

# Eldritch Invertebrae

Researched & Published by  
the Reverend Alfred Purefoy

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***Eldritch Invertebrae*** is a resource designed for any GM or Keeper who wants to add some (unpleasant) flavour to the remote, shunned and generally noisome parts of the world that the party will end up in. The intended setting is **Darkisle**, DRAKAT Games' fictional British island, but the invertebrate animals described in this book will work in most temperate climates. This resource is written with the Cthulhu Mythos in mind, with the premise being that the eldritch horrors that stalk the world may have left their mark on the wildlife in certain dark corners. However, you could maybe find a use for these creatures in a fantasy setting, or even on an alien planet.

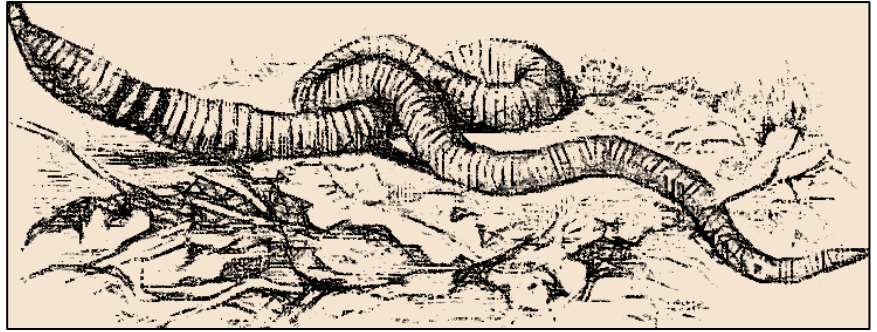
*Eldritch Invertebrae* takes the form of a pamphlet written in the early 1920s by the keen amateur natural historian Reverend Alfred Purefoy. The good Reverend made several trips to Darkisle, following in the footsteps of his hero, the pioneering naturalist Dr Edward Palmer, who disappeared while on one of his surveys of the island during the Nineteenth Century. This was to be the last pamphlet ever published by Purefoy: prior to 1<sup>st</sup> November 1923 the party may bump into him during one of his forays to Darkisle, but on that date he too disappears, never to be seen again. It doesn't pay to show too much interest in certain places....

There are no game stats or references to Darkisle in the invertebrate descriptions, allowing you to give them out as a resource no matter what the setting. Instead, a separate '*Notes for the Keeper/GM*' section at the end of the resource gives some ideas of how you may want to use these animals in an RPG context, including suggested *Call of Cthulhu*-compatible stats.

## **Banded Earthworm (*Lumbricus terrestris variostis*)**

### **History & nomenclature**

While very similar to the Common Earthworm (*Lumbricus terrestris*), the Banded Earthworm is a distinct subspecies that to date has been found only in this part of the world. The common name derives from



three black segments positioned near the head. As is common in these parts, folklore has attached a number of superstitions to these animals, dating far back into history.

### **Description**

Like the Common Earthworm, the Banded Earthworm is for the most part a pinkish hue. It typically attains a length of twelve inches, though specimens up to twice that are not uncommon. Its girth is somewhat greater than that of the Common Earthworm. The most obvious means of identification is the distinctive arrangement of three black segments towards the head of the creature. Another difference is the presence of chitinous “raspers” in the mouth that act as tiny, sharp teeth. The Banded Earthworm is reputed to move more quickly than its Common cousin, and to possess greater strength: indeed, the author has witnessed them winning tugs-of-war with garden birds, successfully escaping below ground.

### **Habitat**

As might be expected, the Banded Earthworm spends most of its life below ground, where it burrows through the soil by ingesting it, excreting it on the surface as a distinct red-tinged cast. Nutrition is not gained from the soil: as with other earthworms, it is anecic, that is to say it emerges to feed on the surface. Unlike other earthworms, however, the Banded Earthworm prefers dead insects or animal faeces to vegetable matter. Indeed, it is often found feasting on carrion. This preference for a carnivorous diet means the worm can survive in quite barren earth that does not have enough vegetable matter to sustain other species of earthworm. The worm typically emerges at night, though may be forced to the surface in daytime if heavy rainfall floods its burrows.

