

Encyclopedia Cthulhiana

ARKHAM - Town located on the Miskatonic River in Essex County, Massachusetts. Arkham was founded in the latter 17th century by free-thinkers who found the area's religious communities too strict. The town grew slowly at first, with agriculture being the primary source of revenue. Around the year 1692, the witchcraft fever which swept Salem also touched Arkham. At least one witch, Keziah Mason, was sent by the Arkham authorities for trial at Salem, and another, Hesper Payne, was burnt following her conviction by the Arkham town fathers.

During the middle of the 18th century, Arkham became a thriving seaport; it was one of the town's most influential captains, Jeremiah Orne, who imparted the books and funds which led to the founding of Miskatonic Liberal College. By the beginning of the 19th century the sea trade had failed, but many mills began to spring up upon the banks of the Miskatonic. In 1861 Miskatonic Liberal College, which already enjoyed the highest reputation, became Miskatonic University. The flood of 1888 and the cholera outbreak of 1905 led to a serious decline in the town's fortunes. Arkham recovered from these disasters after a while, and flourished until the disastrous storm and flood of 1980, which destroyed much of the town.

Today several factories still offer Arkham sources of employment, but the town's most important source of revenue is Miskatonic University, one of the nation's most renowned schools and the possessor of the largest known collection of occult lore in the western hemisphere. The town is a paradise for the scholar and antiquarian, but offers little for the casual traveller.

BOOK OF DAGON - Set of stone cones given by the deep ones to Captain Obed Marsh after he had founded the Esoteric Order of Dagon in Innsmouth. Through help from his inhuman visitors, Marsh was able to translate the R'lyehian glyphs on the cones into English. The book was never published, and only a few handwritten copies exist.

This book, which serves as the scripture for the deep one cults, tells the history of the deep ones, and of the proper ways in which various religious ceremonies are to be carried out by the faithful.

CTHULHI (also STAR-SPAWN OF CTHULHU) - Beings that came to Earth with Cthulhu, that dream with their master in teh corpse-city of R'lyeh. Despite their ability to mold their form at will, they always resemble their master to some degree; indeed, they may all be descended from him.

The Cthulhu-spawn arrived on Earth many eons ago, building a great city on the newly-risen continent of R'lyeh. This incursion was resisted by the Elder Things of the Antarctic, but the Cthulhi beat them back into the ocean. Peace was finally declared, and both races settled back into their cities. In the end, however, R'lyeh sank beneath the waves, trapping Cthulhu and all of his spawn. Presumably the Cthulhi will awaken with their master when R'lyeh rises above the ocean.

CTHULHU - Great Old One resembling a clawed, octopus-headed humanoid with great bat-like wings. Cthulhu sleeps beneath the Pacific Ocean, but according to legend, he will one day awaken to rule the world.

Records of Cthulhu's origins are fragmentary, but it seems that he originated on the world of Vhoorl in the twenty-third nebula. He later traveled to the green double star of Xoth, where he mated with a creature named Idh-yaa to produce the Great Old Ones Ghatanothoa, Ythogtha, and Zoth-Ommog. From here Cthulhu, his children and a race of beings known as the Cthulhi flew to Saturn, and from there descended to Earth.

Upon their arrival, Cthulhu and his retinue took up residence on a continent in the Pacific Ocean, where they built the great stone city of R'lyeh. At first Cthulhu's spawn encountered resistance from the Elder Things, who had dwelt on Earth for millions of years before Cthulhu's coming. Following a war in which Cthulhu's spawn destroyed all of the Elder Thing's land cities, the two species declared peace and agreed not to harass each other. Following this arrangement, Cthulhu enjoyed many years of freedom on this world. During these millions of years humanity slowly evolved. Cthulhu spoke to these new beings telepathically and in their dreams, telling them where to find the statues in his image he had brought down from the stars and instructing them in the proper worship of the lord of R'lyeh. In this way the cult of Cthulhu began.

