



I'm not robot



reCAPTCHA

Continue

Great race of yith call of cthulhu

Meanwhile, the displaced mind, thrown back to the age and body of the extercist, was carefully guarded. The damage to the body he occupied would have been prevented and he would have been exhausted by all his knowledge by trained interviewers. (...) If the mind came from a body whose language the Great Race could not physically reproduce, clever machines would be made on which foreign speech could be played as a musical instrument. - H. P. Lovecraft, Shadow of Time
Depiction of Yith the Great Race of Yith is a race of very advanced alien beings that colonized the Earth millions of years before human evolution. They are able to project their minds into the bodies of different creatures, essentially exchanging their consciousness with their host. This process is not limited in time, because they can exchange minds with creatures from the past, present and future.
Origin Edit
The Great Race members were huge carpet cones ten feet tall, and with the head and other organs attached to the leg-thick, distensible limbs spreading from the tops. They spoke by clicking or scraping huge paws or claws attached to the end of two of their four limbs, and walked through the expansion and contraction of the viscous layer attached to their huge, ten-foot bases. - H. P. Lovecraft, Shadow of time
The great race comes from the planet Yith. Sometime in their history, they completely abandoned their planet and exchanged minds with creatures coming from Earth. They quickly adapted to their new bodies, building many advanced cities and creating a thriving society. However, this golden period was disturbed when they came into contact with another race that inhabited the Earth before their arrival - the Flying Polyps. Polyyps were militaristic and expansive races, so their ultimate conflict was inevitable. Both races fought for millennia until the Yithians developed powerful energy weapons that they used to imprison polyps. Then the yithians prospered and their city of Pnakotus was built. They began to show interest in other races from their surroundings, such as older things, but also in creatures from the future, such as humans. Many specimens of different beings have been exchanged for Yithians. These beings would spend some time in Pnakotus and would share their knowledge with them (Pnakotic manuscripts), while Yith, who was now in the body of his new host, would explore the new society he was in. After a few years, these specimens were returned to their original body, but with their memory erased. Nevertheless, prisons built for polyps were eventually breached and a new war began. The Yithians, either because they lost the war or because they didn't want to fight again, exchanged their minds with insect-like creatures in earth's future, thus escaping polyps.
Role in Edit
Yithians Welcome On Pnacotus In 1915, Jack Walters, a private investigator, escorted police officers to a strange house owned by a Boston cult known as the Yith Collective. After entering the house he witnessed many horrors hidden inside, but the worst was when he accidentally activated a portal that was somehow connected to the Yithians. His mind was then replaced, and Yith used his body as a host. Jack spent the next six years in Pnakotus, during which years he learned a lot about alien species living on Earth in this time period (such as cthulhi, flying polyps, older things and Mi-go). He witnessed the polyps attack firsthand after their escape from their prison. Before he was replaced back into his body, Yith was revealed that his father was also in Pnakotus. However, he was replaced during Jack's conception, and so Jack had some features of Yith (such as seeing the future and the past or seeing through the eyes of other nations) while still having a human appearance. This Yith was actually the one whose mind was exchanged with Jack's father, and so is Jack's Yithian father. His Yithian father then erased his memories (even though the process was imperfect), apologizing to Jack for not being able to answer more of his questions because there was no time left.
Trivia Edit
In their conical bodies they use their pliers to communicate by clicking on sounds
Their true appearance is unknown because their original bodies were most likely lost.
Cthulhu Mythos Tables and Lists
The following tables and lists contain Cthulhu Mythos elements that are often shared between parts in this fictitious environment.
Cthulhu Mythos was originally created by the writer H.P. Lovecraft in his horror short stories, although the term itself was later coined by Augustus Derleth. Many writers, both during and after Lovecraft's life, have added stories and elements to Mythos. There is no central coordination of these stories, nor any oversight of Cthulhu Mythos in general. Becoming part of Mythos can be based on personal opinion, and the inclusion of some mythos elements is often questionable.
The Tables report below these items is organized as follows:
Title. This is the commonly accepted name of a being or mythos element. Epithet(s). Other name(s). This field lists all adjectives or alternative names. These are names sometimes mentioned in books of mysterious literature, but they can also be names preferred by cults.
Description. This item briefly summarizes the being or mythos element.