### **Notes**

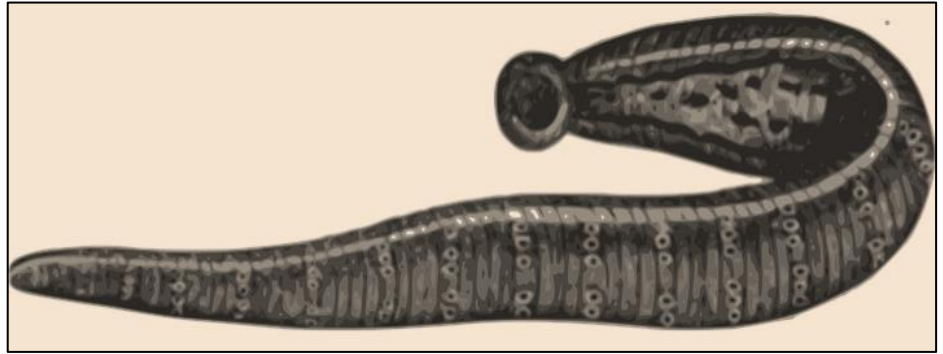
In truth there appears to be little that is remarkable about the Banded Earthworm. However, that has not prevented a number of colourful myths from springing up relating to it. These were no doubt originally inspired by its (admittedly) unusual preference for carrion. Tales abound of great swarms of these worms emerging by night to overwhelm and consume living animals: even, on occasion, sleeping humans. It is further held that such behaviour can actually be invoked by magic.

Naturally, these rather lurid fantasies may safely be discounted. However, as with many myths there may be some grain of undiscovered fact hidden within such stories. While Banded Earthworms are hermaphroditic, mating occurs between individuals. This occurs on the surface: when conditions are right, it is not unfeasible that many worms might emerge to reproduce in the same vicinity on the same night, perhaps giving rise to stories of swarming. While the author did not observe this directly, daylight certainly revealed signs of increasing Banded Earthworm activity during the final nights of his last study trip.

## Dreen Leech (*Hirudo evacuaris*)

### History & nomenclature

For centuries those few outsiders with knowledge of the wildlife of the area have assumed the *dreen* was simply a local name for the Medicinal Leech, *Hirudo medicinalis*. It was only recently that specimens



returned by the author were confirmed to be a separate species. The common name is most probably a corruption of the word “drain”, no doubt a reference to the creature’s dangerous propensity to ingest blood. The author took this as inspiration for the species suffix, which has a similar meaning in Latin.

### Description

The Dreen Leech grows up to some six inches in length and is a muddy brown colour, with dark green mottling in older specimens. It has two suckers, one at each end. The posterior sucker is small and used for maintaining position on a surface. The anterior sucker is much larger and circular in form. It contains three sets of jaws, each possessing about 40 tiny teeth. While leeches are generally renowned for the quantity of blood they may consume, relative to their body size, the capacity of the Dreen Leech is truly remarkable: it is estimated that an adult may ingest up to 38 cubic inches of blood, or about 1¼ pints. When fully gorged the Dreen Leech is virtually spherical, and changes to a dark orange hue.

### Habitat

The Dreen Leech lives in stagnant, weed-choked fresh water with low visibility, such as might be found in ponds, large ditches and marshy areas. It is able to survive for some considerable time out of water, and indeed emerges from the water to mate and lay eggs.

### Notes

While not greatly different to *H. medicinalis* in appearance or lifecycle, what sets the Dreen Leech apart is its voracious appetite. The Medicinal Leech will typically ingest one cubic inch of blood during a single feed, a fraction of what the Dreen Leech is capable of consuming. For this reason, the use of leeches for medicinal blood-letting – common in many parts during less enlightened times – was never adopted in this region. As with the Medicinal Leech, the saliva of the Dreen Leech would appear to contain substances that act to anaesthetise the wound and thin the blood, preventing it from clotting. There are instances of clothed humans falling into leech-infested water and being latched onto by several of the creatures, which immediately began to feed, unnoticed by the unfortunate host. If left unchecked, the feeding of two or three leeches will lead to the symptoms of serious blood-loss: four or more could indeed prove fatal. The safest way to remove a Dreen Leech is to squeeze either side of the anterior sucker, which will oblige it to release its grip. Simply tearing the leech off will leave the jaws embedded in the skin, risking infection. Burning or applying salt to the leech seems to cause it to vomit into the wound, again causing infection. Once sated, the Dreen Leech will drop off the victim and – notwithstanding the limitations caused by its new-found bulk – will attempt to reach a concealed, shady spot where it will remain for some days while digesting its meal.