One day disaster struck black R'lyeh. It may have been the vengeance of unknown deities, changes in the stars or the moon being ripped from the Earth (though evidence suggests that Cthulhu's followers might have had a hand in this). No matter the cause, the city of R'lyeh sank beneath the Pacific Ocean, trapping Cthulhu and all of his spawn. The water blocked most of their telepathic signals, making them able to communicate with their worshipers only through dreams. They fell asleep, but they could not die. They were helpless to do anything but wait until the stars came right and they would be freed from their prisons. Since then, Cthulhu's tomb has emerged from the water from time to time, freeing him for brief durations. These have only been short respites for the Great Old One, for each time R'lyeh has sunk back beneath the sea after a few days or weeks. A day will come, however, when the black city will not return to the sea floor. Cthulhu will then kill and destroy across the world, ushering in a new age.

Cthulhu's cults are quite widespread; traces of his worship have appeared in Haiti, Louisiana, the South Pacific, Mexico, Arabia, Siberia, K'n-yan, and Greenland. The deathless priests who lead the cult live somewhere in the mountains of China, but the cult's true center is or was located somewhere in the Arabian desert. For the most part this cult has remained secret, but the Hawaiian islanders still tell legends of Kana-loa, the evil squid god who was imprisoned in the underworld, and the pioneering work of Professor Angell and his successors has given us much information about this secretive organization.

Rumor has it that Cthulhu himself is merely the high priest of Yog-Sothoth. Some enmity exists between Cthulhu and his "half-brother" Hastur the Unspeakable. Still, no one knows just how Cthulhu and Hastur are related, and why this conflict between them exists. In some texts, Cthulhu is called a water elemental. This information is probably erroneous, however, as it is the ocean that blocks his telepathic signals to humanity.

DAGON - Fish god worshiped by the Canaanites and adopted by the Philistines. Dagon has been connected with both agriculture and marine life, and may have been revered in order to bring fruitful harvests for both the farmer and the fisherman. It was the temple of Dagon, according to the Bible, which Samson brought down upon his tormentors (Judges 16:23). Later, when the Ark of the Covenant was left in the temple of Dagon, the statue of that deity

was mutilated (1 Samuel 5:2). Legend has it that the Phoenicians came to power through the influence of Dagon and his minions, and that the end of their supremacy came when they turned away from him to other gods.

Dagon plays a minor yet important role in the Cthulhu Mythos. In these texts he appears as a deep one of tremendous proportions, and is worshiped by deep ones and some coastal dwellers alongside his mate, Mother Hydra. One of his cults, the Esoteric Order of Dagon in Innsmouth, Massachusetts, was raided by government agents in 1927 due to reports of strange disappearances and illegal activities in that town.

DEEP ONE - Fish-like humanoid being that worships Dagon, Hydra, and Cthulhu, though this name may also be applied to other aquatic creatures which worship the Great Old Ones. Some believe that the deep ones came to Earth at the same time Cthulhu and his kin arrived, but others in direct contact with these amphibious creatures believe that they evolved upon this planet. Most deep ones look much like bipedal frogs, with scaly skin, bulging eyes, gills, and webbed hands and feet. Communication between deep ones seems to be telepathic in nature, though they may also convey meaning to their human agents through croaking noises. These creatures are immortal, never dying except from acts of violence. Because of these great life spans, the deep ones have become scientists and priests of great ability. Over the course of its life, a deep one continues to grow; Father Dagon and Mother Hydra, the leaders of the race, may only be the two largest and oldest of the race. Prolonged starvation may cause the deep one to shrink until it is only a tiny fraction of its former size, but the famished creature will never die from its condition.

Deep ones dwell beneath the world's oceans in cities built of stone and decorated with mother-of-pearl coating. These metropolises, which may be found in all major seas of the world, include Y'ha-nthlei off the coast of Massachusetts, Ahu-Y'hloa near Cornwall, and G'll-Hoo in the North Sea. Activity within these cities is quite coordinated; each deep one carries out what is necessary for the community without question. Though this race is highly individualistic, dissent among deep ones is virtually unknown. The deep ones worship Great Cthulhu as well as Dagon and Hydra; some also revere Byatis and others of the Great Old Ones, but Cthulhu's cult is definitely the most popular among them.

