

Zgrozy:

DEVILETARIUM

A supplement for Call of Cthulhu 7th edition



Zgrozy

Deviletarium

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Deviletarium is a part of the Zgrozy series of third-party products for Call of Cthulhu 7ed. To use it, only the Starter Set is needed, which can be downloaded [HERE](#).

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Outsider

A spider-like shape emerged from the shadows, then hid in the storage room. The doctor wanted to believe that his senses were playing tricks on him, that it was all a mere delusion, just like the Poe's Sphinx. These attempts, however, proved futile, because the body of the beast did not have a reassuringly familiar, arachnoid shape. A spherical, glass jewel adorned it, and it was impossible to link it with any living organisms or works of human hands known to him.

A mysterious stranger from another world, who unfortunately appeared on Earth. Clad in an advanced exoskeleton that serves as both an enhancement and extension of its biological body, the alien resembles a hybrid of a spider and a space rover. Stripped of its armor, the alien seems similar to a plant or fungus, and it certainly has nothing in common with anthropoids.

This creature belongs to an obscure race of space travelers who explore planets in the local cluster. Unfortunately, due to some malfunction of its ship, the alien was unable to leave this world. It also quickly determined that any interaction with the natives could adversely affect the development of this ecosystem, let alone risk interception of its technology.

Wanting to escape the muddy planet as quickly as possible, the outsider immediately began repairing the shuttle. It holed up in the former factory complex and slowly reconstructed the damaged parts of the ship. However, due to the limited availability of tools, it had to venture into the vicinity of human settlements several times.

These expeditions turned out to be as risky for the alien as they were frightening for the natives cursed with too keen an eyesight. One of the farmers working at night saw the outsider, neither an insect nor a machine, and notified the authorities. These, of course, did not react, deeming the witness a madman.

In the meantime, the alien collected the materials necessary to repair its vehicle. Although it operated under the cover of night, it was certainly noticed several more times by people who fancied walks in the moonlight.

The presence of the outsider could not be completely ignored. One of the witnesses decided to report the incident to people who, he heard, had dealt with equally strange cases before.

At this point, the investigators can enter the scene.

When you use an outsider in your game, keep in mind that its ultimate goal is to return to its home system. The alien is rather passive and will avoid combat at all costs. It will also never seek confrontation; when attacked, the outsider will defend itself mainly with paralyzing beam.

A life-threatening situation or people intercepting technology from its ship are the two exceptions. In either of them, an outsider will eliminate the offending party, then remove all evidence of its presence on Earth, by any means necessary.

Using a would-be robber (perhaps a family member of an investigator?) as a plot thread can introduce a bit of drama, make moral choices a bit more grey, and push the alien to act in a more aggressive way.

Outsiders, Space explorers

STR 130 CON 120 SIZ 120 DEX 80 INT 85 POW 100

HP 28

Damage Bonus: +1D6

Build: 3

Magic Points: 20

Move: 11

ATTACKS

Attacks per round: 2

Fighting attacks: Outsiders' strong blows are augmented by their exoskeleton's arms. In combination with the paralyzing ray, they make these aliens dangerous foes.

Paralyzing Ray: One of the exoskeleton's arms is connected to a weapon that uses electrical discharges. The paralyzing ray has 20 charges and takes 1 round to reload. Each shot does 1D6 points of damage to the target and has a 50% chance to paralyze them for 2 rounds. The ray has a basic range of 50 yards.

Fighting 60% (30/12), damage 1D4 + 1D6

Paralyzing Ray 60% (30/12), damage 1D6

Dodge 40% (20/8)

Armor: 2-point exoskeleton

Sanity Loss: 1/1D6 Sanity points to see an outsider.



Immortal

For a long time, my husband dreamed of various terribilities. He rarely described these hideous images, but when he did, I quickly asked him to stop. He kept on about how his inspiration was a life more real than that which humans could attain. One morning, he found an egg beside his pillow, lying there as if nothing had happened. This egg is the spawn of his impure thoughts.

The bizarre affliction that has befallen the somnologist regularly brought disturbingly realistic nightmares upon him. These visions hid secrets and plans of entities quite different from humans.

The scientist responded to this blasphemous invitation and attempted to understand the images sent to him every night. The unexplored forces saw the man's preternatural astral potential and apparently decided that he was nothing like his measly species, nor the backward world in which he was stuck. Therefore, guided by an inhuman sort of altruism, these entities decided to help the somnologist.

