

— Cthonian Broodling —

R'lyeh stirs and shakes with the awakening of its monstrous inhabitant, the Ancient One, Cthulhu. As Cthulhu begins to awake after eons untold, his mind once more boils with thoughts unfathomable to all. Some thoughts are so powerful, they create actual creatures; creatures who are born embryonic and malnourished.

They are known as Cthonian Broodlings, and they hunger for their essence: thought. Arriving on our shores, they stalk the air of coastal towns looking to sate their constant hunger. One would know when a Cthonian Broodling is hungry by its red glowing organs that shine through its translucent skin. However, most never see this telltale sign; as a creature of thought, Broodlings can make themselves invisible to anyone without a means of magical sight.

Cthonian Broodlings feed by ensnaring their victim's heads and slowly draining them of their sanity, creativity, and willpower. This can take days, and eventually leaves the victim a distant, aloof husk. If you had a means of seeing the supernatural, you could spot the serpent-like form of the Broodling wrapped around their victim, their wings flapping languidly as their ethereal touch slowly siphoned off every coherent thought.

The creatures can be fought and killed, as their bodies are covered with a frail skin, resembling an amniotic sac. As long as you can see them, you can strike them. And although they resemble Cthulhu, they bear nothing of their progenitor's grim power. However, it should be mentioned that even though you can hope to kill these creatures, the appearance of a Cthonian Broodling always means the impending arrival of Cthulhu, and therefore, all hope for you has already been lost.



Handwritten signature and notes, possibly including the name 'Cthulhu'.

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Knacks

Major NPC: This NPC may strain themselves once to restore their dice pool limit to their dice pool maximum. If this NPC is wounded after they have strained themselves once, they are immediately killed or knocked unconscious at the GM's discretion.

Ethereal: This NPC may move through solid objects and ignores obstacles and terrain. All attacks against it have disadvantage, it cannot suffer injuries, and it reduces the damage from attacks to 0.

Feaster of Thoughts: Once per turn, this NPC may perform a complex action using **Agility**. If it succeeds, it wraps around one engaged character. If that character is aware of this NPC's presence, they can attempt to disengage from this NPC, but they suffer **disadvantage** in its attempts to do so. If they are not aware of this NPC, they may move freely, but this NPC moves with them and remains wrapped around them. While this NPC remains wrapped around a character, this NPC adds 1 to all dice results of any complex actions it performs using **Wits, Presence, Intuition, Knowledge, or Lore**, and the character subtracts 2 from all dice results of any complex actions they perform with those skills. If this NPC remains wrapped around a character for a week, these bonuses and penalties become permanent.

Invisible: This NPC cannot be seen except by magical means.

Weaknesses

Thought Made Flesh: If a character has some means of seeing this NPC (such as a relic or spell that reveals anything invisible), they also ignore this character's Ethereal ability.

Equipment

Flailing Tentacles: Skill (Melee Combat), Damage 2, Injury Rating 4, Range Engaged. **Terrible Caress** (if an attack with this weapon generates at least two successes, the target suffers 1 horror).

KITAB AL MANAZIR— ANNOTATED EDITION (TOME)

Rare

Alternative Names: *The Book of Optics, De Aspectibus, Perspectiva*

Knowledge Bonus: optical science, physics

Translated as *The Book of Optics*, this scientific treatise was written in the early 10th century BCE by Ibn al-Haytham, an Arabic scholar hailed today as “the father of modern optics.” Ibn al-Haytham proposed that vision was the result of rays entering the eye, and that those rays had forms of light and color. His work forms the basis of most optical science.

This particular untranslated edition has been painstakingly transcribed by hand and includes numerous marginalia written in the same handwriting as the transcription. Whether the book was written by Ibn al-Haytham or a close student is up for debate (although the text is entirely in Arabic). However, some of the marginalia detail particular alchemical and vocal incantations that, when properly applied, can enhance or modify a person's sight.

The *Kitab al Manazir—Annotated Edition* contains the following spells:

The Eye is a Lens: Your character may perform a complex action using **Knowledge** to cast this spell. If they succeed, for the next hour they may focus their eyes to make distant objects appear up to four times closer than they actually are. In addition, when your character performs complex actions to notice distant objects with **Wits** or evaluates distant objects with **Intuition** or **Knowledge** while this spell is active, they do so with **advantage**.

To See the Unseen Rays: Your character may perform a complex action using **Lore** to cast this spell. If they succeed, for the next hour they may see anything that is normally invisible. However, if your character rolls one or more results of 1, they see something not meant to be seen by mortal eyes, and they suffer 1 horror.