For the most part, the deep ones remain apart from humanity. Chance meetings do occur, however. Some of these encounters have given rise to sailors' tales of "mermaids" and other people of the ocean, such as the adaro sea-spirits feared by the Solomon Islanders. Sometimes deep ones establish cults among coast dwellers that have contacted them through accident or by dropping specially inscribed tablets into the ocean. The most famous of these sects was the Esoteric Order of Dagon, which was destroyed in the government raid on Innsmouth, Massachusetts in 1928. Other outbreaks have occurred throughout the world, though Polynesia is the major center of the deep ones' worship.

A major part of the rites of the human-deep one cults is the mating between the two races. The children who result from these unions appear to be normal humans, but after many years they undergo a metamorphosis into deep ones, diving down into the ocean to join their kindred. The effects of this change vary widely between individuals; the length of time the transformation takes is different for every sufferer. Some never complete the transition between human and deep one; others, affected in their mother's wombs by Cthulhu's dreams, become monstrosities resembling neither of their parent races. The transformation may possibly be accelerated by proximity to the ocean or other deep ones; drugs and certain surgical procedures given to

Prinn's De Vermis Mysteriis have also been used. A transformation into a deep one may also take place in dolphins as well as humans, but the evidence for this is scanty.

DEVIL'S REEF - Low outcropping just outside the harbor of Innsmouth, Massachusetts. The reef was given this name by Captain John Smith, who landed here during an exploration of the New England coast. Around the middle of the 19th century this place was a favorite location of Captain Obed Marsh, whom the locals said was looking for pirate treasure hidden within the many caverns which dot the top of the reef. Later, Devil's Reef was often visited by Marsh's Esoteric Order of Dagon, until that cult was closed down by Federal agents in 1928. Despite this, most of the local fishermen still refuse to sail anywhere near Devil's Reef.

DREAMLANDS - Alternate dimension accessible through a person's dreams. Early in life most people can enter the Dreamlands at will, but as adulthood approaches, this gateway closes for the majority of dreamers. Only a few adults have been able to enter this land again, through the use of certain narcotics or simply by dedicated dreaming. Some physical portals between the Dreamlands and the waking world do exist, but these gateways are few and are often found in dangerous locales in both realms.

A journey to the Dreamlands typically begins with the dreamer descending the Seventy Steps of Light Slumber to the Cavern of Flame, where he will meet the high priests Nasht and Kaman-Tha. If the two priests find the dreamer worthy, he may then continue down the Seven Hundred Steps of Deeper Slumber to the Enchanted Wood. After avoiding the dangers of this wood, the dreamer is free to roam the lands of dream.

Waking-worlders are the Dreamlands' greatest heroes. These individuals may create entire cities in their dreams, and many have taken up residence in the Dreamlands following their deaths in the waking world. This dimension's most famous individuals include King Kuranos, who dreamt of the timeless city of Celephais; Etienne-Laurent de Marigny, the New Orleans mystic; and Randolph Carter, whose quest to the home of the gods of unknown Kadath is one of the Dreamlands' greatest legends.

Usually, the name "Dreamlands" is only applied to that dimension visited by humans, but other dreamlands do exist. Such as worlds as Saturn, Jupiter, and Pluto have their dream-reflections as well, which are visited by the respective denizens of those bodies. These lands can be reached from Earth's Dreamlands by persistent dreamers, but such visits may prove quite dangerous to the unprepared traveler.