## Lattur Slug (*Limax latturis*)

### History & nomenclature

The Lattur Slug, like several animals in this region, was not recognised as a distinct species until recently. In this case, *Lattur Slug* was assumed to be a local name for the Great Grey



Slug, *Limax maximus*, until the author returned a number of living specimens. The common name derives from a local dialect word meaning “slow”. This may seem quite tautological when applied to a slug, but in fact it refers to the toxic effect of its mucus.

### Description

The Lattur Slug is similar in appearance to other keeled slugs. The upper body is a dark brown, with the sole of the foot a pale yellow. Adults sport single black lateral stripes and a black patch near the anterior of the upper body. The shield covering the forward portion of the upper body is much less prominent than that of *L. maximus*, being thin and of the same colouring as the rest of the upper body. Beneath it is a vestigial internal shell. There are four tentacles on the head, the upper two acting as eye stalks. When mature it achieves a length of some six inches.

### Habitat

Lattur Slugs are most often found in hedgerows and lightly wooded areas. They rest by day in a hidden cranny, such as under a log or a stone, emerging at night to feed on fungi, decaying vegetable matter and tender new plant growth. The leaves of mature feverfew plants (*Bellis hypnosii*) are a particular favourite of the species during the summer months. Limited observation would indicate that they return to the same resting place each morning. They are not especially common near human dwellings, probably due to competition from *L. maximus*. In the winter, they seek out a well-insulated hiding place and hibernate.

### Notes

While there are some minor anatomical differences from other slugs, the most notable feature of the Lattur Slug is the mucus it secretes. As well as facilitating the movement of the slug across the ground, it also contains a toxin, presumably for defensive reasons. The toxin appears to impair the motor functions of any creature that comes into contact with it. The effect is most pronounced on small amphibians and birds, which can, it is reputed, be found paralysed after attempting to consume a Lattur Slug. Mammals are also affected, and the author can attest that prolonged exposure can induce slowed responses and fuddled thinking in a human: a quite literal example of “sluggishness” which fortunately lasts no more than an hour.

The properties of Lattur Slug mucus were not lost on past inhabitants of the locality, leading to legends of witches harvesting it as an ingredient for their potions. Its reputed uses are two-fold. One such preparation is alleged to act as a poison, slowing the victim’s movement and thinking and thus rendering them vulnerable. More fancifully, another is said to be taken willingly by those who wish to commune with magical forces, opening their minds to supernatural experiences.

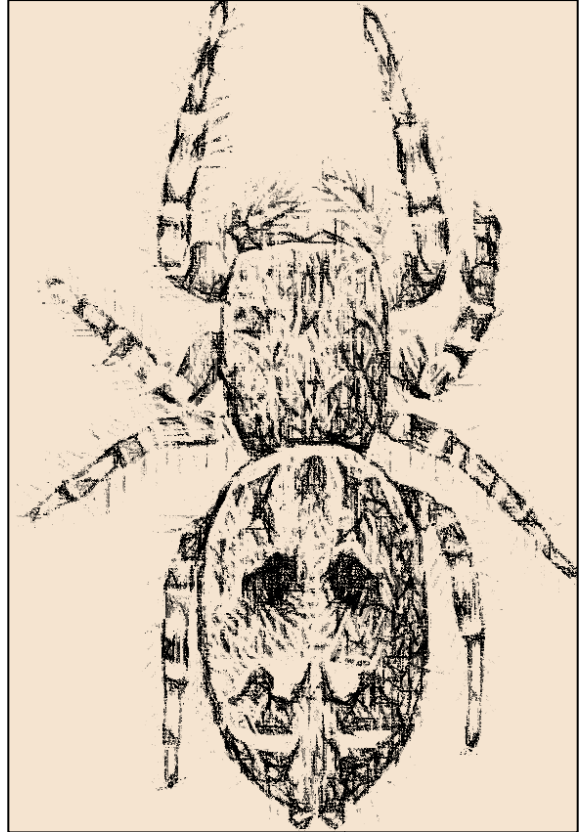
## Swarming Spider (*Tegenaria purefoyi* - disputed)

### History & nomenclature

This species was recently identified by the author. With variation within spider species common, there has been some reluctance among the scientific community to recognise it. Indeed, the Swarming Spider does share many characteristics with the very widespread *Tegenaria agrestis*. However, it is evident that in both anatomy and behaviour the Swarming Spider is sufficiently different from *T. agrestis* to be considered a separate species: the author is confident that this argument will be accepted in time. He trusts that the reader will forgive the presumption implicit in his suggested scientific name! The common name refers to an alarming aspect of the spider's nature.

