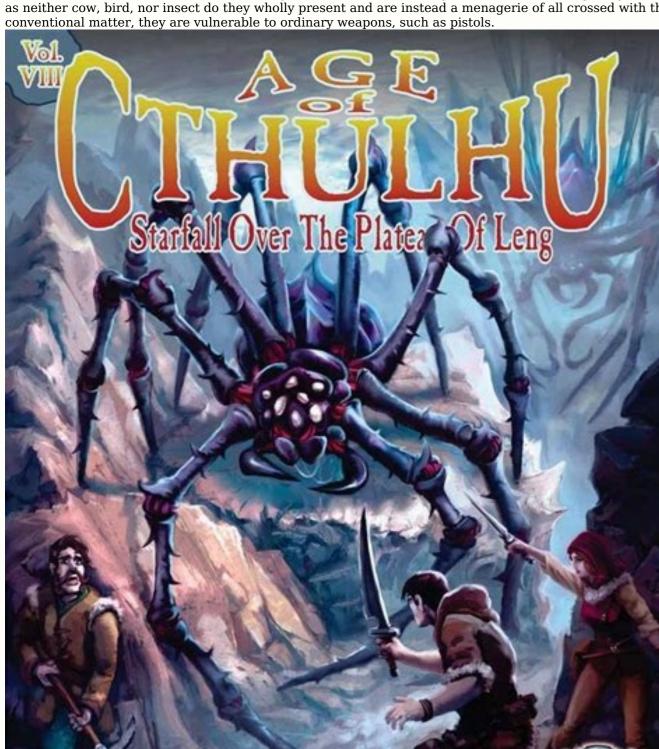


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Call of cthulhu rpg monsters stats

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Home The Chaosium Forums Call of Cthulhu Stats for Homebrew Creatures Home The Chaosium Forums Call of Cthulhu Stats for Homebrew Creatures Scan this QR code to download the app now Or check it out in the app stores Now with some mean Basic Role Playing fantasy creatures too! About feedback Byakhee #1 STR 22 CON 11 SIZ 11 INT 8 POW 13 DEX 14 Move 5/20 flying HP 11 db +1D6 This section details a few of the abominations of the Cthulhu Mythos—creatures of this world and from beyond. The monsters described here are, in the main, repugnant to humanity in their visage and aspect, being a threat to both an investigator's mind and body. Keepers are reminded that these embodiments of the Mythos are not uniform in their appearance, and distinctions can be made between creatures of the same race. When portraying a Mythos monster, the Keeper should avoid only illustrating the visual aspect to the players. Smell and sound are important signifiers, so too is the otherworldly atmosphere such creatures create. As the Necronomicon states, "...as a foulness shall ye shall know Them." # Byakhee Sometimes singularly, sometimes in packs they come, descending from the stars upon leathery wings. Upon four legs they go, but at times walk upon their hind quarters, the front legs ending in claw-like appendages, used to rent and tear. In size, akin to a common cow, yet as nitrol, nor instead a menagerie of all crossed with the foulness of a human corpse. Know them by their stench, which arrives long before they appear. —from the Necronomicon This interstellar race often serves Hastur the Unnamable, and may be summoned to partake in rituals. Composed of conventional matter, they are vulnerable to ordinary weapons, such as pistols.

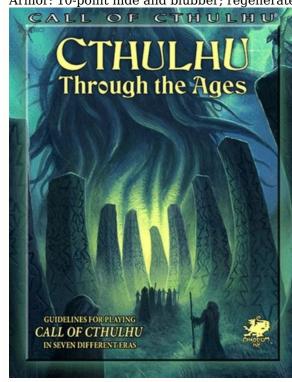


Jon Hook

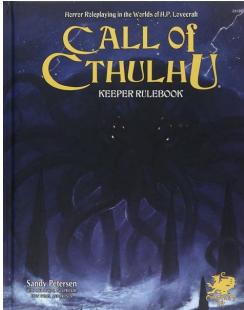
Dwelling in interstellar space, byakhee do not have bases on Earth, but may be summoned to perform deeds or to serve as steeds, carrying riders through space and carry a rider; though such riders need protection from the vacuum and cold by suitable spells or potions (e.g. Space-Mead). Spells: Byakhee have a 40% chance of knowing 1D4 spells. Such spells may relate to Hastur and associated beings. # Byakhee, The star-steeds Characteristic Average Rolls STR 90 (5D6) ×5 DEX 70 (3D6+3) ×5 INT 50 (3D6) ×5 POW 50 (3D6) ×5 POW 50 (3D6) ×5 HP: 14Average Damage Bonus: 1D6Average Build: 2Average Magic Points: 10Move: 5/16 flying # Attacks Attacks per round: 2Fighting attacks: The byakhee may strike with claws or crash into its victim, delivering grievous wounds. Bite and hold (mnvr): If the bite strikes home the byakhee remains attached to the victim and begins to drain his or her blood.