The influence of Cthulhu and the other Great Old Ones in the Dreamlands is minimal, though these beings do possess some power over this realm. Out of all the Mythos, Nyarlathotep holds the most power in this land. The main deities of the Dreamlands are the Great Ones, or the gods of Earth, weak beings easily overcome or outwitted by mortals, yet who do take part in mortal affairs fairly often. These gods used to dance on the highest peaks of the Dreamlands, but as humans began to climb their beloved mountains, they withdrew to their home in Kadath in the Cold Waste, to be ruled by Nyarlathotep. Only Randolph Carter ever ascended Kadath and his journey was fraught with the greatest perils.

ELDER SIGN (also SARNATH-SIGIL, SIGN OF KISH, and STAR-STONE OF MNAR) - Magical symbol which may have been created by the Elder Gods or possibly the Elder Things. The Elder Sign usually is drawn as a star with an eye in the center, with a pillar of flame where the pupil should be. Other versions, including one resembling an eye in a pentagon and a sign

made with the hand, are lesser known variants which may or may not substitute for the more traditional design.

The Elder Sign protects its user from the minions of the Great Old Ones. Why this glyph has the effects it does can only be conjectured. As the Elder Gods thrust the Great Old Ones into their prisons, they might have inserted certain memory patterns into their foes' minds that rendered the Great Old Ones helpless against certain syllables and sigils, of which the Elder Sign was one. One of these signs is carved on the doorway of Cthulhu's tomb, and Shuddler-M'ell and his cthonians were imprisoned in G'harne by large quantities of stones engraved with this symbol.

The degree to which the Elder Sign will protect a human wielder against a Mythos creature is debatable. Some say it will protect him from even human servants of the Mythos, others from the non-human followers of the Great Old Ones only, and still others hold that it provides no personal defense at all. One reference cites the Elder Sign as setting free the imprisoned beings of darkness. The meaning of this is unclear, though, and may refer to another design entirely.

ELDER THINGS (also OLD ONES) - Alien creatures whose features included elements of both the animal and the vegetable kingdoms. An Elder Thing resembled a cylinder which tapered at either end. This cylinder was topped by a starfish-shaped head which bore five eyes at each corner, a set of cilia which enabled the Thing to sense its surroundings without light, and five tubes used for the intake of food. At its base, five muscular tentacles tipped with paddles sprouted. Five sets of tentacles protruded at regular intervals from the central mass, and the creature also possessed five wings, which could retract into the body when not needed. The Elder Things preferred to live beneath the water, but they could dwell on land or fly with equal ease.

The Elder Things came to our planet when it was still quite young, flying here through outer space. They built a great city near the South Pole, and migrated from there to settle the rest of the planet. While performing these feats of colonization they created Ubbo-Sathla, which later became the source of all earthly life, along with a servitor race, the shoggoths. During their heyday these beings fought wars with the mi-go and spawn of Cthulhu who were carving out their own earthly territory, and dealt with an insurrection of their shoggoth servants. Due to these defeats the Elder Things were eventually pushed back to their southern cities. Their science and art, however, remained as great as ever.

As the cold crept over their Antarctic home, the Elder Things decided that they wanted no more to do with the outer world. They removed themselves to a vast underground lake beneath their first and greatest city. No traces of them have been discovered since, except possibly the reports of the Pabodie and Starkweather-Moore expeditions.

ESOTERIC ORDER OF DAGON - Cult devoted to the worship of Dagon, Hydra, and Cthulhu. Captain Obed Marsh founded the Order around 1840 in Innsmouth, Massachusetts. Marsh had learned a great deal in Polynesia about Dagon, and the new religion he preached included elements of the native tales intermingled with Holy Scripture and the doctrines of Middle Eastern fertility cults. The Esoteric Order of Dagon drove out all other churches in Innsmouth and set itself up as the only religious center in the community. The Order was decimated in the government raid on Innsmouth in 1928, though other secret branches of this church still exist elsewhere.

FLYING POLYP - Species which came to Earth and three other planets in our solar system around six hundred million years ago. Details of this race are sketchy, but they seem to be able to make themselves invisible at will, and are able to control winds in some way not fully understood.