### Description

The Swarming Spider is a mottled brown in colour, with banded patterning on the legs. The patterning on the body varies, but one constant feature is a pair of dark spots approximately mid-way along the upper abdomen. The eyes are quite different from those of *T. agrestis*: there is a large forward-facing pair of primary eyes, with three pairs of tiny secondary eyes on the upper cephalothorax. An adult female attains a length of  $\frac{3}{4}$  of an inch (excluding legs), with the male about half this size. The bite of the Swarming Spider can break the skin and is sufficiently venomous to give it a bad reputation in the area.



### Habitat

This spider rarely enters human habitations, though can be found living on the outside of homes and within unoccupied outhouses. However, the species prefers woodland.

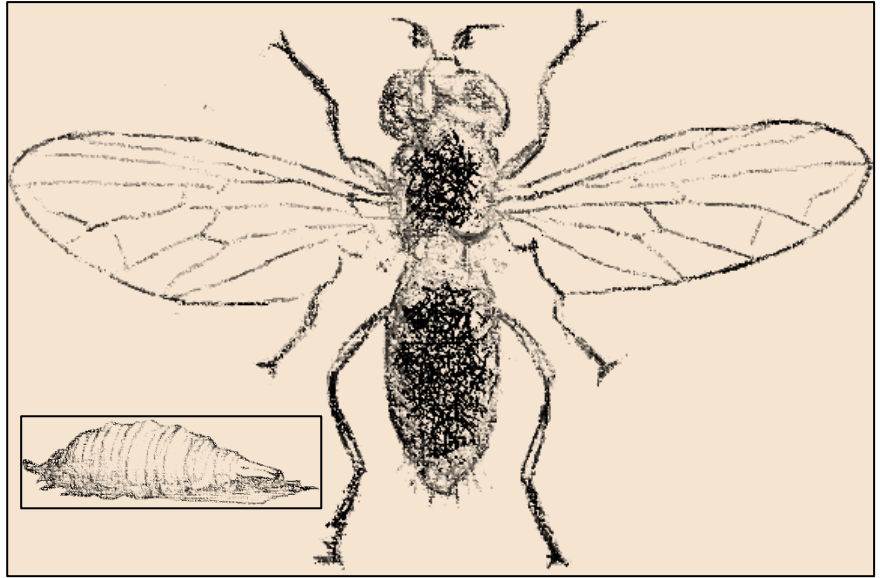
### Notes

For the greater part of the year, the Swarming Spider is unremarkable. It spins a funnel-shaped web in some quiet cranny, waiting for insects to chance into it. It is most active at night, withdrawing to a small safe space near its web during the day. The young travel from their hatchery during the spring as they seek a territory, and males travel about during the late summer in search of mates. It is the behaviour of the fertilised females in the early autumn that earns the species its common name. These females travel (reputedly on the night of the full Harvest Moon) to certain locations, usually deep within woodland, but occasionally within abandoned buildings. There they work together to create a single large web within which all their eggs are deposited, to hatch in the spring. The females become highly aggressive during this process, and if disturbed will attack as a swarm. The amount of venom injected during a swarm attack will kill even larger mammals, possibly including humans. It is possible that the remains of such victims could provide the hatched young with their first meal. Local folklore claims that such swarms may be sent to punish those who have somehow offended some form of "spider spirit" associated with these parts.

## Yar Fly (*Musca domestica auris*)

### History & nomenclature

The first mention of this insect was made in H.P. Sturton's *Travels to Unfriendly Climes* in 1784, wherein he stated "the region is afflicted by most noisome winged insects that are termed Yar Flies. They are unpleasing in both sound and aspect and are renowned for flying in close attendance of the head, on which they constantly seek to alight." Specimens returned by Dr Edward Palmer were recognised as a subspecies of the common



House Fly *Musca domestica*. The common name of Yar Fly is almost certainly a corruption of "Ear Fly". This is most likely a reference to the local superstition that, unless prevented, the Yar Fly will seek to enter the ear of a human to lay its eggs.

