the Other Gods and the crawling chaos Nyarlathotep, until one night an abomination of theirs reached the ears of earth's gods and they were banished to caverns below . . . That a mortal dreamer could traverse their cavern realm and leave by that door is inconceivable; for mortal dreamers were their former food, and they have legends of the toothsome-ness of such dreamers.*

— H. P. Lovecraft

A Gug is a species of shaggy cannibal giant, restricted to life underground by a curse of the Great Ones. From each of its black-furred arms sprout two forepaws, equipped with dreadful talons. Its legs and feet are bird- or dinosaur-like, and patches of greasy black fur cover its body. The face of a Gug is especially terrible, with bulging pink eyes set on bony swellings and a ghastly fanged mouth splitting the head vertically. Voiceless, the thing communicates by facial expression and gesture.

**Habitat :** as intelligent beings, almost anywhere. The species quickly adapted to caverns after banishment from the surface world.

**Distribution :** currently restricted to the Underworld, through fear of the Great One curse. A Gug kingdom exists and individuals wander throughout the Underworld.

**Life and Habits :** These giants superstitiously avoid Ghouls (who regularly visit Gug graveyards), feeding primarily upon Ghosts which they hunt down in the lightless Vaults of Zin. Gugs have peculiar and despicable reproductive practices; see Truer (1984) for particulars.

Most Gugs live in a horrible walled kingdom-city where cyclopean round towers soar endlessly into the black air overhead. Each tower has a single black portal, thirty feet high. Rough stone paves the whole of the city (Carter, 1927). At the city's center is the sign of Koth, on a great central tower leading to the surface of the Dreamlands. No day or night exists in the twilight realm, and a Gug usually sleeps immediately after gorging on loathsome provender: just after general feast-time may be the best time to penetrate this place. Ghost raiders, occasionally attacking them, may imperil researchers.

### Distinguishing Gugs:

- The Beings from Ib are much smaller and more rubbery.
- Men of Leng are much smaller, with only two arms and normally-placed facial features.
- Tsothoggua has a squat, toad-like appearance, and a horizontal mouth.

*Comparative height chart*



### The Gug Jaw

The powerful muscles of the Gug's jaw are at rest when the vertical hinge is closed, not open (as with primates), supplying a excellent reason why Gugs do not speak. Special supplementary muscles allow the jaw to lock at two stages of openness.



Fig. 35—Gug skull.



G

# Haemophore



*Who are we to combat poisons older than history and mankind? Apes danced in Asia to those horrors, and the cancer lurks secure and spreading where furtiveness hides in rows of decaying brick.*

— H. P. Lovecraft

H



It is a small being with large webbed feet. Huge suckers adorn the front and ventral areas of its body, with which it attaches itself to prey animals. The Haemophore subsists entirely on blood. Its small-shaped mouth conceals a series of hollow needle-like fangs used to suck fluid from a victim. This species has not been proven to carry diseases, though (oddly enough) survivors of its attacks often report subsequent arachnorhinitis.

A hermaphrodite, the Haemophore breeds underwater, giving live birth to tiny, two-tailed aquatic larvae. Those swim blindly through the water. Contacting a potential host, a larva sheds its tails and burrows into the flesh. Within seconds it is buried beneath the hosts skin, leaving a tiny hole which quickly stops bleeding. The larva migrates to the hosts digestive tract, there feeding, growing, and altering form for a month to six weeks, until it attains adult shape and is some 50mm (2") long. It then exits the host and hops away to begin life on its own, reaching full size in a year or two (Dannseys, 1978).

**Habitat :** any moist, rocky area. Caverns, lakeside ruins, and sea cliffs are perfect dwelling places.

**Distribution :** on Oriab Island, and probably elsewhere.

**Life and Habits :** the timid Haemophore carefully investigates potential prey before attaching itself. Shiny objects and hoard gewgaws, such as pendants, earrings, buckles, grommets, and eyeglasses, specially attract it.

The creature sometimes attacks conscious targets, but prefers sleeping ones, secreting a powerful anesthetic to eliminate sensation in the punctured area. In either case, the Haemophore's stomach-suckers grip firmly as it then exsanguinates the victim at a alarming rate, it swells to appalling proportions to contain the incarnadine plunder. One 30 inch-long Haemophore can completely drain the blood of an adult zebra.

