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# CRITTER • CACHE

## LOVECRAFTIAN BESTIARY SAMPLE

# CTHULHU

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# CTHULHU

Cthulhu is a terrible cosmic entity that some may call a god; and, certainly, the dreadful Cthulhu rivals the gods in sheer power. However, Cthulhu is not a true god, and instead belongs to a race of loosely connected beings called simply the Old Ones or occasionally, the Great Old Ones. These vast and terrible entities hail from a reality that is much different from our own; a reality outside of normal space and time, where even the gods cannot and dare not venture.

Cthulhu and the other Great Old Ones are so ancient that many of them existed before the world was formed. Like great, cosmic interlopers they came to our reality and found the world to their liking. Many settled here and created massive, eldritch cities which they filled with their spawn: lesser beings created in their own image. However, with the rise of the mortal gods, the cosmic laws of the universe changed, and the Great Old Ones living in the natural world were cursed and fell into a deep sleep. Their cities crumbled or sank beneath the waves, and they now slumber, forgotten by all but the most lunatic madmen, waiting for a time when the stars align and they may yet again rule this world.

When Cthulhu and his spawn came to the world, they settled on a swampy continent that has long since vanished. They built the terrible city of R'lyeh and lived there for many eons, occasionally battling other primordial races, such as the Elder Things and the Great Race of Yith, for control of the natural world. When mortals and their gods appeared, the dawning of this new age triggered a series of cataclysms that destroyed the domains of many of the Great Old Ones. R'lyeh and the vast island continent where it lay sank beneath the waves, and only the mighty spells of Cthulhu kept the city from total destruction. R'lyeh now sits on the bottom of some nameless ocean, preserved against the elements, its inhabitants and ruler slumbering in a corpse-like sleep.

Despite the fact that Cthulhu is imprisoned and slumbering beneath the ocean, its mind is still very much active. It has witnessed the rise of the mortal races over the eons, and although it first dismissed dwarves, elves, humans, and others as inconsequential, it has long since realized that the key to its freedom and return to power lies within these pathetic, ephemeral creatures. By invading the dreams of mortals, Cthulhu is able to influence their actions, and a number of cults have sprung up across the land devoted to this strange and terrible being.

Cthulhu's cults are devoted to a singular purpose: freeing their master from its watery prison. To do this, cultists seek out the ruins of the Great Old Ones' ancient domains, hoping to find forgotten magic that might revive Cthulhu and its spawn and raise the dead city of R'lyeh. Cthulhu often visits

its cultists in their dreams, imparting its wishes to them in a series of mind-altering nightmares. Because of these horrific means of communications, senior cultists are often irrevocably insane.

## CTHULHU LORE

**Dungeoneering or Religion DC 25:** Cthulhu is a terrible cosmic entity that hails from an alternate reality; a reality where the normal laws of magic and science do not apply. Although it commands god-like power, Cthulhu is not a god in any sense that mortals might understand. Cryptic writings concerning this entity hint that there may be beings of a similar ilk, with even more power and destructive ability.

Cthulhu is served by lesser entities that resemble it in outward appearance and are often referred to as its star spawn. These star spawn may have travelled along with Cthulhu when it came to the world many eons ago.

**Dungeoneering or Religion DC 30:** Cthulhu and its spawn dwell in the sunken city of R'lyeh, where they exist in a corpse-like slumber, waiting for an eventual return to power. The city is a weird and awful place, where Cyclopean architecture forms strange and impossible angles that twist the mind and wrench the soul. In a vast sepulcher in the heart of R'lyeh, Cthulhu sleeps away the eons surrounded by the most potent of its spawn. Although sleeping, Cthulhu's mind is active and it speaks to its cultists through dreams and nightmares, directing them to seek a means to its freedom.

Cults dedicated to Cthulhu are often found near the sea, and are typically small and isolated. Most cultists have little regard for their own lives, and are driven to gather esoteric knowledge and ancient magics in an attempt to free their master. The vile race of aquatic humanoids known as the deep ones is known to worship Cthulhu as a god, and they may ally themselves with human cultists operating near the oceans and seas they inhabit.

**Dungeoneering or Religion DC 35:** Cthulhu's physical form is awful beyond description. Only a few ancient stone idols depict the terrible entity in its true form, and even these minor representations can cause swift madness to those who gaze on them for too long. Those that have the awesome misfortune to actually view Cthulhu in person are likely to have the sanity blasted from their minds or simply die from fright.

If released onto this world, Cthulhu would appear as a mountainous humanoid, hundreds of feet tall, with slimy green skin and an octopoid head with hundreds of writhing tentacles. Two vast wings jut from Cthulhu's back, and its arms are long, thin, and tipped with wide, grasping talons. An awful stench, like the sudden opening of a thousand graves, accompanies Cthulhu, and its vast, luminous eyes roil with ineffable power and malignity.