While on this world the flying polyps built great basalt towers in which to live. After a few million years, however, the minds of the conical beings upon which the polyps preyed became inhabited by the Great Race of Yith. The Race struck back against the polyps, using their lightning guns to drive the creatures beneath the ground and afterward sealing off all but a few of the entrances into the caverns.

The flying polyps did not require light to sense their surroundings, so their imprisonment did not unduly affect them. They built their towers in the vast chambers beneath the ground, and awaited the time of their revenge. Fifty million years ago, the opportunity came. The polyps burst forth from the caverns, destroying the cities of the Great Race, with their winds and killing every Yithian on this world. The Great Race, however, had already projected their minds forward into the future, so the flying polyps were ultimately unsuccessful in their endeavor.

Following their triumph the polyps returned to their caverns. Since their original defeat, this species had been in decline, and in our own time these creatures are few in number. By the time the Great Race takes up residence in the insectoid intelligences of Earth's future, the flying polyps will be extinct.

GREAT RACE OF YITH - Time-travelling beings which dwelt on this world millions of years ago. The Yithians had no true physical forms, but took up residence in whatever bodies they desired. In the earlier days of our world, the Great Race lived in the bodies of immense cone-shaped creatures which they found here when they arrived from their home on the planet Yith. Upon their arrival the Yithians were forced to fight off the flying polyps which had in the past devoured the conical entities. With their mastery of technology, the Race beat back the invaders, imprisoning them beneath the ground. Periodic resurgences did occur, but these were quickly crushed by the Yithians.

After their victory over the polyps, the Great Race set about building cities with buildings thousands of feet tall, creating nuclear-powered vehicles and flying machines, and engaging in historical research. It was in the latter field that they made use of their extraordinary mental time-travel powers. To study the past, certain scientists would project their minds backward in time using a method much like astral projection. The Race was, however, unable to physically interact with the past.

A different technique was used to journey to the future. Usually, one of the exceptional members of the Race would send its mind into the future, selecting a body there from which it could study the time and displacing the host's mind into the Yithian's former body. The transition usually lasted for around five years, during which time the Yithian would grasp the basics of life in this new society, afterward embarking on an exploration of the history, sociology, and mythology of the culture. Meanwhile, the host's mind would write a history of its own time for the Great Race and, if cooperative, would be allowed to make excursions outside the cities, consult the Great Race's libraries, and speak with other visitors from different worlds and times.

After the Yithian had learned all it could about the period it was visiting, it would construct a device that sent its mind back to the original body. The alien mind would be hypnotized to forget the experience, and returned to its own time. One flaw in this procedure was that at times the alien would have visions of its imprisonment, and might even recall information about its world which it had learned from the Yithians. The Great Race considered these lapses to be annoyances and often dealt with them by repeated possession or through their operatives in that time, but did not cease in their research because of them.

The Great Race also started cults among the humans on Earth. These worshipers would aid Great Race visitors in becoming assimilated with their time period, silence those formerly possessed minds who remembered too much of their captivity, and protect the Yithians' agents from the cult of Hastur and the Yellow Sign, which desired the Great Race's secrets. Around fifty million years ago, the flying polyps imprisoned by the Yithians rose up and defeated their ancient foes. The Great Race sent the minds of their brightest scientists into the bodies of the intelligent insectoids of Earth's future, ensuring their own survival, though their former borrowed bodies had been destroyed.

HYDRA (also MOTHER HYDRA) - Tremendous deep one who is the mate of Dagon, as well as one of the deep ones' gods. She has much the same form as Dagon, and is revered by many of the same cults that worship her husband.

INNSMOUTH - Massachusetts town located at the mouth of the Manuxet River. At one time the town was a thriving seaport, but today it is almost deserted.

Innsmouth was founded in 1643, and soon became a major center of commerce on the Atlantic due to its large harbor. Ships from this town sailed all over the world, bringing back goods from many ports of call.