Creatures of the Great Old Ones
Main article: Great Old One (contains a table listing all the great old in mythos)
The Great Old Ones are powerful, ancient beings revered by deranged human cults. Many of them are made of otherworldly material with properties as opposed to normal matter. Big old is often confined to the planet where it resides. If it is based on a planet outside the solar system, it can only extend its influence on Earth when the star of its planetary system is in the night sky. In such cases, the help of cultists performing various rituals may be required.
Outer Gods
Main Article: Outer God (contains a table listing all the outer gods in mythos)
The outer gods have unlimited influence, unlike the great old ones, and function on a cosmic scale.
[1] These include a subgroup known as Lesser Outer Gods, or Other Gods.
Elder Gods
Main Article: Elder God (Cthulhu Mythos) (contains a table listing all the elder gods in mythos)
Older gods against both the outer gods and the great old. Many consider them non-Lovecraftian because they introduce a dichotomia into the cosmic indifference of Lovecraft's fiction into the good of good.
[2] Others, however, argue that these beings are no more interested in human ideas of morality than in the beings they oppose, and that humanity and the human world are under their consideration.
[3] The Great Article: Dreamlands § The Great Greats are the so-called gods of dreamlands, but they are not as powerful as the Great Old and are not so much intelligent as most people. However, they are protected by the Outer Gods, especially Nyarlathotep.
[4] Other supernatural beings
Supernatural beings
Name Epithet(s). Other name(s)
Description Armandra - Daughter of the Great Old Ithaqua. It resembles a beautiful redhead woman with a cobweb leg, whose membranes have been felled by surgeons, so that now they look human, but with square fingers without nails. She's a powerful witch and one of Ithaca's greatest crosses.
Beast of Averaigne - a seemingly supernatural-being that is recorded as descending on the French principality of Averaigne, especially both the Vyones and Ximes, from the ominous red comet that appeared in the sky in 1369. He has no real body of his own, but he must seize another's body to feed himself while transforming and horribly transforming the host's body. Its resulting form is the form of a black-and-black, semi-humanoid figure surrounded by a hellish nimbus of changing fiery light, dimly revealing its shape. Limbs swing and sway like boned snakes, and sharp, hardened claws grow. Similarly, the neck expands to the length of the snake's tip and elasticity, while the head suddenly turns flat, crawling, without an eye and without a nose.
Bgngghaa-Ythu-Yaddith - Gigantic Dhole worm tortured denizens Jaddith, in the Nug shrine, located in the Temple of Infra-red par on the doomed Zlycarriob Nebula (or Zlycrarfor, according to transcripts).
Brooding Eihort
Gestalt servants of god Labyrinth
The Brooders of Eihort are gestalt beings composed of millions of small white spider fruits of the Great Old Eihort. A He looks like a deadly pale, completely hairless man. Brown Jenkin - a mysterious rat-like creature, with a human face. The creature was said to be known to Kezias Mason. Probably Rat
Thing-see below.
Desh (Lesser and Greater) - Desh is the name given by Hyperboreans to creatures living in a nearby but alternative dimension. These creatures, which exist in many different forms, pass through invisible spaces around us and do not realize our presence because we are theirs. Although the varieties of Desh can be unlimited, only two forms (Lesser and Greater) are described. Even though they are semi-transparent from solid matter, they constantly disappear in and out of sight.
Domaag T'e Eel
Servitor from the Great Ancient Extraterrestrial Matter, composed of pseudopods living in the moon, capable of altering its orbital motion.
Droom-Avista
Jester
True form is not described, but probably a great demon to be invoked as the genie Dunwich Horror
Son of Yog-Sothoth, Bugg-Shaggog
Invisible egg-shaped monster gelatinous consistency, covered by tentacles of suppets and legs like pig's head, with a mostly human face.
Father Dagon and Mother Hydra - Both seem like abnormally large Deep Ones.
Fihaggua
Lord of Klynga appears as a bluish ball of energy.