Thus, the scientist came into possession of the mysterious egg. Ever since this hideous thing found its way into the doctor's estate, his wife began to seek help. Perhaps she will use her contacts and somehow get in touch with the investigators? Or maybe, by pure coincidence, it will be the investigators who find a desperate woman and decide to help her? Regardless of how the investigation begins, the investigators will either witness a series of events leading up to the horrible finale or manage to prevent them from coming to fruition.

The egg is, naturally, the first phase of the development of all kinds of creatures, and this case is no different. It starts the somnologist's story and heralds further threats that may soon take a new form.

Although the situation itself seems very disturbing from the get-go, the doctor will completely ignore the circumstances in which he came into possession of the artifact. However, he may insist that the egg is a gift received from some "Higher Beings" as a reward for wisdom and open mind. The somnologist will also watch the egg like a hawk, especially if he senses "bad intentions" from his wife or anyone else in his immediate vicinity.

The egg itself, initially small and covered with a delicate layer of slime, will begin to grow and swell over time, becoming covered with small growths. This condition will be preceded by a molting of some kind, after which the doctor's health will begin deteriorating.

The link between these two events will be obvious for some and remain mere coincidence for others. One thing is certain—the bigger the egg, the weaker the somnologist will be. This condition, of course, will not last long. The scientist will die soon, protecting the priceless artifact until the end and not letting anyone near it.

After the somnologist dies, the egg will cease to grow and the fleshy twigs covering the shell will subside and wither. This, however, is not the end. The forces that haunted the doctor promised him the gift of true life and are intent on keeping their promise. From the very beginning, they wanted to let the scientist ascend and break him out of the weak, human form.

A few weeks after the doctor's funeral, a new, blasphemously augmented creature will hatch from the egg. An indescribable transformation will bring the man back to life. The body of the newly hatched monster will be covered with tumorous growths, and its preternatural strength will frighten all who stand in its way. Though seemingly humanoid, it will remain just a grotesque reflection of the person the deceased once was.

One small, yet undeniably noticeable detail will prove the most repugnant. Although the creature can no longer be described as human, in its green eyes you will still be able to see the doctor's intellect and brilliance.

Immortals, Born anew

STR 95 CON 100 SIZ 90 DEX 110 INT 100 POW 75

HP 19

Damage Bonus: +1D4

Build: 1

Magic Points: 4

Move: 10

SPECIAL POWERS

Drain Life: The growths which cover the body of an immortal allow it to feed on the vital forces of its victims. If the creature grabs an animal or a human, it does 1D6 points of damage to the target and regains half as much hit points.

ATTACKS

Attacks per round: 3

Fighting attacks: Immortals have the usual range of unarmed attacks open to humanoids.

Fighting 50% (25/10), damage 1D6 + 1D4

Grab (mnvr) grabbed and held and subjected to drain life each round

Dodge 55% (27/11)

Armor: 1-point tumorous growth

Sanity Loss: 1/1D6 Sanity points to see an immortal.

An immortal is the result of unsuccessful intervention of alien forces into the human evolution. Although the doctor rightly assumed that the entities encountered in his dreams mean him no harm, he did not foresee that they might simply be wrong. Their noble intentions proved to be of little value, because while the somnologist's mind might be (at least in their opinion) suitable for full ascension, his body was categorically unprepared. After hatching, an immortal will be confused and scared. Soon after realizing that its transformation has not gone as it should, the creature will attempt to contact its donors.

Perhaps the creature will use some artifact to perform the summoning ritual, or perhaps it will use the vital forces of the abducted people or animals for the same purpose. The decision, as usual, is up to the Keeper. In either case, an immortal will not stop in its attempts to become equal with the gods.

If, at any moment, the somnologist's widowed wife stands in the way of this particular immortal, it will briefly regain clarity of mind. Perhaps she can even influence the behavior of the monster.



Outcast

Atlach-Nacha's wayward daughter

Everything starts with nightmares. Every hideousness starts there.

Although Atlach-Nacha does not count humans among its cultists, it can still grant power and wisdom to those it chooses. In addition to a variety of spells, the spider god can bestow upon its pets the most magnificent honor they can receive—the gift of transformation.