During the war of 1812 the captains of Innsmouth turned privateer and attacked the British fleets. Over the course of many skirmishes with the enemy, half of Innsmouth's sailors perished. This marked the end of the town's prosperity.

After the war Innsmouth's revenue came mainly from the mills built on the banks of the Manuxet, as well as from Captain Obed Marsh's successful trading in the Indies. Around 1840 Marsh lost the source of the gold upon which he had depended, and the town's economy went into a downward spiral. It was around this time that Marsh began the Esoteric Order of Dagon, a cult based on a combination of certain passages of Scripture and the beliefs of the Polynesian islanders whom Obed Marsh had visited. Some whispered that Marsh's Order possessed darker motives for its worship, and the Captain's trips to a formation in the harbor called Devil's Reef are legendary.

1846 was the year of Innsmouth's great plague. The exact disease responsible has never been identified, though it might have been a malady brought to the town on one of the remaining traders. What precisely happened during the plague remains a mystery, though evidently rioting and looting were widespread. When visitors from neighboring villages arrived they found half of the town's people dead, and Obed Marsh and his Order in firm control of the town.

Despite Innsmouth's curious newfound wealth in fishing and gold refining, the town's fortunes

as a whole continued to decline. Also, degenerative traits began to turn up in the resident's children, most likely the aftereffects of the plague; during the Civil War, the town was unable to meet its quota of draftees due to these widespread deformities. Innsmouth remained under the Marsh family's rule for many years, and over time became shunned by the people of the surrounding countryside.

The state of affairs continued until 1927, when the government launched an investigation into supposed bootlegging taking place in the town. This inquiry culminated in a raid during the month of February, 1928, in which many of the town's abandoned buildings were dynamited, the Esoteric Order of Dagon was destroyed, and the bulk of Innsmouth's population was removed to military prisons. Rumors persist that a submarine fired torpedoes off of Devil's Reef for an unknown purpose. Innsmouth's remaining people attempted to rebuild their town, but this proved futile and it became a ghost town.

INNSMOUTH TAINT - Hereditary condition which takes its name from the town of Innsmouth, Massachusetts, in which the majority of the population possessed this malady. An infected person seems normal at birth, but undergoes a slow, debilitating metamorphosis later in life. These changes often begin between the subject's twentieth birthday and middle age, though sometimes the disease's effects may be noticed earlier or later.

A person affected by the Innsmouth look is characterized by large, bulging eyes, scaly and peeling skin, a flattened nose, abnormally small ears, partially webbed fingers, and a wattling around the subject's neck. In the later stages the bone structure of the skull and pelvis shifts, forcing the victim to adopt a slow, shambling gait. The most advanced cases may involve the development of what appear to be rudimentary gills in the subject. Usually strange dreams of underwater realms and a growing obsession with the ocean accompany these physiological mutations. Often the person with the look drops out of sight after having the condition for many years; presumably the sense of self-preservation is overridden by the desire for the water, and he drowns himself while answering this call.

Sometimes a person with the Innsmouth look will progress only through the early stages of the malady, remaining in this state for the rest of his life. The exact cause of this is unknown. Also, proximity to the ocean or certain artifacts has been known to trigger the change in seemingly healthy individuals, though more research is needed before these factors can be predicted with any degree of certainty.

MARSH, OBED (?-1878) - Innsmouth's most prominent merchant-captain and founder of that town's Esoteric Order of Dagon. Obed's three ships, Columbia, Hetty, and Sumatra Queen, did a brisk business in the Pacific trade beginning in 1820 and lasting for almost twenty years. As a result of this prosperity the Marshes became Innsmouth's most powerful family. On one of his early trips Captain Marsh stumbled across a group of Polynesian islanders who possessed a large number of golden ornaments. According to Walakea, the tribe's chieftain, these had been brought to them by a race of fish beings in exchange for sacrifices made by the people. For a few rubber and glass trinkets, Marsh procured a large amount of the natives' gold. In the following years he visited the islanders many times, trading for more gold and listening to their legends.