The now-bloated bloodsucker is awkward and vulnerable. It hides, having stolen enough blood for one or many months—lucky Haemophores need to eat only once or twice a year. Any Haemophore can go without food for several years. If starving, it weaves a slimy cocoon within which to aestivate, emerging up to a century later.

## Distinguishing Haemophore :

- Zoog's are smaller and furry, with long tails.

Comparative height chart





*After Feasting*

*Having drunk its fill, the swollen Haemophore drags itself to a nearby hiding place to sprawl there soddened and satiated. So bloated, this creature may not begin a new hunt until 3-4 months have passed.*



*Fig. 36—Distended Haemophore.*

# Lamp-Eft



*There came to that room wild streams of violet midnight glittering with dust of gold; vortices of dust and fire, swirling out of the ultimate spaces and heavy with perfumes from beyond the worlds. Opiate oceans poured there, litten by suns that the eye may never behold and having in their whirlpools strange dolphins and sea-nymphs of unrememberable deeps.*

— H. P. Lovecraft

**L** A Lamp-efft is a glowing salamander-like creature about a yard long. It has two huge globe-like eyes, but no mouth. It naturally floats in the air, propelled by paws and a flattened tail. A *hune*-like organ allows its writhing flight, but may not grant interstellar or even interplanetary movement (Hike, 1981; Webber, 1973).

**Habitat :** normally inhabiting the Dreamlands stratosphere and mesosphere, descending to the surface at night or not at all.

**Distribution :** the upper air. In view of the Lamp-effts ability to ignore gravity, indifference to vacuum, and utility (Webber, *ibid.*), the species possibly inhabits the upper atmospheres of other Earth-like worlds as well as layers in Jovian atmospheres.

**Life and Habits :** it feeds from the ambient energy (sometimes given the misnomer life-force) which all living organisms generate each day. It needs little to survive, an amount easily regenerated by the average target creature. Loss of such energy does render the host somewhat more susceptible to disease and psychic obsession. Should a Lamp-efft completely drain a small animal of ambient energy, the victim may lose consciousness for up to a full day. No evidence exists that Lamp-effts cooperatively select and drain particular targets, despite rumors (Malik, 1989).

In the Dreamlands, circuses and smaller traveling shows often feature Lamp-efft teams trained to perform rapid loop patterns parallel to the ground, like swirling hoops. If not performing, they may help illuminate high-wire artists during evening performance.

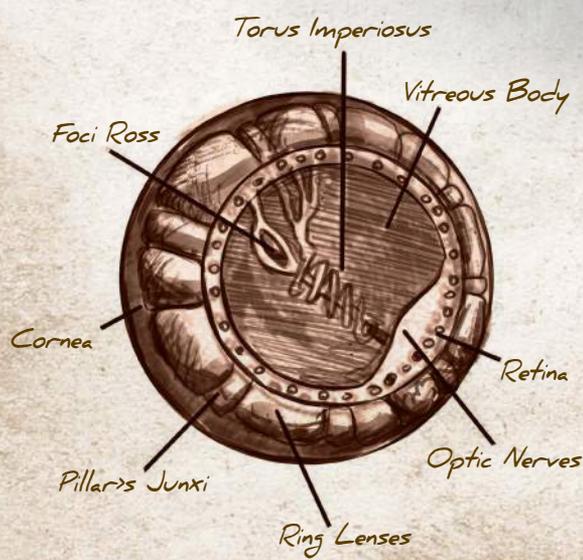
The Lamp-efft is easily tamed and a pleasant companion, despite a sometimes comical or annoying inquisitiveness. Preternaturalists and hard metaphysicians often keep several as live-in defenders against alien entities vulnerable to light, such as Shades and Hunting Horrors.

## Distinguishing Lamp-Efts :

- Basilisks do not glow, are winged, and have two legs.
- Butterfly-Dragons do not glow and are winged.
- Cats from Saturn do not project beams of light, and have glittering, granuled integuments.
- Minions of Karakul have limbs resembling lightning flashes, and smell of ozone.

Comparative height chart





*Projection Lamp*

The Lamp-eyt can, at will, create an intense beam of light with each of its optical transceivers.

Fig. 37—Cutaway view, optical transceiver.