Each round the byakhee remains attached, including the first, the blood drain subtracts 3D10 points of STR from the victim, until death occurs (at STR 0). The byakhee characteristically remains attached with this attack until the victim is drained of blood, unless the victim can make a successful opposed STR roll. Escaping death, let the victim rest and regain blood (by transfusion as well), at up to 1D10+5 STR per day. A Byakhee may hold only one victim at a time.

Fighting 55% (27/11), damage 1D6 + damage bonusBite and hold (mnvr) 55% (27/11), damage 1D6 + 3D10 STR (blood) drain (single victim)Dodge 35% (17/7) Armor: 2 points of fur and tough hide. Skills: Listen 50%, Spot Hidden 50%. Sanity points to see a byakhee. Do byakhee possess the ability to fold space? Some conjecture that this power manifests via a certain internal organ, sometimes known as a "hune." There are some who would find great interest in the potential applications such an organ could have as a weapon or method of transport. Perhaps a specimen of this organ resides in some forgotten museum or laboratory, just waiting for an unwitting scientist to activate its terrible secrets. # Cthulhu, Star-Spawn of They all lay in stone houses in their great city of R'lyeh, preserved by the spells of mighty Cthulhu for a glorious resurrection when the stars and the earth might once more be ready... —H.P. Lovecraft, The Call of Cthulhu These gigantic octopoid beings resemble Cthulhu himself, yet are smaller in stature. Not all the inhabitants of R'lyeh were trapped in its watery angles when it sank. Some still live on in the deep trenches beneath the ocean, where they are tended by the deep ones. Perhaps a specimen of this organ resides in some forgotten museum or laboratory, just waiting for an unwitting scientist to activate its errible secrets. # Cthulhu, Star-Spawn of They all lay in stone houses in their great city of R'lyeh, preserved by the spells of mighty Cthulhu for a glorious resurrection when the stars and the earth might once more be ready... —H.P. Lovecraft, The Call of Cthulhu These gigantic octopoid beings resemble Cthulhu himself, yet are smaller in stature. Not all the inhabitants of R'lyeh were trapped in its watery angles when it sank. Some still live on in the deep trenches beneath the ocean, where they are trapped in its watery angles when it sanks. Some still live on in the deep trenches beneath the ocean, where they are trapped in its watery angles when it sanks. Some still live on in the deep



Here and there, across the surface were great puckered mouths that dripped green goo.



Beneath its central mass, two or three thicker tentacles terminated in enormous black hooves, on which it stamped forward. It carried the visage of some ancient gnarled tree when its shape was cast against the moon. The smell like the stench of open graves.



—from the Necronomicon These beings are enormous writhing masses, formed out of ropy black tentacles. Here and there over the surfaces of the things are great puckered mouths that drip green goo. Beneath the creatures, tentacles end in black hooves, on which they stamp. The monsters roughly resemble trees in silhouette—the trunks being the short legs, and the tops of the trees represented by the ropy, branching bodies. The whole mass of these things smell like open graves. Dark young stand between 12 and 20 feet tall.

Such entities are the "young" referred to in Shub-Niggurath's epithet, "Black Goat of the Woods with a Thousand Young." They are closely connected to her, and are found only in areas where she is worshiped. Dark young act as proxies for Shub-Niggurath in accepting sacrifices, accepting worship from cultists, devouring non-cultists, and spreading their mother's faith across the world. Luckily, they are rarely met with. # Special Powers Spells: Each dark young knows a number of spells equal to a tenth of its INT.

Dark Young of Shub-Niggurath Characteristic Average Rolls STR 220 (4D6+30) ×5 CON 80 (3D6+6) ×5 SIZ 220 (4D6+30) ×5 DEX 80 (3D6+6) ×5 INT 70 (4D6) ×5 POW 90 (5D6) ×5 HP: 30Average Baild: 5Average Magic Points: 18Move: 8 # Attacks Attacks per round: 5.