When Marsh journeyed to this island in 1838, however, he found that all of the natives had been killed, and that his source of revenue was lost. The repercussions of this disaster were felt throughout Innsmouth, and the town soon plunged into a depression.

It was then that Marsh began to preach a new religion based on the Polynesians' beliefs. If the people of Innsmouth followed the gods of his islander friends, he proclaimed, they would become rich and the nets of the fishermen would always be full. After a while Marsh's Esoteric Order of Dagaon became so popular that all of Innsmouth's churches were forced to close down due to either lack of worshipers or the Order's strongarm tactics. During the chaos instigated by the plague of 1846, in which half of the town's people died, Marsh became the town's de facto leader, a post which he held until his death in 1878. Following his demise, the Marsh family kept its hold on local power until the government raids of 1927-28.

MI-GO (also FUNGI FROM YUGGOTH) - Race of beings which dwell on many worlds and have an outpost on Pluto, otherwise known as Yuggoth. These beings resemble winged crustaceans with egg-shaped heads which constantly change color (their means of communicating with each other). Some breeds are able to fly to other worlds, stars, and realities, though others must use other ways (such as magical gateways) to attain this goal. All these physical attributes, however, may be changed at a whim, for the fungi are masters of surgery.

The mi-go originally came to Earth during the Jurassic period, fighting off the attacks from the Elder Things in order to settle in the northern hemisphere, where for the most part they have remained ever since. The fungi show a great deal of interest in our planet, because Earth contains deposits of certain minerals that are not found in other parts of the universe. To obtain these minerals the fungi have set up mining bases in the Andes, the Appalachians, and the Himalayas. Such bases are usually well hidden, and the mi-go usually recruit members of the local population to help them keep their activities secret. Word of their actions usually spreads despite this secrecy, and references to these curious creatures are often found in the legends of the countryside surrounding the creatures' lairs.

One of the mi-go's most amazing feats of technology involves a device known as a brain-cylinder. Through their surgery, the fungi can remove the brain of any being and transplant it into a curious metal cylinder, leaving the body in a state of suspended animation until the mind's return. The brain can observe and interact with its surroundings via certain apparatus connected with the cylinder, and may be taken by the mi-go on trips back to Yuggoth, other stars inhabited by the fungi, and even other dimensions and times. This procedure is usually reserved for those especially favored or hated by the mi-go.

The mi-go who dwell within the Himalayas have been known to cover their bodies with the pelts of various animals. According to some, this is the source of the legends of the Abominable Snowman. The mi-go's surgical propensities also suggest that they may be responsible for the ongoing cattle mutilations reported in the south-western U.S.

OATHS OF DAGON - Vows taken by worshipers of Dagon to ensure loyalty to their god and his cult. The first is taken by all cultists; this oath ensures that the person will not allow the Order to come to harm. The second is intended for more devoted members, and calls that person to actively aid the deep ones in their projects. The third oath is only taken by a few, and couples the oath-taker with a companion deep one, with whom the person must have children to perpetuate the deep one race.

PNAKOTIC MANUSCRIPTS (also PNAKOTIC FRAGMENTS) - Book of uncertain age. The Manuscripts (or at least, their first five chapters) are said to have been written by members of

the Great Race of Yith, who preserved these volumes of the Manuscripts at their City of the Archives known as Pnakotus, from which the book derived its name. The people of Lomar preserved this knowledge, who passed it on to Hyperborea, where it was rewritten in the tongue of that land and passed on by a secretive religion to the rest of the world. The first portions of the manuscript are written in a curious sort of cuneiform and dot-group glyphs, which bear resemblance to many patterns carved in rock which have been found throughout the world.

The Manuscripts originally appeared in scroll form. All editions of this version are said to be lost, though one may still exist in the Temple of the Elder Ones in Ulthar. Greek and English translations were made in later times. Although it is rumored that the Manuscripts were published in English during the 15th century by an anonymous translator, others hold that this document has only been circulated in the original manuscript form. Pnakotic Manuscripts may be found at Miskatonic University, and a photostatic, expurgated copy is also held at the British Museum.