# Larva of the Outer Gods



*That hellish bird plunged onward through shoals of shapeless lurkers and caperers in darkness, and vacuous herds of drifting entities that pawed and groped and groped and pawed, the nameless larvae of the Outer Gods, that are like them blind and without mind, and possessed of singular hungers and thirsts.*

— H. P. Lovecraft



**L** A Larva of the Outer Gods may take any of an infinite number of weird shapes and conformations. Many are shape-changers. Any Larva is immortal and nearly impossible to destroy (Barzai, 1572). Although a Larva does not need to eat to survive, it always reacts hungrily or curiously to the passage of travelers. Every voyager is alarmed by these great and ominous forms but, so long as one keeps moving, Larvae rarely become dangerous.

**Habitat :** Outer Space.

**Distribution :** Likely the entire universe.

**Life and Habits :** at the center of the universe, the Outer Gods writhe and dance eternally around Azathoth, the Demon Sultan. Periodically a blast of consciousness from an Outer God provokes a Larva into existence. Once created, it is ignored and left to wander into the universe (Dannseys & Marsh, 1972). Most Larvae drift forever through planetary/interstellar/intergalactic space, scattered without end, unaffected by heat, cold, light, darkness, or gravity.

Occasionally, however, for unknown reasons and in an unknown way, a Larva is stimulated into a gradual transformation: over decades or perhaps centuries (Isinwyll, 1987), the movement of the thing becomes purposeful and an orbit can be detected. Once so-moving, its appearance normally “thickens” indefinitely. At the end of an often-lengthy journey, the Larva leaves outer space to reside on a planet, a dark star, or other interstellar object. As millennia pass, the new resident gains in strength and power to become a full-fledged Outer God, after which it may begin the eons-long trip to Azathoth’s throne.

The great majority of Larvae remain forever in the original larval state. Many more make only a partial journey—transforming into Outer Gods, but then becoming permanent and unwelcome habitants of the worlds to which they came, never leaving to join the mindless spasms of Azathoth. Great Old Ones are no longer believed to be nascent Outer Gods, and should not be confused with Larvae.

## Distinguishing Larva of the Outer Gods :

- The infinity of larval shapes makes useful distinction impossible. Rely upon their habitat (outer space) and behavior to identify them.

*Comparative height chart*





### Comparative Growth

Figure 38a shows a first-stage Larva, at drift in the universe: its length is about 15 feet (5m). Figure 38b depicts the second-stage of the Larva, now planet-bound: it is now about 131 feet (40m) across, and nearly that tall.

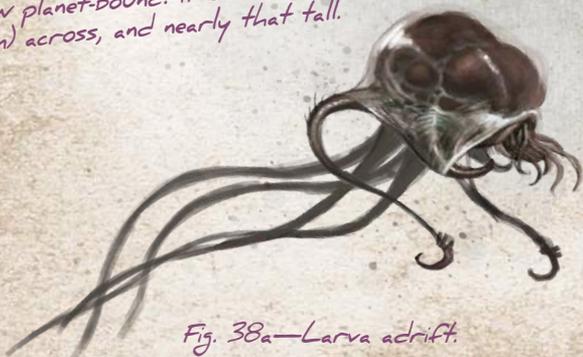


Fig. 38a—Larva adrift.



Fig. 38b—Fully potent planetary Larva.

# Leng Spider



*It is absolutely necessary, for the peace and safety of mankind, that some of earth's dark, dead corners and unplumbed depths be let alone; lest sleeping abnormalities wake to resurgent life, and blasphemously surviving nightmares squirm and splash out of their black lairs to newer and wider conquests.*

— H. P. Lovecraft

**L** A bloated purple spider of appearance similar to a normal spider, its tremendous size and intelligence distinguishes the Leng Spider. Internally, specialists find significant differences from other spiders. Treer (1984) recommends placing the species as the suborder Humungognatha, within the order Aranea.

The Leng Spider never stops growing. An average specimen weighs over 1.5-tons and is 7-10 feet (2-3m) long; individuals of 12-tons and 20 feet (5-6m) long are not uncommon. Deep in their territory, 80-ton colossi, 26-40 feet (8-12m) long have been reported (Wasling, 1971).

In ancient times, the humanoids of Leng waged bitter struggles with the Leng Spiders. These conflicts would appear to have been settled in favor of the almost-humans, as the Leng Spider range is today quite restricted (Meeb, 1979).