### Description

The Yar Fly is somewhat similar to the House Fly, though notably larger, attaining a length (excluding legs) of half an inch, with a wingspan of nearly an inch. The body is jet black in colour, with the wings translucent. There is but one pair of flight wings, the rear pair reduced to vestiges. In addition to bristles on the legs and rear of the abdomen, there are distinctive patches of black fur on the upper thorax and abdomen. Flight is somewhat ponderous, the wings beating with a distinctive humming drone of low pitch. Unusually, only one egg is laid at a time, this hatching into a relatively large maggot of pale yellow colour, with a pincer-like jaw (see the inset in the accompanying illustration).

### Habitat

The Yar Fly is not especially common, especially not when compared to the House Fly, whose habitat they share. They frequent human dwellings, no doubt for the food available there, but can also be found in farmyards, in woodland and near stagnant fresh water.

### Notes

As with the House Fly, the Yar Fly is a carrier of disease. However, its reputed lifecycle is what truly makes it unpopular. Upon detecting its characteristic drone, locals will take immediate measures to avoid or kill the Yar Fly, for it is said to lay its eggs on a living host into which the maggot will burrow, living within the flesh for some days before emerging as an adult fly. Worse yet, it is attested that a favoured place to lay eggs is the ear of an unwary human, with the maggot then entering the brain *via* the ear canal, driving the victim to madness before the adult re-emerges from the ear some days later. While the author has yet to ascertain the truth of the insect's full lifecycle, these accounts sound fanciful in the extreme. It is proposed that such notions stem from the Yar Fly's predilection for flying in close attendance of humans, orbiting the head in particular. This habit, together with its distinctive drone, do indeed make it an exceedingly distracting creature. However, the author suggests that the Yar Fly is but an annoyance, and no worse.

## Notes for the Keeper/GM

All of these creatures can be treated purely as rather unpleasant but ordinary invertebrates. However, you may also choose to regard the folklore about them as true, opening up the possibility that these creatures do indeed have some Mythos aspect to them (or whatever supernatural forces are present in your game).

### About these stats

The notes below are hopefully sufficient to help you use these creatures with any rules. The stats quoted are for *Call of Cthulhu 7<sup>th</sup> Edition* rules. For earlier editions, disregard **Build** and divide the stated DEX by 5.

These creatures are so tiny that it is meaningless assigning stats to them for most characteristics. They are small, weak, fragile and have tiny brains that mainly follow instinct. They are very easy to kill: any sort of blow or simply stepping on them will destroy them. They have no magical abilities, though they may be susceptible to being used as the agents of spell casters or Mythos beings.

### Banded Earthworm

These look very much like normal earthworms (nightcrawlers, if you're from North America). The tiny jaw of a single worm is obviously no threat to a human. However, you can use them to give a grim sense of decay to a place: players might come upon the corpse of an animal being picked clean by them or find a writhing mass of them in the sack that should have held the week's supplies. If you choose to allow Banded Earthworms to attack a human, such an attack will only be credible if the victim is somewhere near open earth (camping, say) and very heavily asleep or otherwise incapacitated.

Banded Earthworm (animal)								
Av.Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
-5	N/A	N/A	N/A	N/A	N/A	5	N/A	0.2
Armour: None Damage Bonus: N/A SAN: See below					Only attacks as a swarm – see below			
Notes: See ‘About these stats’  Will only attack as a swarm of 5D6 x 10 worms. The swarm will act with a collective DEX of 5. The chance of a successful attack is <i>0.5% x the number of worms in the swarm</i> (round fractions up), with the damage inflicted being 1 HP. When fighting a swarm, it will be very hard to miss: any type of weapon will secure a hit on anything other than a Fumble roll. A bullet will only kill 1 worm, a blade will kill D6, while simply tearing, stamping or splatting with a blunt instrument will kill D6 x 5 worms.								

### Eldritch Options

Banded Earthworms could be used as agents of Chthonians. If the players are getting close to foiling a plot by the Chthonians or their allies, the Chthonians may telepathically instruct the Banded Earthworms to swarm to the surface to attack or at least scare off their enemies. Seeing a swarm of carnivorous worms is scary: characters must make a SAN roll or lose D4 SAN (no loss if successful).