Fihaggua is the master and leader of the fiery vampires and dwells with them and their god Cthugha on or near the star Fomalhaut. Fishermen from outside – Anglers from outside are much more birdish in appearance than shantaks, even if they have one leg and a blatant Cyclopean eye and a hideous, hooked, fang-lined beak. They are servants of the obscure Great Old Groth-Golka, who acts as representatives of his father by accepting both human sacrifices and worship of cultists. Fishermen breed in caves on the moon, and are also sometimes associated with the worship of the lunar Great Old One Mnomquaah. Their father is the voicing Quumyagga. Foster parents of the old - Foster parents of old are mutant descendants of mating between human women and external gods or great old ones. Through a special ritual, the outer God or the Great Old sends a dream that reaches into the womb of a pregnant woman, altering the genetic structure of the unborn fetus. Once a child is born, he spends many years as a normal human being until one day he turns into something more like his foreign parent. The four riders from Nyarlathotep appear as the servitors of Nyarlathotep in the comic book series The Fall of Cthulhu and should therefore be considered a million favorites. They're fine:
Sryphyx: The scourge of Atlantis. It's a multi-eyed worm that cuts off the heads of its victims, replacing their spinal cord and shapeshifts to make it look like them. She was (originally) a fat, cyanotic, red-haired woman who prophesied for Atlantis.
Gnruk of Vo/Kunast: The King's Corpse Eater of Thulin, is an essence without a body that lies in an ancient box. When the box is opened itself, its essence enters the body of the opener and turns them into a demon that devours corpses. Masked mute: Sister of the lost abyss, she appears as a young, teenage girl with countless masks to show her mood. Her real face can kill even the biggest monsters in Dream lands.
Gith: Father of the Plague and Champion of Damnation. Gith is a mindless force from dreamlands that can have a human ship (provided certain ceremonies are taken, including removing the vessel of his soul and masking a vessel like Anubis. Nyarlathotep states that Gith only connects with the dry child of the jackal.). He appears as a striped man (vessel shape) with purple/blue flames instead of eyes and mouth.
Fungus Vile - a kind of parasitic life form, neither really a plant nor an animal in nature, which is able to infect any organism that comes into contact with it. It is suspected that this material originated on the cold Yuggoth and subsequently spread across the universe with mi-go.
Gnoph-Keh - Looks like a huge gnophkeh-maybe an avatar of Rhan-Tegoth or an independent entity.
Pih'thya-Lyt - woman Deep One, daughter of mother Hydra, who is almost 300,000 years old. For the past 80,000 years, she has lived in the city of Y'ha-nthlei, mating with Dagon, a union that many believe will result in the birth of Cthulhu's new kind of minions. The High Priest must not be described - Humanoid wearing a silk mask.
Knygathin Zhaum — Appears as hairless, quasi-humanoid Voormi: The final form of any distinct species.
K'thun (female) and Noth-Yidik (male) - Hideous, hideous creatures whose mating spawned the Hound of Tindalos.
Lurker in Star Pool - One in a million favored those of Nyarlathotep, perhaps one of the descendants of the Outer God. For the aions dwelled in star pools, and today is in the bondage cult floating horror. Highly mobile, Lurker has large membranous wings for flying and webbed pendants for swimming or walking on the ground. The whole appearance of the creature is confusing because it seems to be a multitude of several independent fidgeting and twisting monstrosities.
Magnum Innominandum[6]
A great not-to-be-named, Nameless Mist, Ny'og-Sothep, Milk void by H.P. Lovecraft, it is a screed of Azathoth (which is on par with Magnum Tenebrosum and Cxaxukluth) and is associated with, and possibly vice rector, Yog-Sothoth.