**Habitat :** nests in gorges, caves, crevasses, and similarly sheltered areas. The Leng Spider feeds on yaks, vultures, shantaks, and other large animals entering its toils. When young, it travels extensively, searching for an appropriate lair, but in adulthood it becomes sedentary, rarely moving a few hundred yards from its den.

**Distribution :** the southern edge of Leng, rarely outside there.

**Life and Habits :** purely carnivorous. Since the Leng Spider is intelligent, its web arrangements are not instinctive, but are chosen with an eye for actual location and potential prey. Therefore the web is not spun in a stereotyped orb or funnel, and varies greatly from spider to spider. Its webline is much stronger and more elastic than tempered steel cable.

The Leng spider deploys its web subtly, blocking off escape routes, creating runways for itself, and laying traps. A Leng Spider snare is ingenious; perhaps incorporating camouflaged triplines, deadfalls, and nooses (Wasling, *ibid.*). Exercise extreme caution.

## Distinguishing Leng Spiders :

- Atlach-Nacha has striking red markings and a humanoid face.
- Minions of Karakul are small, and are composed of lightning sparks and clouds of energy.
- Wamps are smaller, have white and red markings, and are mammalian in general physique and appearance.

Comparative height chart





L

### A Leng Trap

(A) Foolish traveler grabs at large twinkling jewel attached to web, (B) web pulls trapdoor release, (C) trapdoor falls from beneath the weight of the investigator and the boulder counterweight, (D) bolt releases from slot in trapdoor; (E) the boulder drops down; (F) the boulder plugs the chamber, safely capturing—because spiders prefer living prey—the incautious boob. The racket alerts the Leng Spider to its fresh catch.



Fig. 39—Sequential operation of trap.

# Magah Bird



*The whole air was fragrant with balsam, and all the magah birds sang blithely as they flashed their seven colours in the sun.*

— H. P. Lovecraft

A Magah Bird is small, beautifully plumaged, and carnivorous. Its feathers are long and lustrous. Unusually among birds, the Magah female is as dazzling as the male, probably because the species' colorful plumage is intended not for courtship but for attracting and catching prey.

Every Magah has a wide range of songs, sung for specific reasons; most melodies are quite lovely. Every song is capable of inducing an emotional reaction in a listener. The Magah courtship song is a known aphrodisiac to many mammals (Meeb, 1988), while the Magah warning cry is capable of frightening quite large animals.

**Habitat :** brush and forest, but not deep jungle or wastelands. They nest in large trees, preferring magin trees probably because that tree's long curly leaves are well-suited for walling Magah-style nests. Despite a similarity in name, the magin tree is not named after the Magah Bird.

**Distribution :** the Magah Bird is found throughout the southern Dreamlands. This avian does not migrate, and cannot survive (except as a captive) in areas subject to heavy frost and snow.

**Life and Habits :** this predator enjoys prey ranging from lizards and mice to small monkeys and sizable snakes. Animals too large to be subdued by the bird's sharp beak may be captured by hypnosis. The Magah Bird is capable of singing a special hunting song directed at a single prey animal. If the animal fails to shake off the lassitude induced by the song, the target falls into a trance-like state and staggers slowly forward toward the singing bird. Once the bird strikes, the hypnotic effect ends—too late for the target.

Nearby animals which are not specifically targeted by the Magah Bird are not seriously affected by the hunting song, though often they become drowsy. Dannseys (1986) believes that precision of the song's direction is based on the bird's correct display of its plumage. Thus the prey animal is hypnotized not by song alone but by a combination of song and an enhancing presentation of plumage and movement. Were they possible, high-quality recordings of Magah songs alone would have little effect on listeners.

## Distinguishing Magah Birds :

- Butterfly-Dragons are much larger and have no feathers.

*Comparative height chart*



*Magah Nest*

*A teardrop shape, the Magah Bird's well-engineered nest dangles from a high jungle bough. Such a nest weighs 26-33 pounds and may contain 3-5 hatchlings. Note the defensive spines intended to foil arboreal predators.*



*Fig. 40—Nest reinforced with rikrok vine.*



M

# Man of Leng



*Around the feeble fires dark forms were dancing, and Carter was curious as to what matter of beings they might be; for no healthy folk have ever been to Leng, and the place is known only by its fires and stone huts as seen from afar. Very slowly and awkwardly did those forms leap, and with an insane twisting and bending not good to behold; so that Carter did not wonder at the monstrous evil imputed to them by vague legend, or the fear in which all dreamland holds their abhorrent frozen plateau.*

— H. P. Lovecraft

This humanoid species is equipped with horns, hooves, and a dwarfish tail. Swaths of matted body fur occur in patches. The mouth is wide and toothy.