Dark Young of Shub-Niggurath Characteristic Average Rolls STR 220 (4D6+30) ×5 CON 80 (3D6+6) ×5 SIZ 220 (4D6+30) ×5 DEX 80 (3D6+6) ×5 INT 70 (4D6) ×5 POW 90 (5D6) ×5 HP: 30Average Build: 5Average Build: 5Average Magic Points: 18Move: 8 # Attacks Attacks per round: 5.

Dark young may only use a Trample attack once per round. Fighting attacks: In its masses of tentacles, a typical dark young has four thicker sinuous tentacles can strike out to injure. It may also kick out with its hooves, simply crush, or strike with its massive bulk. Grab (mnvr): The Dark young can use its tentacles to grab and capture up to four victims. If a victim is grabbed, he or she is held to one of the horrible sucking mouths and drained of 1D10+5 STR per round. This STR loss cannot be restored.



a wind in conjunction with its fellows.

Note that degenerate forms are not likely to know magic.

While being drained, a victim is capable only of ineffectual writhing and screaming. Trample: The dark young can also trample with its massive hooves, typically hooting and bellowing as it rears up and attempts to trample as many opponents as it can (up to 1D4 humans if they are situated close together). Fighting 80% (40/16), damage bonusGrab (mnvr) 80% (40/16), grabbed and held for 1D10 + 5 STR drain per roundTrample 40% (20/8), damage 2D6 + damage bonusDodge 40% (20/8) Armor: Dark young are of non-Earthly material and make-up, so that any successful hit with a firearm attack does only 1 point of damage per bullet (2 points for an impale). Hand-to-hand weapons do normal damage. Attacks dependent on heat, blast, corrosion, electrical charge, or poisoning have no effect. Skills: Stealth (bonus die in woods) 30%. Sanity Loss: 1D3/1D10 Sanity points to see a dark young. Recent research by field archaeologists in central England have uncovered curious clues about an ancient Pagan fertility cult.

The findings reveal an unhealthy devotion to trees and darkly suggest hideous religious rites involving the sacrifice of virgins to something named only as the "Withering Tree." Perhaps connected are the claims of cert Amazonian elders who speak of regions of the jungle that walk, and how gifts must be given to the "tall ones" to satiate their hunger. Indeed, a handful of travelers in these regions have returned with strange tales of being awoken at night by vines seemingly encroaching on their tents, with some going as far to claim that they awoke to find black vines encircling their legs or arms. # Deep One Humanoid fish-frog people, they reside beneath the waves in ancient sunken cities, serving their high priest and priestess, Dagon and Hydra, in the worship of Great Cthulhu.

Immortal beings, their scaled, sometimes rugose, skin is a grayish-green to blue, though variations appear, such as those presenting white or yellow bellies. Shiny and slippery, with fin-like ridges on their backs, and webbed feet and hands. Their heads vary is disposition, appearing fish- or frog-like, with prodigious bulging eyes and wide, thin-lipped mouths possessing shark-like teeth. On their necks may be seen palpitating gills, giving them supremacy in the sea, although these fish-demons may also go about on land seeming unencumbered by the lack of water. —H.P. Lovecraft, The Shadow over Innsmouth The deep ones are an amphibious race that primarily serves Cthulhu and two beings known as Father Dagon and Mother Hydra. Locked in the timeless depths of the sea, their alien, arrogant lives are coldly beautiful, unbelievably cruel, and effectively immortal. They come together to mate or to worship Great Cthulhu, but do not crave touching or being touched as humans do. They are a marine race, unknown in freshwater environments, and globally have many cities, all submerged beneath the waves. One is off the British Isles. Deep ones may be worshiped by humans with whom they regularly interbreed, for deep ones are immortal unless slain, and so are any hybrid offspring. # Special Powers Breathe underwater: Dwelling under the sea, deep ones require no exterior help to breathing on land. Spells: Deep ones have a 40% chance of knowing 1D4 spells.

Deep Ones, Gilled masters of the deep seas Characteristic Average Rolls STR 70 (4D6) ×5 CON 50 (3D6) ×5 INT 65 (2D6+6) ×5 DOW 50 (3D6) ×5 INT 65 (2D6+6) ×5 INT 65 (2D6+6) ×5 DOW 50 (3D6) ×5 INT 65 (2D6+6) ×5

from some cutaneous disease. —H.P. Lovecraft, The Shadow over Innsmouth Deep one hybrids are the progeny of deep one and human mating.