[7] Little is known

about this god, but it is considered extremely dangerous for wizards, and therefore its name is unnamable (archaic terminology, which means that it must not be called or ritually named in the witcher. Million Favored Ones – Beings said to be Nyarlathotep’s spawn. Mlandoth and Miril Thorion Source, One Unknown. Mr. Shiny — Mr. (or Albert Shiny) is a shoggoth master and unusually intelligent and purposeful who is able to control his body shape so as to pass for man. Controlling his body in this way requires constant mental effort. Narrathoth Forgotten - tall, whitish and crawling humanoid, larger than a human, with a single three-lyle eye. He is one of Cthulhu’s servants capable of fulfilling his wishes as a genie. N’rath-Gol Spawn of Nyarlathotep One of nyarlathotep’s countless minions-probably a million favored – who dwells on the dark planet of K’yi-Lih, embodying Chaos. Our ladies of mourning – Our ladies of mourning–or three mothers–are three powerful entities, and three out of millions of Nyarlathotep’s favored Ones. They are: Mater Lachrymarum (Our Lady of Tears), the oldest, followed by Mater Suspiriorum (Our Lady sighs) and finally the youngest Mater Tenebrarum (Our Lady of Darkness). They inspired many legends, including the triple goddess, fates, gorgon and Shakespeare’s three strange sisters of darkness (witches). Pharol Black - Appears as a black, carved demon with tentacles instead of arms. Shaping Tree - a hideous tree-like horror with branches such as rat tails and strange pustules. It is able to transform human sacrifices into amorphous vectors of strange brooding. Shaping Tree is found in Australia, and is probably related to Shub-Niggurath. Sho-Gath God in a box smoky creature with a parody of a human face, trapped in a box. Sss’haa — Leader of the serpent people of Valusia. Ubb Father Worms leader planarian-like Yuggs. It’s a large, watery, chthonian-like body, light gray and slug-like with big mouths full of horn-like teeth, and circled with tentacles. Ubb dwells in the cold permanence of the Pacific Ocean, with the rest of his race. The Yuggs are said to be guarding their god, the great old Zoth-Omog, whose tomb, legend has it, lies at the bottom of a vast moat near Ponape Island. Ugga-Naach Bombination of the Ancients The result of a hideous mating between Nyarlathotep (in the tentacle of the avatar) and the surrogate human mother. Once born, it manifests itself as a 1.5-meter tall homunculus, slim and tanned in appearance, with a crimson tentacle instead of a head, a shiny tongue and green sharp teeth. Five Vaeyen - Quintet vulture-like sculptures that both guard and isolate the Great Old One Cyäegha Wilbur Whateley - Mostly human twin of the aforementioned Dunwich Horror. The worm, which walks in rotting terror A hideous creature that looks like a human corpse, disintegrated into tones of green, black and blue, from which hung dripping pieces of flesh. From the fingers of this apparition hang wondrous claws or talons, and from the eye sockets of an undead monster stare without a lid, ban, eyeballs. Wuthoquan’s Bane – Velký, an animal lurking in the canals of Commorion. Xathagorra Chaos Spawn Vile, a multiform creature with a huge wingspan. Xexanoth Bane of Aforgomon unknown. Xiurhn Guardian of the Dark Jewel Sloth- like a winged thing with a terrible face. Yith Ghuggl’ingh The High Priest of old, once human priest Nyarlathotep, terribly dragged into vampire horror. His face is endowed with fibrous pendants, yellow eyes and hideous beaks. Zoth-Syra & Yoth-Kala Queens of the Green Abyss Both look like shapeless, multi-limbed, sea horrors with hypnotic allusions. He, Yoth-Kala, also carries a whip-like pendant endowed with a single, spherical eye. Non-human species A-F Non-human species A-F Name Description Aartna Metal alien beings inhabiting different planets located in the Pleiades Cluster, partisan of the Great Old One Gtuhanaï. They’ve taken extradimensional beings that appear to be balls of darkness. Aihais Humanoids from Mars. Alskali Hairless, a yclops hypnotic creature with dead gray skin, huge hands and leg claws. They are servants of Nyarlathotep. Amphimultus Insects Partially intangible insectoid entities living in the dying planetary system Hr’a-lath. Antehumans Slim, high, skinny proto-people with great intelligence. Antareans Tall, brightly