The Man of Leng's origin and evolution are obscure. Researchers agree that resemblances to *Homo sapiens* are the result of convergence. In a groundbreaking dissection of a Lengite hand, Meed (1986) demonstrated musculature significantly different from that of primates.

Since prehistoric times the species has dwelt in Leng, an arid and frigid plateau. A Lengite city, Sarkomand, was ruins a million years before the first human crept out of the jungle. That civilization decayed, or fell in conflicts with races such as the Serpent People.

Long after their fall, the Men of Leng were invaded and subdued by the Moon-Beasts. They permitted their new subjects to continue to rule Leng, taking Lengite slaves as tribute: fat ones became food;

thin ones became laborers. The most human-like slaves are still used as go-betweens with humans (Fallworth, 1939).

**Habitat :** originating in cold stony wastes, they thrive best there (the Dreamlands Moon is perfect for them). But the species can prosper in more pleasant climes.

**Distribution :** the Plateau of Leng and the Dreamlands Moon, transported to the latter by the Moon-Beasts. Representatives of the species may have been conveyed elsewhere as well.

**Life and Habits :** the two sexes live much like humans, with the addition of certain monstrous customs. They dwell in little stone villages, keep herds of loathsome cattle, grow fields of unhealthy crops, and gleefully engage in gruesome festivals. The enthusiastically horrific treatment they reserve for human captives and visitors makes difficult their systematic study.

## Distinguishing Men of Leng :

- Beings of Ib have frog-like skins and bodies, and are hairless.
- Gugs are much larger, with less human-appearing faces.
- Serpent People have snake-like heads and long tails.

Comparative height chart



Possession

Most Moon-Beasts mark their Lengite slaves with patterns of raised welts and scars, showing to whom the slaves belong. In commentaries, the Moon-Beasts extoll not so much proprietarian rights as the discipline imparted to slaves by the intense and extended sensations of scarification.



Fig. 41—Nibbosht clan marking  
Tsiolkovski correspondence  
region

M



# Minion of Karakal



*With five feeble senses we pretend to comprehend the boundlessly complex cosmos, yet other beings with a wider, stronger, or different range of senses might not only see very differently the things we see, but might see and study whole worlds of matter, energy, and life which lie close at hand yet can never be detected with the senses we have.*

— H. P. Lovecraft

A Minion of Karakal is made of crackling electricity. Its spider-like legs are black and red lightning bolts, continually flashing out of and then resorbing into the creature's body. The small cloudy body is shot through with flashes of red. A Minion has no visible head or sense organ. It floats in the air, or propels itself by rhythmic undulations of its electrical limbs.

**Habitat :** the Minion of Karakul is native to the Dark Dimension. It is not naturally found elsewhere. The creature dislikes moist surroundings. In Earth's Dreamlands, it deteriorates at a rate variable with the humidity: it survives indefinitely in perfectly dry surroundings; in 90% humidity, it dissipates in a week or two. Direct precipitation destroys it in minutes.

**Distribution :** the Dark Dimension. It occurs elsewhere as a result of sorcerous incantation or the invocation of Karakal. Minions range throughout the Dark Dimension, but cluster at the Hall of the Flowing Stones (Webber coordinates W.525, X.7316, Y.5300, Z.94804).

**Life and Habits :** this is a lethal entity. A single touch delivers a lightning-strength bolt causing third-degree burns, charring holes through leather, and stopping human hearts. Careful research (Gillman, 1979) indicates a 32% chance of significant heart fibrillation inflicted by Minion of Karakal attack. Proper techniques easily control this entity, and many Dreamlands hard metaphysicians employ the species for security purposes. Unfortunately, the Minions deadly potential also renders it suitable for criminal misuse.

In this universe, at least, the Minion subsists by subsuming static charges. As yet we lack knowledge of Minion life span, mating, reproduction (if any), and other basic data. The explosion of preternatural knowledge in the last decade threatens to utterly overwhelm scholarly procedure.