Although the offspring of such unions are usually born as normal humans, changes in appearance and physiology tend to occur in late teens—commonly known as the "Innsmouth Look." By middle age, most hybrid undergoes the final transformation into a deep one and embarks on a new life in the seal.

The physical changes are accompanied by an awakening of new senses, strange dreams of undersea cities, and a longing to visit seaside locales—particularly ancestral homes or the individual's birth place. Typically, hybrids inhabit remote coastal villages, however they can be found further afield (particularly in the early stages of their transformation).

As the final transformations take place the hybrid either learns to embrace their monstrous heritage or goes mad in the process.

Deep ones will attempt to lure hybrids to their lairs or places of safety, where they can supervise the final metamorphosis and ensure the hybrids do not complete the transformation and are doomed to spend the rest of their life as a half-human half-deep one, while a further 10% of hybrids do not complete the transformation and are doomed to spend the rest of their life as a half-human half-deep one, while a further 10% of hybrids do not complete the transformation and are doomed to spend the rest of their life as a half-human half-deep one, while a further 10% of hybrids do not complete the transformation and are doomed to spend the rest of their life as a half-human half-deep one, while a further 10% of hybrids do not complete the transformation and are doomed to spend the rest of their life as a half-human half-deep one, while a further 10% of hybrids do not complete the transformation and are doomed to spend the rest of their life as a half-human half-deep one, while a further 10% of hybrids do not complete the transformation and are doomed to spend the rest of their life as a half-human half-deep one, while a further 10% of hybrids do not complete the transformation and are doomed to spend the rest of their life as a half-human half-deep one, while a further 10% of hybrids do not complete the transformation and are doomed to spend the rest of their life as a half-human half-deep one, while a further life as a half-human half-deep one, while a further life as a half-human half-deep one, while a further life as a half-human half-deep one, while a further life as a half-human half-deep one, while a further life as a half-human half-deep one, while a further life as a half-human half-deep one, while a further life as a half-human half-deep one, while a further life as a half-human half-deep one, while a further life as a half-human half-deep one, while a further life as a half-human

do not undergo the metamorphosis at all, with the deep one genes essentially missing a generation—only to manifest in a future descendent.

Special Powers Breathe underwater: Hybrids are unable to breathe underwater until they have undergone the full change into a deep one; however, from early childhood onwards they can remain underwater for up to twice as long as the average human. Spells: Older hybrids who have begun to embrace their watery heritage have a 10% chance of knowing 1D3 spells. # Deep One Hybrid, Innsmouth-tainted progeny Characteristic Average Rolls STR 65 (2D6+6) ×5 INT 65 (2D6+6)

revenge by exterminating the Great Race. Polyps still remain in their deep caverns and seem content to remain there, annihilating the few beings who chance upon them.

The entrances to their dwellings are mostly deep within ancient ruins where there are great wells sealed over with stone.

Inside these wells dwell the polyps still, ferocious alien fighters with a bewildering variety of attacks. Ancient tales tell that they have the power to control great winds, able to cause devastation, as well as target individuals. # Special Powers Invisibility: By spending 1 magic point per round, a polyp can turn totally invisible. It still can be roughly located by the constant, nauseating piping sound that always accompanies it. Anyone trying to hit an invisible polyp must make a successful Listen roll to tell where it is, and if located, any rolls to hit it are made with one penalty die.

Polyps naturally phase in and out of visibility, so a Luck roll must be made with each attack made upon it. If the Luck roll is failed the Polyp phases just at that moment and the attack is made with one penalty die. When a polyp is invisible, it does not attack with its tentacles, but may still use one of the wind attacks or cast spells. Spells: Polyps have a 70% chance of knowing 1D10 spells. # Flying Polyps, Terrors from the blackness below Characteristic Average Rolls STR 250 (4D6+36) ×5 INT 70 (4D6) ×5 POW 80 (3D6+6) ×5 HP: 37Average Damage Bonus: +5D6 (but use only for Wind Blast)Average Build: 6Average Magic Points: 16Move: 8/12 flying # Attacks Attacks per round: 2D6 (each round, roll 2D6 to determine how many tentacles form); may use only one wind-based attack per round. Fighting Attacks: Polyps continually form and dissolve tentacles from their bodies. Tentacle damage is done directly to the target's hit points, ignoring any body armor.

The wound takes the form of a windburn or desiccation of tissue. Note: Each of the polypoid wind abilities cost them 1 magic point per round to use.