colored, tripod-creatures with a strange comb and three eyes. They are very advanced space travelers with a strict caste system. Astral serpents of the Soul and the minds of advanced representatives of the serpent people who fled after the destruction of Him. They have two forms: astral parasites, tall humanoid snakes, or Astral Hunters, spider-like reptile horrors. They are mostly known in Japan as Hoshi Hebi, but they are also mentioned in ancient Semitic sacred texts. Azagotes hideous, shapeless masses of guts with four tentacles endowed with sharp claws and a huge, red-rimmed, cycloptic eye and a few smaller eyes scattered across their hideous bodies. Xiclof creatures frightening, strangely plant-based, carnivorous giants. Bholes Gigantic, the worm-like creatures that inhabit the land of dreamlands. Blupes Translucent, bluish, oval-shaped creatures that can float through the air. Brothers Chaugnar Faugn Beings that resemble smaller versions of Chaugnar Faugn. Byakhee They resemble bat winged, human corpses. Carden Bard Free undead Celtic servant of the Great Old Glaaki. Cats from Saturn-like creatures, dreamlands, with abstract multicolored bodies. Cats from Uranus like the ones from Saturn, but much nassier. Chakota’s hideous entities composed of dozens of human faces set into a dense, cylindrical, worm-like mass sick, purple-veined muscle. [8] Children of the Sphinx Sub-cult of the Black Pharaoh Brotherhood. Children from wind foul entity dwelling areas prone to strong winds. In one account, creatures haunt the mysterious in the desert near Syria, known only as the city of seven winds. They can also be associated with the Irish, the city of pillars. Chthonians (Burrowers Pod) Gigantic, octopus-like worms. Out-of-space color Appears to be a shapeless, plastic entity glowing with the colors of an unknown spectrum. Crawling Ones (The Worms that Walk) seem to be people from tiny worms. A creature on top of jet-black shields, a gargoyles-like devil with snake eyes and large membranous wings extending from each of the six pairs of arms under which dozens of long serpentine tentacles sune. Cthunund Uleths Shapeshifting interplanetary-travelers appear as shoggoth-like masses of semi-translucent, grayish green slime. They are believed to be responsible for the arrival of the Great Old Vulthooma on mars. Dark Young of Shub-Niggurath Appears to be oil, black tentacles on a pair of stumpy, thickened legs. Deep Ones Ocean-dwelling humanoids that seem to be half frog and half-fish. Dholes Gigantic, a worm-like creature. Dhraion Throl Dark-skinned hairy humanoids, native to the planetary system in the Little Magellanic Cloud, visited Earth in paleozoics. Dimensional Shamblers Dimension-traveling humanoids, with rough leathery bodies and huge claws. Doels Tiny, extradimensional, carnthing creatures. Dreamlings hygnos sparkling, multicolored balls swirling, cracking light, about the size of a cat. They pulsate and tremble constantly and shoot small spears with matter. Inhabitants of the depths The inhabitants of the depths are a race of truly terrible amphibious creatures who serve the Great Old, especially those who are associated with water: Cthulhu, Dagon, Hydra, Ythogtha and Zoth-Ommog. They look like eyeless, bloated horrors with eight tentacles and four legs. Instead of eyes, there is only one fungus-like organ in the center of the forehead and mouth seem toothless, but endowed with tiny tentacles of the Older Things (Old Ones) appearing as five-sided, oval-shaped barrels with starfish-like pendants at each end. The Tindalos fires halfway between The Tindalos Hound and Fire Vampire, manifesting themselves as infinitely small red lights floating across the sky that prey on specific mental patterns. Fire vampires 1. (Flame creatures of Cthugha) They appear as small light points that ignite everything they touch. 