Contained in this volume is information about the Great Race of Yith, the nature of Chaugnar Faugn and Yibb-Tstll, the journey of Sansu to the top of Mount Hatheg-Kla, rituals of Rhan-Tegoth's worship, and the location of Xiurhn. Some of the oldest portions of the Manuscripts are no longer legible; in these sections are characters which greatly resemble the 50' high symbol found at the summit of Mount Hatheg-Kla following the disappearance of the High Priest Barzai. Some have pointed to parallels between this document and Eltdown Shards as well.

It is said that Pnakotic Manuscripts has some sort of Guardian, and that those who would read this work must pay the Guardian's price. This Guardian may be entirely fanciful, or even symbolic, but the reader should beware.

PNAKOTICA - Title given to the Greek scrolls bearing the original text of Pnakotic Manuscripts.

PNAKOTUS - City built by the Great Race millions of years ago in the Australian desert. Its name, given to it by later races, roughly translates as "City of the Archives." According to von Junzt, this city lent its name to Pnakotic Manuscripts, which were brought to this city by the Yithians.

PONAPE SCRIPTURE - Manuscript researched or discovered by Captain Abner Ezekiel Hoag in the Carolines circa 1734. This Kingsport, Massachusetts seafarer had pioneered the rum and copra trade in teh isles. During his travels Hoag discovered a book written on parchment made from palm leaves and bound in the wood of a long-extinct cycad. According to legend, the high priest of Ghatanothoa, Imash-Mo, and his successors wrote this book in the hieratic Naacal tongue; not knowing the language himself, Hoag received help from his servant Yogash in translating the volume's contents. When he attempted to have the volume published he met with condemnation from teh religious leaders of the time, who were especially concerned with the references to the being Dagon found within the Scripture.

Having been surreptitiously circulated in certain occult circles, Ponape Scripture was finally published in the late 18th century, after Captain Hoag's death, in a slightly abridged version. The original can still be found at teh Kester Library in Salem. This book was the subject of Harold Hadley Copeland's *The Prehistoric Pacific in Light of the "Ponape Scripture"*, published in 1911.

Among other things, the Scripture tells of the lost continent of Mu and the mighty wizard-priest Zanthu.

SHOGGOTH - Entity created as a servitor by the Elder Things billions of years ago. These beings were approximately 15' in diameter, and appeared as enormous black masses covered with whatever sensory organs and appendages their masters required. The shoggoths were strong and easily taught through hypnotic suggestion, and were used to build the great underwater stone cities of the Elder Things.

After millions of years serving the Elder Things, however, the shoggoths had become more intelligent and mocking of their task-makers. This discontent turned into open rebellion in the Permian period (150 million years ago). Though the shoggoths were initially successful, the Elder Things suppressed the rebellion; they then retrained the shoggoths and continued to use them, though more cautiously than before. During this time the shoggoths showed their ability to survive out of water, but such adaptation was discouraged by the Elder Things. When the Elder Things departed the cold Antarctic for their last underwater city, it is believed that their shoggoths were taken with them as well.

There have been some reports of shoggoth sightings in other places than in their normal Antarctic habitat, but thankfully these have been very rare. It is rumored that the deep ones make use of shoggoths in their schemes, and others of their kind protect the tomb of Cthulhu. Alhazred denied that shoggoths existed on Earth save in drug-induced hallucinations, which should impress upon the reader the foulness of these monsters.

Y'HA-NTHLEI - City of the deep ones located off the Innsmouth, Massachusetts, near the outcropping known as Devil's Reef. A submarine's torpedoes damaged this city during the government raid on Innsmouth in 1928 and it was totally destroyed in underwater explosions set by the Wilmarth Foundation in 1974, but the deep ones have returned to the site to rebuild one of their greatest metropoli.