## Cthulhu

Level 35 Solo Soldier

Gargantuan aberrant humanoid (aquatic) XP 235,000

**Initiative** +29

**Senses** Perception +35; darkvision, truesight 20

**Nightmarish Presence (Fear, Psychic)** aura 10; enemies with fewer levels than Cthulhu in the aura take a -5 penalty to attack rolls and saving throws. Enemies that enter or start their turns in the aura take 25 psychic damage.

**HP** 1,288; **Bloodied** 644

**AC** 51; **Fortitude** 49, **Reflex** 48, **Will** 49

**Immune** to attacks from creatures under level 25, poison, sleep; **Resist** 15 all

**Saving Throws** +5

**Speed** 10, swim 10, fly 12 (hover), overland flight 15

**Action Points** 2

⬇ **Flabby Claws** (standard; at-will)  
Reach 4; +42 vs. AC; 4d10+13 damage, and the target is grabbed (until escape).

⬇ **Wing Slam** (standard; at-will)  
Reach 4; +42 vs. AC; 4d8+13 damage, and the target is pushed 2 squares and knocked prone.

⬇ **Horrific Tentacles** (minor; at-will) ♦ **Healing, Necrotic**  
Grabbed target only; +40 vs. Fortitude; 3d10 + 13 necrotic damage, and the target loses 3 healing surges. If the target is reduced to 0 healing surges with this power, it is slain, and Cthulhu regains 322 hit points. The target cannot be raised from the dead until Cthulhu is destroyed or it chooses to release the target's soul.

✈ **Soul-Shattering Gaze** (minor 1/round; at-will) ♦ **Gaze, Psychic**  
Ranged 10; +40 vs. Will, 3d6 + 13 psychic damage, and the target is dazed, slowed, and weakened (save ends all).

⬇ **A Mountain Walked** (when Cthulhu ends its move action on the ground; at-will)  
Close burst 4; +38 vs. Reflex; 2d6 + 13 damage, and Large or smaller targets are knocked prone.

⬇ **Ensnaing Madness** (standard; recharge ⓂⓂ) ♦ **Charm, Fear, Psychic**

Close burst 10; +38 vs. Will; 4d10 + 13 psychic damage, and the target is pulled 5 squares and stunned (save ends). If the target is pulled within 4 squares of Cthulhu, Cthulhu can make a melee basic attack against the target as a free action. *Aftereffect:* The target is dominated (save ends).

**Whisperer in Darkness** (whenever a sentient creature takes an extended rest within 1 mile of Cthulhu; at-will) ♦ **Psychic**  
+40 vs. Will; 3d10 + 13 psychic damage, the target regains no healing surges and suffers a -2 penalty to attack rolls and saving throws until it can take an uninterrupted extended rest.

**Threatening Reach**

Cthulhu can make opportunity attack against enemies within 4 squares of it.

**Alignment** Chaotic evil

**Languages** Common, Primordial, telepathy 20

**Skills** Arcana +33, Athletics +35, History +33, Insight +35, Intimidate +34, Religion +33

**Str** 36 (+30)

**Dex** 30 (+27)

**Wis** 36 (+30)

**Con** 34 (+29)

**Int** 32 (+28)

**Cha** 34 (+29)

**Description** *The great sepulcher yawns open, and from the inky blackness of its Cyclopean interior you hear the wet, fluid shifting of something massive. When utter horror and blasphemy claws its way from the tomb that has held it for eons uncounted, your mind quails at the sheer size and utter wrongness of the thing. Standing taller than the tallest tower, mighty Cthulhu has a cephalopoid head writhing with hundreds of grasping tentacles and two long taloned appendages that reach out to draw you into its slimy embrace. Two gargantuan wings unfurl, blotting out the sun and sanity of the natural world, and you find yourself drawn into two churning orbs that have seen such terrible sights and secrets to shred any mortal mind.*

## CTHULHU'S TACTICS

Cthulhu begins combat with *ensnaing madness*, and then grabs up the two closest targets within reach. It presses the unfortunate victims to its tentacled head to drain them of life with *horrific tentacles*, and then spends a minor action each round to drain one of its grabbed targets until they escape or are slain. If Cthulhu has two targets grabbed, it uses *wing slam* to smash aside other enemies. Each round, Cthulhu spends a move action to make use of a *mountain walked* and targets an enemy with *soul-shattering gaze*.

If sorely pressed, Cthulhu spends its action points to use *horrific tentacles* on a grabbed opponent up to three times in a single round, hoping to drain it completely of life and heal its wounds. Cthulhu is all but impervious to damage from lesser beings, but if reduced to less than a quarter of its starting hit points, it seeks to escape to the air or dive beneath the waves.