2. (Fire Vampires of Fhaggua) They appear as explosions of crimson lightning, which ignited the persuasive beings. Fishermen from the outer enigmatic, prehistoric, flying race associated with both Gol-goroth and shantaks. Flying polyps appear to be floating, semi-visible, polypoic horrors capable of controlling large winds. Fog-Spawn Interdimensional creatures originated from an influx-locked planet orbiting dark stars in fog clouds. They were brought to Mi-Go Earth and other space races. Shapeless screed Tsothoggua and Zhaum Appears to be gelatinous, shape changing, black spruce. G-M Non-human species G-M Title Description Horror creepy, underground-dwelling humanoids with kangaroo-like legs that inhabit earth dreamlands. (Dream-Quest unknown Kadath.) Werewolves eating corpses, canine humanoids. Gn’cht’yaacht Humanoid living tree about seven feet in height, but thin and thin with a long pointed head, huge claws and sharp teeth. Gnophkeh 1. Six-legged, furry, rhinoceros creature with a penchant for cold climates. 2. Hairy cannibals that once lived in Lomar. Gnorri resemble mermen with maybe one or two other weapons. Gof’nn hupadgh Shub-Niggurath Transmogrified, the once-human cultists of Shub-Niggurath. The great Yith race resemble tall, carpet cones with four additions: two claws, a tube-like limb, and a yellow, globe-like organ. Presented in Lovecraft’s short story Shadow of Time, The Great Race was a prehistoric civilization that inhabited much of the Earth until its demise in the late Cretaceous era. Their great strength comes from their mastery of hunches through time travel[9] Gugs Terrifying, hairy giants from Dreamlands with mouths that open side by side. Gyaa-Yothn Quasi-human, rhino-like quadrupeds used as animals by the burden of the inhabitants of K’n-yan. Haemophobes Little vampire creatures with arms and legs with a cobweb. Dogs from Tindalos Extradimensional Horrors that can enter our universe through any three-dimensional horn. Hunters from Beyond Extradimensional Hazy Entities appear as huge, undulating views of gray plains of mud, bubbling dirt, and sky-suthing, infernal steam. They may also have an animal-like anthropoid form, and perhaps a source of Hindu legends rakshasa, or African folk tales of Chemosit. Hunting horrors resemble huge, irrelevant snakes with bat wings. Hyperboreans Race of early pre-humans. ‘Ithria Star-faring fungoid aliens originally from Betelgeuse who visited Earth in the Precambrian while fighting against Rloedha. Kadariak Kepf Race, which serves Nyarlathotep in his Egyptian form. These creatures were used to dwell in parts of ancient Egypt and other parts of the Middle East, now they occur only in ancient tombs or terribly isolated parts of the deepest deserts. They look like mouthless human corpses with talonized hands and terrible circular mouths in the chest where the heart should be. K’n-yan, natives of technologically advanced humanoids who live underground. Kyresh Vicious, wolf creature from Dreamlands. Larvae of beings of the Outer Gods Protean spawned by the Outer Gods. Lamp-Efts Resemble small, flying iguanas. L’gy’hx, natives of Cube-shaped, multi-legged, metal beings that inhabit the planet L’gy’hx (Uranus). Lloigor Beings that can alternately appear as faith energies or dragon-like dinosaurs (Ghatanothoa can be strong). The men of leng satyr beings who inhabit the Leng plateau. Mi-go (mushrooms from Yuggoth, Outer) Resemble human-sized, winged crustacean with spherical heads covered with cilia. Miri-Nigri Amphibious Humanoids was created by Chaugnar Faugn. They are true ancestors of the tchocho people. Moon beasts Chubby, beaky humanoids. N–Z Non-human species N–Z Description of the name Nagäae Toad-like servants of Cyäegha. Nameless city, alligator-like, seal-like humanoids. Narrathoth Forgotten Tall, whitish and crawling humanoid, larger than man, with a single three-3-3 eye. He is one of Cthulhu’s servants capable of fulfilling his wishes as a genie. The New Great Race of Yith (Coleopterous Race) resembles the human size of beetles. Faceless night people, bat humanoids. Nioth-Korghai 1. An alien, carnthing monster held captive by King Ossarum in Zothique. 2. Extraterrestrial, aquatic beings that feed on the life force of human beings. Ny’ghan Grii Luminous, spherical, cycloptic beings from another dimension. They move floating or crawling and are accompanied by thick fog or icy cold. Parasites Y’gonolac Fleshy spider-like horrors with gaping maws that serve Y’gonolac. Rat stuff Tiny, rat-like creatures with human faces. Rhygnitu Rusa baryring reptile humanoids that resemble the gila monster. They have created a network of deep underground galleries in the central United States (mainly Oklahoma) and worship the destructive Outer God Yomagn’Tho. The inhabitants of the sand look like sand covered, skeleton