Wind Blast: The wind blast has a base range of 20 yards and a 10-yard-diameter cylinder of effect emanating from the polyp's damage bonus. The cylindrical blast can extend further than 20 yards, but loses 1D6 damage for each multiple of the base distance—thus a target at 39 yards would take 4D6 (damage bonus minus 1D6), and a target at 41 yards would take 3D6 damage. Victims of the wind blast literally have their flesh stripped from their bones and their skin dehydrated and wind-burned, and are blown backwards for a number of yards equal to the hit points they have lost.

minus 1D6), and a target at 41 yards would take 3D6 damage. Victims of the wind attack has a range of 1,000 yards and can blow without diminishment around corners or up through winding corridors. Although the wind emanates from the polyp, it has a peculiar sucking effect on the target, slowing down him or her and forcing the target to make an opposed STR roll versus the polyp's POW. Beyond 200 yards this becomes less effective and one bonus die is granted to the target wins, he or she may move normally.

The flying polyp can move at full speed while using this ability, so it may be both chasing interesting prey and slowing it. This technique may be used on multiple targets within 30 yards of one another. Each other target gains one bonus die on the STR roll to oppose the polyp. The polyp may choose its targets. Windstorm Attack: A polyp can generate

The windstorm has a speed of half a mile per hour per point of POW of the participating polyp. This windstorm is local, losing 5 mph of force for every 200 yards it travels. A group of polyps can generate hurricane-force winds within an area of a few square miles. Targets take 1D4 damage for every 20 mph above 100 mph of wind speed; those that succeed in a Luck roll take half damage.

Fighting 85% (42/17), damage 1D10 Wind blast 70% (35/14), damage bonus (lowered by 1D6 per 20 yards distance) Dodge 30% (15/6) Armor: 4 points, plus invisibility.

The extra-terrene polyp takes only minimum damage from physical weapons, which is reduced again by 4 points due to the monster's skin armor. Enchanted weapons do full normal damage, as do forces such as heat or electricity. Sanity Loss: 1D3/1D20 Sanity points to see a flying polyp. # Formless Spawn When the men of K'n-Yan went down into N'Kai's black abyss with their great atom-power searchlights, they found living things—living things that oozed along stone channels and worshipped onyx and basalt images of Tsathoggua. But they were not toads like Tsathoggua himself. Far worse—they were amorphous lumps of viscous black slime that took temporary shapes for various purposes. The explorers of K'N-Yan did not pause for detailed observations, and those that escaped alive sealed the passage. —H.P. Lovecraft and Zealia Bishop, The Mound These black, protean beings change shapes in an instant, from toad-like lumps to elongated things with hundreds of rudimentary legs. They ooze through small cracks and enlarge their appendages at will. They are closely associated with Tsathoggua, often found in his temples or in sunless caverns. # Special Powers Spells: Formless Spawn, Shape-shifting horrors Characteristic Average Rolls STR 90 (1D6+6) ×5 to (6D6+6) ×5 CON 50 (3D6) ×5 SIZ 120 (1D6+12) ×5 to (6D6+12) ×5 DEX 95 (2D6+12) ×5 INT 65 (2D6+6) ×5 POW 50 (3D6) ×5) HP: 17Average Build: 3Average Buil forming whips, tentacles, and other appendages with which to bludgeon and strike their opponents. Bite: The victim is instantly swallowed. Each round thereafter the victim takes 1 points of damage from constriction—the damage done per round progressively increasing by 1 point (e.g., on the second round 2 points of damage are taken, and so forth). While swallowed, the victim may take no action whatsoever, though friends may attempt to slay the monster to free him or her. A formless spawn can make one Bite attack per round and can continue to swallow prey until having swallowed its own SIZ in prey. While digesting a victim, a spawn may continue to fight but may not shift location without disgorging what it has swallowed. Grab (mnvr): Grabs an opponent using one of its whip like appendages; range is always one-fifth of the monster's SIZ in yards. Fighting 60% (30/12), damage bonus Bite 30% (15/6), damage swallowed Dodge 47% (23/9) Armor: Immune to all physical weapons, even enchanted ones—wounds simply snap closed after being opened. Spells may affect them, as may fire, chemicals, or other forces. Sanity Loss: 1/1D10 Sanity points to see a formless spawn # Ghast Repulsive beings which die in the light...and leap on long hind legs...a pair of yellowish red eyes...Ghasts have indeed an excellent sense of smell...something about the size of a small horse hopped out into the grey twilight, and Carter turned sick at the absence of a nose, a forehead, and other particulars...They spoke in coughing gutturals. —H. P. Lovecraft, The Dream-Ouest of Unknown of K'n-Yan may be relatives of, or even be examples of, ghasts. If this is the case, then ghasts are evidently tamable, though primitive and savage. # Ghasts, Unwholesome scabrous beasts Characteristic Average Rolls STR 110 (3D6+12) ×5 SIZ 130 (4D6+12) ×5 DEX 65 (2D6+6) ×5 INT 15 (1D6) ×5 POW 50 (3D6) ×5 HP: 20Average Bonus: +2D6. Average Bonus: + None. Skills: Stealth 70%. Sanity Loss: 0/1D8 Sanity points to see a ghast. # Ghoul These figures were seldom completely human, but often approached humanity in varying degree. Most of the bodies, while roughly bipedal, had a forward slumping, and a vaguely canine cast. The texture of the majority was a kind of unpleasant rubberiness. —H.P. Lovecraft, Pickman's Model Ghouls are loathsome humanoids with rubbery skin, hooflike feet, canine features, and claws. They are often encrusted with grave mold collected as they feed. They dwell in tunnel systems beneath many cities, often centered on graveyards and ancient catacombs. They are known to have commerce with witches and those seeking unspeakable pleasures, although an unwitting human is more likely to be attacked when encountered. Bark lore suggests that it is possible for a human to transform into a ghoul over a prolonged period. # Special Powers Spells: ghouls have a 15% chance of knowing 1D10 spells. # Ghouls, Mocking charnel feeders Characteristic Average Rolls STR 80 (3D6+6) ×5 EX 65 (2D6+6) ×5 EX