## **Dreen Leech**

Normal leeches are quite disgusting enough, but the Dreen's blood-drinking capacity makes it worse yet. If a character falls into water inhabited by Dreen Leeches, D6 of them will quickly latch on to their body. They move quickly in the water and are adept at getting inside all but the tightest clothing. The presence of the leeches will be obvious on bare skin, but when hidden by clothing the victim will be unaware that they are being fed on, the leeches' bites anaesthetised by their saliva. Eventually the sheer size of the leeches may give them away. However, by this stage the victim will be feeling fuzzy headed and lethargic, and may even faint, so might not realise what is happening unless there is someone there to alert them to the odd, squishy swellings visible under their clothes. In addition to blood loss, there is a risk of infection if feeding leeches are not removed correctly.

Dreen Leech (invertebrate animal)								
Av.Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
-5	N/A	N/A	N/A	N/A	N/A	40	N/A	0.5/6*
Armour: None Damage Bonus: N/A SAN: No SAN loss					See below for special attack			
Notes: See 'About these stats'								
* <b>Move</b> is 0.5 on land, 6 in water								
<p>Each Dreen Leech will feed for three hours if not disturbed. The damage done by this blood loss is 1 HP per leech per hour. After three hours the leeches will detach and attempt to wriggle away. The victim should not be informed of this damage, but instead should suffer increasing penalties on skill rolls, and once more than half their HP have been lost may faint from low blood pressure, at the GM's discretion.</p> <p>Tearing off a feeding leech risks an infection, unless a successful First Aid roll is made to prise the jaws off and clean the wound. If this doesn't happen, the chance of an infection is 5% per leech. If infected, the victim will be ill with a fever for D6 days and will lose D6 HP. If you're using <i>Call of Cthulhu 7e</i> rules, an Extreme CON roll will halve both the time ill and the HP lost. If you're using older <i>Call of Cthulhu</i> rules, a percentile roll that is less than or equal to CON will have the same effect. For other rules, use any saving throws against poison that are permitted. You may also allow successful medical treatment to reduce the time ill and HP lost.</p> <p>If the leech was burnt or salted off, the risk of infection is worse. The chance of infection increases to 15% per leech, the time ill will be 2D6 days and 2D6 HP will be lost. Allow the same opportunities as above to reduce the time and damage.</p>								

### ***Eldritch Options***

There is no eldritch aspect to the Dreen Leech. It's just a really yucky creature.

## Lattur Slug

By all appearances a very normal slug, with slug-like habits. The Lattur Slug offers no threat of itself to characters. Only prolonged handling of one of these slugs will have a noticeable effect on humans – and let's face it, who's going to do that? Also, they will not be found together in large numbers, so there is no danger of blundering into a mass of them and receiving multiple doses. However, the properties of their slime allow for some interesting options. Note the link to the feverdream plant, featured in *Eldritch Flora*. The 'befuddling potion' made from Lattur Slug mucus is not magical: the person preparing it must simply know the local folklore concerning its preparation, which involves harvesting the slime of ten or more adult Lattur Slugs in a jar then stirring in a little diluted vinegar. The potion is normally kept in a phial and must be used within two days. It has no effect on contact with the skin but is effective if swallowed. It tastes unpleasant, so would normally be added to strongly flavoured drink or food.

Lattur Slug (invertebrate animal)								
Av.Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
-5	N/A	N/A	N/A	N/A	N/A	5	N/A	0.1
Armour: None Damage Bonus: N/A SAN: No SAN loss					See below for special properties			
Notes: See ‘About these stats’								
<p>If a human’s bare skin makes contact with a Lattur Slug, the toxin in its mucus may slightly impair them. If using <i>Call of Cthulhu 7e</i> rules, they need to make an Extreme CON roll: if they succeed there is no effect. Otherwise, the person’s DEX is reduced by 1, and they suffer a 5% penalty on all skill rolls. These effects are temporary and will only last for D6 x 10 minutes. If you’re using older <i>Call of Cthulhu</i> rules, a percentile roll that is less than or equal to CON will be needed to avoid these effects. For other rules, use any saving throws against poison that are permitted</p> <p>Once the potion has been swallowed, the victim will suffer its effects immediately. If using <i>Call of Cthulhu 7e</i> rules, they need to make an Extreme CON roll: if they succeed they will feel a little groggy for a few minutes, but nothing else. Otherwise, the toxin will act on their nervous system to slow down both movement and thought: DEX and Move are temporarily halved, as are all skill chances. This will last for D6 x 10 minutes, after which they will recover completely, and their stats will return to normal. If you’re using older <i>Call of Cthulhu</i> rules, a percentile roll that is less than or equal to CON will be needed to avoid the above effects. For other rules, use any saving throws against poison that are permitted. Successful treatment against poison will halve the period of time that the toxin acts on the victim.</p>								