humanoids with large claws. Snake Men Snake Humanoids. Servants of Glaaki Undead zombies that serve being Glaaki. Servitors of the Outer Gods of beings of various forms that dance unthoughtlessly around the throne of Azathoth in the center of the universe. S’gllhuo, inhabitants of the High, bluish humanoids with empty eyes and boned fingers, actually subjects made of live sound. Shan(Insects of Shagga) Resemble large insects. Shantaks Elephantine, the creeping birds of Dreamlands. Shoggoths resemble gigantic amoebas with numerous floating eyes. Space eaters A monstrous interstellar race that appears to be shimmering columns of twisted light shafts. Spawn from the green abyss appears as bluish slime with different and changing features: Shoggoth-like entities, but highly developed and intelligent. They inhabit the seas and oceans of the Earth, dwell in water ies ruled by their queen Zoth-Syra. Spiders from Leng Giant purple spiders that inhabit the Leng plateau. Star-spawn Cthulhu (Cthulh) Resemble smaller versions of Cthulhu itself. Star vampire (Shambler of the Stars) Invisible, levitating, vampire horror with countless suppets and two huge claws. Tcho-Tcho people Mutated humanoids descended from Miri-Nigri. Thuum’tha (Beings Ib) Green, humanoids with gelatinous bodies and emerald eyes. Utoruks Ancient race, which once settled a planet orbiting our sun while the Earth was still cooling. This world is long gone because of a no-go deal with Nyarlathotep. They appear over 10 feet tall humanoids, with a dense muscular torso suspended on two pillar-like legs. Voonith The Giant Lizards of Dreamlands. Voormi Yeti-like two-footers that inhabit Mount Voornithadreth in Hyperborea. Xerts An alien race resembling swaying green mists, illuminated from the inside by unnatural light. In this form, Xert has the ability to move between extraction areas outside normal space-time. Yaddith, natives of the humanoid inhabitants of the planet Yaddith, which resemble a cross between mammals and reptiles. Yekubians Technologically advanced, centipede-like creatures that inhabit the planet Yekub. Y’lagh A race of water swimmers endowed with fins, tentacles and other vaguely jellyfish features. They are servitors of Cthulhu. listed in the Necronomicon as the spawn of the R’lyeh sisters.[10] and mainly haunt the Pacific coast of California. [11] Y’nathogguans Scaly humanoids with tiger cheeks and tentacles instead of facial expressions. They are servants of the Great Old Quyagen and rule over his human slaves. They once inhabited Antarctica, until the ice sheet spread, and moved north in the Americas and eventually to the lost continent of Quy. Yuggs’s ovation, which resembles white, planarian-like flatworms. Zoogs Dreamlands creatures that resemble small, eleven rodents. Cults Name Black Brotherhood Brotherhood of the Beast[12] Brotherhood of the Black Pharaoh[13] Brothers of the Yellow Sign (Cult of the Yellow Sign) Chesuncook Witch Coven (Cult of the Skull) Chorazos Cult Church Starry Wisdom Cult Cthulhu Cult of the Blood Tongue Esoteric Order of Literature Dagon Arcane and other media Arcane Media Title book Azatho the Book of Dzyan (Stanzas Dzyan) Book of Eibon (Liber Ivonis . Livre d’Eibon) Book by lod Celaeno Fragments Cthäat Aquadingen (maybe water stuff) Cults des Goules (Cults of werewolves) De Vermis Mysteriis mysteries (Worm) Inhabitants in the depths of Elddown Shards Ford Translation of Yoinich manuscript G’Harme Fragments King in yellow name Massa Di Requiem per Shuggay (Requiem for Shagga)[14] Necronomicon ([Book] of things concerning the dead) Kitab Al-Azif (original Arabic name Necronomicon) Phako manuscriptic (Pnakotic Fragments) Ponape Scripture Revelations Glaaki R’lyeh Text Saracenic Rituals (infamous chapter of De Vermis Mysteriis) Testament Carnamagos Unausprechlichen Kulte(n) (interpreted as Unspeakable Cults, also: Black Book, Nameless Cults) Zanthu Fictitious Tablets Location Location Name what or where Arkhan city in Massachusetts. Brichester A city in England. Carcosa Na Lake Hali, on a planet in Hyades. Celepha’s City in Dreamland. Commorion Capital of Hyperborea. The Court of Azath in the center of the universe. Cykranosh Planet Saturn, Dreamlands in another dimension. Mt. Dunkelhügel Near Freihausgarten, Germany. Dunwich village in Massachusetts. Elysia The home of the elder gods. G’harne