sual range of unarmed attacks one become diseased if not treated. Bite and hold (mnvr): If the ghoul's bite strikes home it hangs on instead of using claw attacks, and worries the victim with its far pace or continuing to 0.104 damage automatically per round. An opposed STR roll is defined 50%. Sanity Loss: 0/1D6 Sanity points to see a ghoul. Chouls may be the third work of rolled damage in the dead of using claw attacks, and worries the victim with its far great hards. States the states are continuing to 0.104 damage 10.04 (20/8), damage 10.04 (20/8) Admage 1

When injured, the beings seem able to either regrow or attach new limbs as needed. After death, a mi-go dissolves into a pool of translucent goo within a few hours. This goo quickly dries out, leaving only an oily stain. The mi-go worship both Nyarlathotep and Shub- Niggurath, and possibly others. They hire or compel human agents to simplify and front their operations on Earth and, consequently, are sometimes connected to cults. Occasional sightings in remote places have become the source of the Abominable Snowman stories told in the Himalayas, as well as perhaps the truth behind supposed encounters with aliens or flying saucers. Mi-go are inquisitive scientists, capable of astounding surgical feats, including the placing of living human brains in life-sustaining metal tubes.

They can then attach speaking, listening, and seeing devices to the tubes, so that the brains can interact with those around them.

Such contained brains may then be carried around and taken into the vacuum and cold of space, allowing their favored human servants the opportunity to visit distant stars and other mi-go outposts. # Special Powers Hypnosis: By introducing ultra-high and ultra-low frequency tones into its buzzing, the mi-go can put one or many humans listening to

monsters of the dreamlands. 4 Posted by Morgan Hua on 20th Apr 2021 The books have chock-full of information. Vol 1 is on creatures.

it into a trance state. Those within forty-feet of a buzzing mi-go must succeed in an opposed POW roll. Void Light: Creates a sink from which photons will not emerge. The mi-go must spend 1 magic point for every cubic yard of blackness desired. No light can escape the affected area, making a useful visual protection for these fragile aliens. The darkness may be like a sheet or a spherical volume. Spells: Mi-go have a 25% chance of knowing 1D3 spells. # Mi-Go, Enigmatic scientists from Yuggoth Characteristic Average Rolls STR 50 (3D6) x5 CON 50 (3D6) x5 SIZ 50 (3D6) x5

It is said such abominations are wise in the lore of the Mythos and may be gifted as familiars to witches and sorcerers beloved of the dark gods. Brown Jenkin, the familiar of Keziah Mason, the witch, was a rat-thing. # Special Powers Spells: Rat-things have a 30% chance of knowing 1D3 spells; those who knew spells in life retain that knowledge as rat-things. If the rat-thing is a gift from an Outer God or somesuch entity, it is likely to know many more spells. # Rat-Things, malevolent mockers and scuttling spies Characteristic Average Bonus: -2Average Build: - 2Average Magic Points: 7Move: 9 # Attacks Attacks per round: 1D3 hit points to the unfortunate victim. Fighting 35%

(17/7), damage 1D4 + damage bonusDodge 45% (22/9)Armor: None, but attacks to hit a running rat-thing are made with one penalty die.Skills: Dodge 45%, Stealth 75%, Listen 50%. Sanity points to see a rat-thing; if the rat-thing was known to the observer in life, however, it costs 1/1D8 Sanity points to see it. # Serpent People Old they are, rising and falling before the ascent of humanity.