## ***Eldritch Options***

The other reported use of Lattur Slug mucus is the one that could give the creature an eldritch aspect. Its habit of feasting on feverdream plants means its mucus contains the aromatic ingredient that can send people into the Dreamlands. Crushed sloe berries are added to the above potion, which is then gently simmered down until just a purple sludge remains. Once dry this is pounded to a powder with pestle and mortar. The powder must then be sprinkled on the evening meal that same day and consumed. If you use the *Call of Cthulhu Dreamlands* rules, that night the character's consciousness directly enters the Dreamlands. Alternatively, they awake next day after strange and terrible dreams. Have them make a SAN roll – failing it means these dreams cost them D4 Sanity Points. You may allow them a D3 increase in Mythos score, and possible insight to a Mythos-related problem that is troubling them.

## Swarming Spider

An unremarkable small spider that is normally no threat to humans, it is the behaviour of a swarm of them that makes them a threat. While an individual spider may bite a human in self-defence and inject a tiny amount of venom, this will not result in actual harm. However, the concerted attacks of a swarm can be very dangerous for anyone who blunders into their huge, dense nesting web. This web is not strong enough to hold a human, but strands of it might temporarily blind someone by sticking to their face. If the victim is able to stagger some distance away, the spiders will quickly drop off and return to the nest. The venom has a preserving effect: if undiscovered, the corpse of a victim that died near the nest will be sufficiently preserved to serve as a feast for the thousands of hatchling spiders that emerge from the nesting web in spring.

Swarming Spider (invertebrate animal)								
Av.Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
-8	N/A	N/A	N/A	N/A	N/A	75	N/A	2
Armour: None Damage Bonus: N/A SAN: See below					Only attacks as a swarm – see below			
Notes: See ‘About these stats’								
Will only attack as a swarm of 5D6 x 20 spiders. The swarm will act with a collective DEX of 75. The chance of a successful attack is <i>0.25% x the number of spiders in the swarm</i> (round fractions up). Instead of inflicting damage, each successful attack injects one 1 ‘Venom Unit’ into the victim. Should the number of Venom Units equal the victim’s HP, they faint – at this point the spiders will cease the attack. At the end of the combat, add up the number of Venom Units injected: the table below gives suggestions for the resulting damage.								
Venom Units injected		Call of Cthulhu 7e rules		Call of Cthulhu older rules		Other rules system		
1-7		Treat as Very Mild Poison. Victim passes out for D10 minutes. Making an Extreme CON roll negates this.		Roll on the Resistance Table for the potency of the venom (equals the number of Venom Units, with a max. of 20) against the victim's CON. Failure means the victim suffers damage equal to the potency. Success means the damage is halved.		Minor damage* (a successful saving throw, if allowed, reduces this to zero)		
8-14		Treat as Mild Poison. Victim Suffers D10 HP damage. Making an Extreme CON roll halves damage.				Moderate damage* (a successful saving throw, if allowed, reduces this to minor damage)		
15 or more		Treat as Moderate Poison. Victim suffers 2D10 HP damage. Making an Extreme CON roll halves damage.				Major damage* (a successful saving throw, if allowed, reduces this to moderate damage)		
* Interpret these damage levels yourself in terms of the rules you are using								
When fighting a swarm, it will be very hard to miss: any type of weapon will secure a hit on anything other than a Fumble roll. A bullet will kill D6 spiders, a blade will kill D6 x 3, while simply beating, stamping or splatting with a blunt instrument will kill D6 x 15 spiders. Seeing such a swarm is scary: characters must make a SAN roll or lose D4 SAN (no loss if successful).								