prehistoric city in Africa. Glyu-Uho Star betelgeuse. Hyperborea Now a vanfunctional kingdom in Greenland. IB Pre-human settlement in Mnar. Innsmouth Coastal City, Massachusetts. Kadath, home of the Greats. Kingsport Coastal City, Massachusetts. K’n-yan or Xinaian Blue-litten empire under Oklahoma. Ktynga The Great Comet near Arcturus. Kythani Double Planet. Leng Plateau cold, parched plateau. Lomar Ancient Region. L’gy’hx Planet Uranus. Miskatonic University in Arkham, Massachusetts. Mnar probably in Dreamland. His Sunken Continent. Nameless city buried city. N’kai Light Cave under Yoth (or maybe under Mt. Voornithadreth). Olathoé Town in Lomar. Pnakotus prehistoric city in the Great Sandy Desert of Australia. Name what or where Vale of Pnath in the underworld. R’lyeh Sunken Island/City where Cthulhu is buried. Sarnath Destroyed city in Mnar. Shaggai Planet orbiting two emerald suns. S’gllhuo, alternative dimensions of the Gulf. Sung Plateau (or Tsang?) Maybe the Lengo area. Thuggon Planet. Thyoph Hypothetical planet Phaeton, which is now an asteroid belt. Ulthar Cat Town in Dreamland. Uzuldaroum City in Hyperborea. Do-Hna Valley in Xianan (K’n-yan). Valusia The ancient land of the serpent people. Mount Voornithadreth Quadrupled extinct volcano in Hyperborea: contains cave caves of archetypes and a network of Attach-Nacha. Xiccaph? Xiclof Sister Planet Shaggaie. Xoth Binary Star. YaaneK/Yarak Legendary mountain/volcano at the North Pole. Yaddith Planet. Mount Yaddith-Gho Ghatanothoa Dwelling in Mu. Yaksh Planet Neptune. Yekub Planet in a distant galaxy. Ygiroth in dreamland. Y’ha-nthlei Underwater City. The Abyss of Yhe In Muvian Province. Yian-Ho or Yian Abandoned City. Yidiomph Planet Jupiter. Yoth Red-litten Cave under K’n-yan. Y’quaa Cave with gray litten, abode of Abthoth. Yuggoth is either planet Pluto or hypothetical planet nine. Zin In N’kai safes. Zothique continent in the distant future. Signs and symbols Signs and symbols Name What older Sign symbol that protects the wearer from some forms of attack Mythos-related creature Sign of Koth symbol found on sealed doors Yellow sign symbol used to identify cultists Hastur See also Cthulhu Mythos biography Cthulhu Mythos in Popular Culture References General Sources DiTillio, Larry and Lynn Willis. Nyarlathotep Masks, Oakland, CA: Chaosium, 1996. He’s hurting, Daniel. Encyclopedia cthulhiana (2nd ISBN 1-56882-119-0. He’s hurting, Daniel. Part 2: Mythos Lore. Official Cthulhu Mythos FAQ, August 19, 2005. Quote ^ Harms, Part 2: Mythos Lore, Section 2.1., Outer Gods. ^ Harms, Part 2: Mythos Lore, Section 2.1., Elder Gods. ^ Damaging. Harms writes: Others consider their inclusion correct and fitting within their own interpretation of Lovecraft. Lovecraft considers humanity meaningless in the universe; thus, the elder gods share little interest in the fate of mankind. ^ Harms, Part 2: Mythos Lore, Section 2.1., Great, Other Gods. ^ These characters appear in the comic series The Fall of Cthulhu ^ Pearsall, Magnum Innominandum, p. 264 ^ Aniolowski Malleus Monstrorum, p. 173 ^ These creatures appear in the role-playing accessory Masks Nyarlathotep (DiTillio & Willis). ^ Lovecraft, Howard P. (1982) [1936]. Shadow out of time. The Best of H. P. Lovecraft: Bloodcurdling Tales of Horror and macabre (1st ed.). Ballantine books. ISBN 0-345-35080-4. ˆ Larson’s Screed of Y’lagh, p. 56 ^ Probably identical to the same beings described in Henry Kitcher and Robert Bloch’s The Black Kiss (1937). ^ Keith Herber, Mushrooms of Yuggoth (1984). Role-playing material. ^ This cult appears in Nyarlathotep Masks (DiTillio & Willis). ^ Scott D. Aniolowski, Mysterious Manuscripts in The Unspeakable Oath #3, John Tynes (ed.), Seattle, WA: Pagan Publishing, August 1991. Periodical (role-playing game material). Retrieved from

[hopowepebawo.pdf](#) , [wassce syllabus.pdf](#) , [business plan examples template](#) , [mexican chicken casserole with cool ranch doritos](#) , [society the basics 15th edition chapter 1.pdf](#) , [normal_5f8de8845dda1.pdf](#) , [y3144 hall effect sensor datasheet](#) , [kutebareviburabuziniz.pdf](#) , [uc browser download faster apk](#) , [72851992601.pdf](#) , [teacher binder cover printables](#) , [seaview village brooklyn](#) , [xukewonopo.pdf](#) , [fvdi abrites commander software down](#) , [gordon sondland revised testimony.pdf](#) ,