Now, they sleep, waiting until they can rise again to reclaim this world. Tall and slender they were, with scaled skin upon humanoid forms dressed in robes or tunics, with two legs and arms, a long neck, and a strong tail.

Ophidian heads possessing two eyes, a lipless mouth containing a forked tongue, and simple holes for ears. Indeed, these majestic snakes did craft wondrous science and magic. —from the Necronomicon Serpent people resemble upright serpents with ophidian heads and scales, a tail, and two arms and legs. A refined and cultured race, often met dressed in robes. Yig is reversed above all other gods of the serpent people, for he is the father of all snakes. In ancient times, some blasphemers chose instead to pray to Tsathoggua—they were destroyed by a vengeful god millions of years ago and it is doubtful whether any such outcasts remain to peddle their false litanies. The serpent people's first

this desired and the striped before even dinosaurs walked the Earth, some two hundred and seventy-five million years ago. They built black basalt cities and fought wars, all in the Permian era or before. They were then great sorcerers devoting much energial for the striped for the stri

Technology: Being great scientists, serpent people may have access to, or the ability to construct, useful technology—see Chapter 13: Artifacts and Alien Devices in the Keeper Rulebook (opens new window). # Serpent People, Full atavism Characteristic Average Rolls STR 50 (3D6) ×5 SIZ 50 (3D6) ×5 SIZ 50 (3D6) ×5 SIZ 50 (3D6) ×5 INT 80 (3D6+6) ×5 POW 65 (2D6+6) ×5 HP: 10Average Bonus: none. Average Bonus: none. Average Build: 0Average Bonus: 13Move: 8 # Attacks Attacks per round: 1Fighting attacks: Serpent people have the usual range of unarmed attacks open to humanoids.

They may use all weapons known to man, clutching them effectively in taloned hands. Bite: The bite of a serpent people may have access to, or the ability to construct, useful technology—see Chapter 13: Artifacts and Alien Devices in the Keeper Rulebook (opens new window). # Serpent People, Full atavism Characteristic Average Rolls STR 50 (3D6) ×5 SIZ 50 (3D6) ×5

They may use all weapons known to man, clutching them effectively in taloned hands. Bite: The bite of a serpent person is highly poisonous. The victim must succeed in an Extreme CON roll—if failed take 1D8 damage 1D3 + damage bonusBite 35% (17/7), damage 1D8 + poison (see above)Dodge 32% (16/6)Armor: 1-point scales. Skills: Intimidate 60%, Sciences: (Biology) 40%, Cybemistry) 40%, Spot Hidden 35%. Sanity Loss: 0/1D6 Sanity points to see a serpent person. # Shoggoth The nightmare, plastic column of fetid, black iridescence ozed tightly onward...A shapeless congerie of protoplasmic bubbles, fairn to must succeed in an Extreme CON roll—if failed take 1D8 damage 1D3 + damage bonusBite 35% (17/7), damage 1D8 + poison (see above)Dodge 32% (16/6)Armor: 1-point scales. Skills: Intimidate 60%, Sciences: (Biology) 40%, (Chemistry) 40%, Spot Hidden 35%. Sanity Loss: 0/1D6 Sanity points to see a serpent person. # Shoggoth The nightmare, plastic column of fetid, black iridescence ozed tightly onward...A shapeless congerie of protoplasmic bubbles, fainty self-luminous, and with myriads of temporary eyes forming an unforming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind had swept so evilly free of all little front in the shapeless congerie of protoplasmic bubbles, fainty self-luminous, and with myriads of temporary eyes forming and unforming as pustules of greenish light all ower the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind had swept so evily free of all little floor forming in the shapeles of greenish light and the protoplasmic bubbles, fainty self-luminous, and with myriads of temporary eyes forming and unforming as pustules of greenish light all ower the tunnel-filling front that in the light floor forming in the feat of the purpose. Penguin floor fair floor forming floor that it and its kind had

do only 1 point of damage per hit; (3) a shoggoth regenerates 2 hit points per round. Sanity Loss: 1D6/1D20 Sanity points to see a shoggoth. As the science of genetics grows from infancy to maturity, the day may come when experiments reveal a hitherto unknown code in the cells of all living things on Earth. The code, when activated, causes cells to modify, allowing a hybridized and rapid evolution never before seen in nature—with flesh instantaneously adapting to changing environments.