## Distinguishing Minions of Karakal :

- Cats from Saturn do not spark or give off energy, and have a crystalline appearance.
- Lamp-efts possess four legs and have glowing eyes.
- Atlach-Nacha and the Leng Spiders are larger and non-electrical

*Comparative height chart*



### *Religious Dedication*

*Minion of Karakul colonies always include a place to worship Karakul, their master. The typical altar is a 6 foot stone cube, topped by a bowl of fire as an offering. An inscribed smiling solar face represents the benevolence of Karakul.*



*Fig. 42—Altar to Karakul.*

# Moon-Beast



*The moon was a crescent shining larger and larger . . . [the galleys] destination was that secret and mysterious side which is always turned away . . . [Carter] did not like the size and shape of the ruins which crumbled here and there. The dead temples on the mountains were so placed that they could have glorified no suitable or wholesome gods, and in the symmetries of the broken columns there seemed to be some dark and inner meaning which did not invite solution.*

— H. P. Lovecraft

Typically, this is a large, grayish-white oily being which can contract and expand its body volume. A Moon-Beast's general shape is toad-like. Though it lacks visible sense organs other than a quivering cluster of short, usually pink tentacles on the tip of the snout, the creature's high intelligence and utter ruthlessness compensate for the handicap.

In the Dreamlands, Moon-Beast culture trades extensively for sentient slaves, both as food and as labor. Their slaves hail from all corners of the known universe, though Lunar proximity makes humans the slaves of choice for most Moon-Beast buyers.

**Habitat :** a Moon-Beast can tolerate a wide variety of climates and conditions, and can draw upon a considerable body of technical knowledge with which to further extend its range. Colonies of Moon-Beasts might be found almost anywhere.

**Distribution :** it seems not to be known on Earth, but infests the Moon in that cerebral dimension commonly known as the Dreamlands. The Moon-Beast may be found only in the Dreamlands, or psychic traces of the species may still linger on the Moon in this plane, or Moon-Beast colonies simply may have expanded more rapidly in the Dreamlands than in our plane (Fallworth, 1922, Kylton, 1979).

Analysis of Apollo 11 photographs leaves the tantalizing possibility that a Moon-Beast colony does in fact lay on the far side of the Moon, hidden from day-to-day human detection (Dannseys, 1971).

**Life and Habits :** a Moon-Beast apparently feeds solely on still-living beings, extracting a peculiar and sinister nourishment from the body and soul of the creature it devours. The species also engages heavily in recreational torture, taking vile pleasure in the anguish of other beings. This Moon-Beast trait is so consistent that it may evidence direct mental or physical benefit from such activity.

## Distinguishing Moon-Beasts:

- Formless Spawn are black.
- Servitors of the Outer Gods are even more formless than Moon-Beasts, and normally have only tentacles for limbs.

Comparative height chart



*Man from Leng*

*These humanoid have been Moon-Beast slaves and servants for many centuries, and are indelibly associated with them. The Men From Leng are presumed confined to Earths Dreamlands.*



M

*Mode of Travel*



# Nightgaunt



*They never spoke or laughed, and never smiled because they had no faces at all to smile with, but only a suggestive blankness where a face ought to be. All they ever did was clutch and fly and tickle; that was the way of nightgaunts.*

— H. P. Lovecraft

It is a faceless humanoid being with bat-like wings, horns, barbed tails, and oily, whale-like skin. A Nightgaunt is social, and almost always is encountered in large flocks. Unintelligent, it usually is the pet or servant of some powerful otherworld deity. A Nightgaunt is voiceless and flies silently. This nocturnal being rarely emerges in daylight, though light does not appear to actively harm it.

**Habitat :** a Nightgaunt prefers to nest in a mountain cave, though it patrols almost any type of terrain.

**Distribution :** throughout the Dreamlands. A Nightgaunt nests near an object or place that its master wishes to protect. Usually the master wants to keep the location inviolate, or to obtain a steady supply of victims.

**Life and Habits :** a Nightgaunt defends a location by flying out of the dark, seizing an intruder, and carrying him off. If the victim struggles, the Nightgaunt attempts to “tickle” or grapple him into submission. A recalcitrant victim is simply dropped, usually from a great height, those who take the full ride are simply abandoned in extremely dangerous places: underworld cavern-worlds, deadly alien jungles, predator-infested deserts, etc.