Women who survive the bite of deadly spiders slowly transform into Daughters of Atlach-Nacha, spider creature that serve the deity by helping it weave the web that spans over a bottomless abyss. Extremely rarely, however, Atlach-Nacha still brings them woe instead of weal. For some reason, the deity decides to dispose of them, either siccing their “siblings” from Leng on them, or personally slaying the unwanted spawn. In the first case, there is a small chance that the creature—now known as an outcast—will free herself and escape from the spider god's domain.

From then on, the wayward daughter's journey between dimensions begins, until she finally finds herself in her home world. There, she will begin to live a miserable life without kin and home. Although the outcast will no longer be under the protection of its creator, she will still pose a threat to her former people.

Physically, outcasts do not differ much from their fully ascended sisters. They have undergone a complete metamorphosis, and like the others, they are almost completely black except for their bloated bellies, marked with streaks of putrid green and gold. For some outcasts, these colors begin to fade after leaving the Atlach-Nacha's domain, and an additional, ninth arm grows from their cephalothorax. No consensus on the cause of this mutation exists, though some sorcerers see it as the final act of Atlach-Nacha's renunciation of its daughter.

After exile, an outcast will immediately start looking for the perfect place to build a nest. It must be a place close to human settlements, and at the same time not frequented by potential intruders. Therefore, the most convenient locations for an outcast's nest include sewers, crypts, abandoned warehouses, or attics and basements in municipal buildings.

Some outcasts develop an interesting adaptability that makes hunting easier for them. During their stay in the Dreamlands, they master the ability to influence other creatures with their mind. This manifests primarily as nightmares in which the victim writhes trapped in a spider's web, sometimes unable to make even the slightest movement, as if paralyzed by some venom.

Curiously, the victim looks for an outcast's nest even harder when the visions become more annoying. If they do not resist the wayward daughter's will in time, sooner or later they will go to her lair, most likely falling into a trap. If the victim is prone to sleepwalking, it may even happen against their will.

If an outcast happens to possess telepathic abilities, she can nest in far greater number of places. Since the she-spider does not have to patiently wait for her victims, but only lure them in with her powers, there is nothing preventing her from occupying, for example, one of the apartments in a boardinghouse. As more tenants mysteriously disappear and the remainder complain about bizarre nightmares with surprisingly converging themes, investigators can enter the scene.

Outcasts, Atlach-Nacha's wayward daughters

STR 80 CON 110 SIZ 90 DEX 90 INT 55 POW 80
HP 20

Damage Bonus: +1D6

Build: 2

Magic Points: 16

Move: 12

SPECIAL POWERS

Spiderweb: An outcast can send nightmares that serve as hideous invitations to her lair. The character targeted by this power must perform three opposing POW rolls over the next three nights. If all three rolls are successful, the target knows the location of an outcast's lair and that she has set a trap. If two rolls are successful and one is failed, the target fully resisted an outcast's power. If two rolls are failed and one is successful, the target feels an inexplicable urge to travel to an outcast's lair. If all three rolls are failed, the target immediately makes haste to the lair.

ATTACKS

Attacks per round: 1

Fighting attacks: Outcasts will shy away from frontal combat, instead trying to sneak upon their enemies. When backed into a corner, they can use their many legs as weapons.

Bite: A bite penetrates any mundane armor and injects paralyzing poison. The target must make a Hard CON roll to resist for 1D4 rounds, after which the roll must be made again. If the second roll is also successful, the poison has been resisted. If either roll is failed the target is paralyzed.

Cast web: The target is entangled in a strong, sticky web. Breaking out requires an opposed STR roll versus the web's STR 80.

Fighting 50% (25/10), damage bonus (1D6) or bite (see above)

Cast web 65% (32/13), see above

Dodge 45% (22/9)

Armor: 3-point chitin and fur

Sanity Loss: 1/1D4 Sanity points to see an outcast.

While an outcast can certainly be the backbone of a simple monster-hunting adventure, she can also be used to introduce the cult of Atlach-Nacha into the story.

Perhaps the mysterious disappearances will attract not only the investigators, but also cultists who will want to capture and enslave an outcast, or use her carcass to summon something far, far worse...



To divide and create new ones, to divide and create new ones...

When the spores bloom, Ormuddah sends its Gifts...