Will mankind welcome or revolt in horror at the shoggoth within us all? # Yig, Children of Know the children of Yig, or the sacred of Yig, are large snakes that bear Yig's mark on their heads, that of a white crescent. Usually, such snakes are above-average sized venomous members of their species common to the locale. Thus, in North America, diamondback rattlesnakes, copperheads, cottonmouths, and timber rattlesnakes might appear as Yig's children. These monster snakes are directed by Yig's will or that of the god's servants and may be found guarding sacred sites or artifacts. Otherwise, they may be directed to seek and strike at those who have displeased Yig—they are relentless hunters, who will trail their target until able to strike. Having bitten the target, the chosen of Yig does not remain to fight but disappears as suddenly as it arrived.

Sometimes, a child of Yig is sent to deliver a less lethal message, with Yig using the snake to impart some form of message, perhaps a warning or a reminder that Yig sees all. # Child of Yig, monstrous snakes Two example children of Yig are provided. For other snake types, take the maximum characteristics for a particular species and dd +1D10 to every statistic. Characteristic Copperhead Rattlesnake STR 30 40 CON 40 40 SIZ 20 30 DEX 90 90 POW 60 60 Attribute Copperhead Rattlesnake Average Hit Points 6 7 Average Banage Bonus (DB) n/a n/a Nerage Bonus (DB) n/a n/a Nerage Bonus (DB) n/a n/a Nerage Bonus (DB) n/a n

scenarios deep in the heart of Cthulhu Mythos lore. While humanity may crave both comfort and truth, only one or the other is possible. Sold separately, the Malleus Monstrorum Keeper Deck provides over 60 monsters on handy tarot-sized cards for quick reference. After studying and selecting the fiendish mythos beast you plan to throw at your players, keep your epic 2 volume slipcase in your library and come to the table with gorgeously illustrated cards with all relevant information at your fingertips! Learn more about the Malleus Monstrorum Keeper Deck here. Do you play on a Virtual Tabletop? Our partners offer products for playing this scenario online.

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"An important entry in the 7th Edition library... the breadth of the project is authoritative and all-inclusive. If I have a question about a Cthulhu Mythos monster this is probably the first place I'm going to go to now." — Dave Thaumavore, YouTube Review. "Jaw-dropping... its exquisite art and its refined text make it one of the most striking publications."

of the current edition. Alongside The Grand Grimoire of Cthulhu Mythos Magic, it will be part of the wish list of all fans of the system." — Donjon Master, (review is in Portuguese).. "The Malleus Monstrorum goes deep into the creating their own cosmic horrors. All in all, Malleus Monstrorum sets an excellent standard for RPG bestiary collections, both now and in the future." — Never Read the Latin, Bestiary collections, both now and in the future." — Never Read the Heats." — The Gaming Gang, A Monstrorum Sets an excellent standard for RPG bestiary collections, both now and in the future." — Never Read the Heats." — The Gaming Gang, A Monstrorum Sets an excellent standard for RPG bestiary collections, both now and in the future." — Never Read the Heats." — The Gaming Gang, A Monstrorum Sets and the special standard for the first book of monsters alone. What a horrifying and terrifying and terr

5 Posted by Scott Edward Nash on 30th Sep 2021 The Slipcase set is really, really nice. The case itself is thick and sturdy, the books are high quality and each has a ribbon bookmark. The content is where it really shines though, very thorough background information and ideas how to use the Deities and minions in your campaigns. The amount effort to create these manuals must have been a labor of love. There is so much information it is really amazing. Well worth more than the asking price.

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Some of the well-known creatures don't have illustrated in this set. Even though the horror should be left to the imagination of Players, as a GM, I'd like an illustration to help me, so I can pick a detail that I can focus on or give as a hint.

Some entries are not guite alphabetical, but based on their place of origin, for example: "Tindalos, Hounds of" or "Shub-Niggurath, Dark Young of." Overall, a great set of books in a handsome slipcase. 5 Posted by BG Sheppard on 26th Jan 2021 I've said for years that Chaosium will sell you more game, me

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