The Nightgaunt takes nourishment only from its master. One such entity is known to nurse its Nightgaunts on black pendulous breasts. Other modes doubtless exist.

But the way in which a Nightgaunt absorbs food and liquid is unknown; it has no obvious mouth or other stomata, nor any cloaca or other organ of excretion. Further, the Nightgaunt exhibits no visible sense organs, yet is able to navigate and perform fine manipulation.

Similarly, nothing is known of the Nightgaunt reproductive cycle, or of its life span.

Obviously much research is needed on the nature and abilities of the Nightgaunt. Interested parties are urged to contact Dr. Gillman Jnr. at the Center for Nightgaunt Studies, Miskatonic University.

## Distinguishing Nightgaunts :

- Byakhee can be very noisy, and they also possess distinct faces and jaws.
- Fungi From Yuggoth are pinkish, with glowing heads.





N



Fig. 43—Capturing its prey.

Nightgaunts and Prey  
The creature uses all four limbs to grasp its victim. The tail also may help to subdue the victim.



Architecture

The ambitious Voonith scoops out an elaborate under-bank shelter, gradually adding closets to hold scavenged booty—this cut-away drawing shows caches of human skulls and of gemstones. At the right: a fawn stands atop a Voonith tunnel.



Fig. 44—Voonith burrow.



V

# Wamp

Wamp



*Searchers after horror haunt strange, far places. For them are the catacombs of Ptolemais, and the carved mausolea of the nightmare countries. They climb to the moonlit towers of ruined Rhine castles, and falter down black cobwebbed steps beneath the scattered stones of forgotten cities in Asia. The haunted wood and the desolate mountain are their shrines, and they linger around the sinister monoliths on uninhabited islands.*

— H. P. Lovecraft

An obscene scavenger haunting dead cities, the Wamp has a pale egg-shaped body and nine swaying legs. The head is eyeless. It has sharp-edged ears and creased snouts drooping over flabby lips. The feet are webbed and splashed with scarlet.

This contaminated monstrosity carries and spreads disease. Its bite is notorious for injecting odious infections; anyone injured, especially bitten, by a Wamp should seek competent medical attention immediately. Untended wounds always fester and often teem with worms. Diseases known to be carried by Wamps include black fever, gangrene, leprosy, plague, and rabies.

Though blind, this creature hunts actively and aggressively. Its sense of hearing and scent are phenomenal, but there may be more to it than that. Atal (1983) states that the species possesses an additional sense, termed the "hunger sense", with which the Wamp perceives and finds living animate beings.

**Habitat :** ruins, graveyards, any site of corruption. Though it cannot breathe water, it prefers soggy surroundings, especially polluted water, and seems naturally attracted to dumps, sewers, and abandoned wells.

**Distribution :** throughout the Dreamlands. Wamp ubiquity apparently deters Ghouls from the inner Dreamlands (Dannseys, 1968); the Ghouls may not relish competing for putrid forage.

**Life and Habits :** dead cities spawn this species, evidently by spontaneous generation from the mummified corpses of largish creatures. Though intelligent, the Wamp is drawn to foulness and decay, and feeds only on carrion and unspeakable waste. If a Wamp slays a human or other prey, it does not eat immediately, but stores (often underwater) the body for several weeks until the flesh rots enough to suit the monsters tastes.

These solitary hunters band together near each solstice and equinox for vile pseudo-religious ceremonies.

## Distinguishing Wamps :

- Leng Spiders are multi-legged, but are purplish. Their heads are spider-like, completely different from that of Wamps.



### *Hungry Baby*

*Spontaneously generated, a baby Wimp explodes through the lifeless skull of a predecessor. Wimps abiogenate in random corpses of more than 80-100 lbs dead weight, including corpses of their own species.*



*Fig. 45—Birth of a Wamp.*



W



*In the tunnels of that twisted wood, whose low prodigious oaks twine groping boughs and shine dim with the phosphorescence of strange fungi, dwell the furtive and secretive zoogs . . . [their] wood at two places touches the lands of men, though it would be disastrous to say where. Certain unexplained rumours, events, and vanishments occur among men where the zoogs have access, and it is well that they cannot travel far outside the world of dream. But over the nearer parts of the dream-world they pass freely, flitting small and brown and unseen . . .*

— H. P. Lovecraft

A Zoog is a small, brown, rather rodent-like animal. Small tentacles twirl from its snout, concealing a mouthful of sharp teeth. It is an excellent climber and a skilled burrower. The Zoog is intelligent and cunning, perfectly capable of making and using utensils and weapons at need, though rarely actually doing so.