## Eldritch Options

The Swarming Spiders may be especially attuned to the control of Atlach-Nacha, The Spider God. If displeased with a character (possibly in response to a plea for help from a cultist), Atlach-Nacha will (during the summer or early autumn only) send Swarming Spiders to mass together to spin a large web in the character's abode. When the web is disturbed, the swarm will emerge to attack. Unlike when defending a nesting web, the spiders will not desist if the victim attempts to flee.

## Yar Fly

A large, rather heavy-looking variant of the housefly. The fur on their back is a bit like the fur on bumblebees; but black, matted and unwholesome-looking. This, combined with their low-pitched drone and their habit of flying close to the head, can be used to build up a picture of very unwelcome insects that plague the party as they try and go about their work. Having the party find out about the fly's reputed lifecycle may encourage some nervousness when it is around.

If a Yar Fly manages to lay an egg in the ear of a character, it will be at night. Within a couple of hours, the egg will hatch, and the maggot will make its way through the ear canal and into the brain. It will feed there for five days before returning to the inner ear to pupate. After two days the adult fly emerges from the pupa and squeezes back out along the route the maggot took, emerging at night from the ear. The amount of brain matter eaten by the maggot is tiny, however the slime it secretes contains chemicals that attack the brain, leading to a loss of sanity.

A character afflicted by the maggot of a Yar Fly should not know about it: instead, you should make any dice rolls in secret and drip-feed them information about confusing things that they alone seem able to hear or see. Subject to a SAN roll, these may build to paranoia, with the actions of all around them seeming sinister and threatening. These symptoms will cease once the maggot pupates.

Yar Fly (invertebrate animal)								
Av.Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
-8	N/A	N/A	N/A	N/A	N/A	90	N/A	7
Armour: None Damage Bonus: N/A SAN: see below					See below for special properties			
Notes: See ‘ <b>About these stats</b> ’								
<p>The Yar Fly will only attempt to lay its egg at night, when the victim is asleep. The victim should be given some chance to hear/sense the fly as it crawls into their ear: if using <i>Call of Cthulhu 7<sup>th</sup> edition</i> rules they need to make a Hard Listen roll: for older versions, they need roll equal to or less than half their Listen skill. If they succeed they wake in time; otherwise an egg is laid, and the maggot will be inside the victim’s brain by the morning. Over the following days the victim will start to hear and see things that make them feel on edge and threatened: imagined muttered threats, murderous glances, things seen moving from the corner of their eye. On the third day, make a SAN roll – success means the victim loses 2 sanity points, failure means they lose 3D4 sanity points. A loss of 5 or more sanity points sends them fully paranoid until the end of the fifth day.</p> <p>On the evening of the seventh day, the victim will be plagued by an unbearable itching sensation deep within the afflicted ear, ceasing only when the fly emerges.</p>								

### **Eldritch Options**

Perhaps the Yar Fly is, on occasion, directed by some malign Mythos intelligence to target a character, with the maggot imbued by some preternatural magic with the ability to control the mind of the victim while it is active in their brain. Along with the sanity loss, for each night of the five days that the maggot is active, make an opposed roll for the victim's POW versus that of the maggot. The maggot's POW is 12 on the first night, increasing by one each night up to 16 on the fifth night. If the victim loses the roll, that night they will be compelled to sleepwalk and do whatever task the Mythos being directing the maggot wishes. Examples might be attacking a colleague, destroying evidence, opening a window to let a cultist in, casting a very unwise spell, etc. The victim will never be directed to injure themselves. They will go back to sleep afterwards and have no memory of the event.



## Acknowledgments

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### Special Shotguns

Lucius Carnford turns his attention to some of the more interesting shotguns available to the discerning gun collector of the 1920s. **Special Shotguns** features information on five interesting guns, reproduced in the original sepia.

### On a Wing and a Wave

**On a Wing and a Wave** describes a small airline operating a single flying boat to a remote backwater. Full technical details are given for the Supermarine Sea Eagle, a real aircraft of the time, with two suggested liveries and a mono line diagram to use if you want to design your own.

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**Eldritch Fauna** features Reverend Alfred Purefoy's accounts of five unpleasant, dangerous and downright strange animals. Ideal for unsettling player characters who are a long way from home. Designed as a resource that will be useful in many RPGs, **Eldritch Fauna** gives full information on these fictional creatures, with specific stats for use with *Call of Cthulhu* rules.

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