**Habitat :** deep woods, especially those in climates savoring heavy fungus growths.

**Distribution :** the Enchanted Wood, right in the middle of the Dreamlands. Wailing (1964) reports that two other colonies exist, one in the frigid taiga east of Leng, and another near Sarrub. No doubt there are more.

**Life and Habits :** the creature usually lives in a burrow. Some colonies drill tunnels through old trees till passages honeycomb the trunks. A Zoog's primary food is fungi, but it finds meat toothsome. Despite small individual size, packs of Zoogs have been known to kill and eat people.

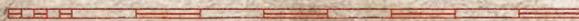
The Zoog is as intelligent as a human, and its woodland habitat is (in a manner) civilized. These creatures can be negotiated with so long as the investigator is careful and diplomatic. Zoogs have a fluttering language which humans can learn. Every Zoog greatly prizes certain objects, if an investigator can offer one or more of these, a treaty and a friendly working relationship should follow. Objects of proven worth to Zoogs include hydra teeth, tales of astounding dreams, and tools from Malebolge (Carter, 1924).

A Zoog treats only with an individual. If, for instance, after signing a treaty, a dreamer returned to the Enchanted Woods with a friend, no Zoog must necessarily respect the friend's well-being. On the other hand, a contract with one Zoog is (usually) a contract with all Zoogs.

### Distinguishing Zoogs :

- Cats from Saturn flash in many different colors.
- Haemophores have no fur, and no tails.

Z



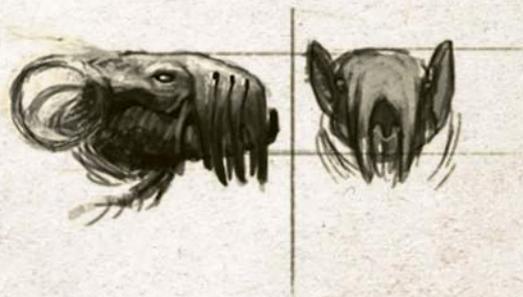


Fig. 46—Zoog snarl.

### Angry Zoog

Zoogs not only are devious and smart, but vicious. Working in unison, the mouth tentacles are remarkably strong and can grip a human arm, for instance, while the fangs sever tendons and arteries. Zoog attacks, for obvious reasons, are usually in bands of a dozen or more.

Z

# CALL of CTHULHU

A Story  
Mythos M



Nyogtha



Yog-Sothoth



Hydra



Chthonic Face



Dagon



Hunting Hatter



Star Vampire



Hhaya



Zell Ommes



Celest from Out of Space



Tsathogha



Flying Polyp



Elder Thing



Great Race of Yith



Dark Young of Shub-Niggurath



Chtonian



Byakhee



Ghast



Ybb-tstll



Nightstair



Hound of Tindalos



Deep One



Mi-Go



Formless Spawn



Slessell



Human



Hybrid



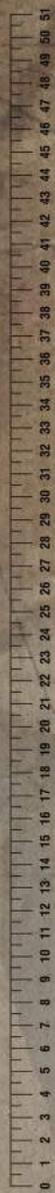
Gleel



King in Yellow



Dimensional Stambler



dy of  
orphology



Azathoth



Star Spawn of Cthulhu



Nyarlathotep



Cthulhu



Dile



# Recommended Reading

## From Arkham House Publishers :

- Lovecraft, H. P. 1963. *The Dunwich Horror and Others*. Corrected 6th printing.  
— . 1964. *At the Mountains of Madness and Other Novels*. Corrected 5th printing.  
— . 1965. *Dagon and Other Macabre Tales*. Corrected 5th printing.  
— . 1970. *The Horror in the Museum and Other Revisions*.  
— and Derleth, August. 1974. *The Watchers Out of Time and Others*.

## From Chaosium Inc. :

- Petersen, Willis, Mason and Fricker. 2014. *Call of Cthulhu Roleplaying in the Worlds of H. P. Lovecraft*. 7th edition. Various authors additional material.

## Supplements to the game :

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