

THE CARCOSA **GRIMOIRE!**



A CARCOSA COMMUNITY PROJECT

WITH AN INTRODUCTION BY GEOFFREY MCKINNEY
AUTHOR OF *SUPPLEMENT V: CARCOSA*

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FOREWORD

Herein lies a wealth of imaginative and horrific material for use in D&D campaigns, especially those campaigns inspired by Supplement V: CARCOSA. Everything herein is, of course, entirely optional. That said, nothing held between the covers of this tome would I hesitate to use in a D&D campaign. What weird ceremonies occur in that squat stone village beneath twisted and bloated trees? What incomprehensible customs do the men practice, and in what sort of alien architecture do they lurk? All such questions can be easily answered with the aid of the treasures in your hands.

Also included are bizarre pigments, new monsters (suitably terrifying), new mutations, new artifacts, new eldritch locations, new character types (the apothecarial witch and the implacable Brothers of the Skull), various random tables (including encounter tables), and more. None of the contents of The Carcosan Grimoire adds complexity to the rules. Instead, everything is calculated to make the referee's thankless job easier, and to provide greater variety for the referees and their players.

Lastly, the kind originator of this volume, Cameron DuBeers, has seen fit to include some of my comments regarding Carcosa, gleaned from various places on the internet going back over three years. Anyone reading this section will discover that my conceptions of Carcosa have mutated over the years, and they continue to mutate. I hope that this invaluable booklet will help all our D&D campaigns mutate in extraordinary and unsuspected directions.

Enjoy!

Geoffrey McKinney
June 5, 2009

Random Situations for Carcosa Villages

Contributed by Jeff Rients

Here's a typical village from the sandbox section of Geoffrey McKinney's awesome Carcosa:

Village of 430 Green Men ruled by "the Speaker of all Truths", a neutral Swashbuckler.

I love, love, love the evocative titles assumed by most of the leaders in the world of Carcosa, as it lends an air of opulent decadence to what would otherwise be just another village boss-man. But there's just not quite enough in those village write-ups for me to grab hold of. Thus was born an idea for a random chart to give each village a little individual character.

Roll 1d30

1. The villagers have suffered predations from a local (same hex) band of bandits. The bandits are men of a different color and the villagers will be extremely suspicious at best or outright hostile to visitors of that same color.
2. The village is run by Amazons, who will attempt to enslave men of the same race and slay other men. Women of the same color will be recruited into the fold if willing, while women of other colors will be allowed to go in peace. Men of any color without mutations or other physical flaws may find themselves conscripted into the village leader's man-harem.
3. Villagers worship a local god (1-2 Spawn of Shub-Niggurath 3-4 horribly malfunctioning Robot 5-6 other) and a sacrifice is due soon.
4. Villagers work a small mine of a random element. If the element is not hostile to the locals their spears and knives will be composed of the stuff. If the element is hostile to the locals the leader of the village will have a sword or axe with a blade made of it.
5. The village contains many mutants (1-2 sizable minority 3-4 majority 5-6 all inhabitants) and there's a 1 in 6 chance that the mutation is due to some local condition (background radiation, strange elements in the water, etc.) that might affect the PCs.
6. The inhabitants of the village hate mutants, going so far as to expose infants with obvious mutations and drive off or kill inhabitants who mutate later in life. Strangers with obvious mutations will be attacked on sight.
7. The ruler of the village is a cyborg with an addiction to fresh organic parts. Some villagers are missing eyes, limbs, kidneys, etc. The ruler will attempt to harvest the PCs for spare parts if possible, not being picky about color if a particularly strong arm or sharp eye can be appropriated.
8. A rumor is going around the village of a secret sorcerer among their own. Sorcerous village leaders will want the rival eliminated but also greatly desire any books or paraphernalia in their possession.
9. In addition to the stated inhabitants the village has a racial minority of another color equal to about 10% of the main populace. 50% of the time

- this minority is a repressed underclass, the other 50% they're outright slaves to the majority.
10. The main agricultural product of the village is a local fruit that is deadly poison to another race of men (1-3) or a specific monster type (4-6).
 11. At least half of the village is ill to some degree or another. Rumours abound that someone has been poisoning the well.
 12. The villager has a very skilled healer. Under the ministrations of this person wounds heal at twice normal rate and other harmful conditions can be relieved at the referee's option. It is 50% likely that the ruler of the village considers the healer a political threat.
 13. The village has had some success domesticating a species of dinosaur to serve as beasts of burden. Because of the enormous agricultural benefits the dinosaurs provide they will part with these creatures only for powerful artifacts or other great boons.
 14. The power in the village is a Space Alien Computer that advises the ruler.
 15. Somewhat friendlier than many villages, the folks here are willing to trade with men of any color. Because they are willing to work with wandering traders many different types of goods might be found for sale here and the citizens enjoy a better standard of living than most places.
 16. Other visitors are in the village, perhaps an NPC party seeking their own adventures, traders on business, or a sorcerer up to no good.
 17. The village is in cahoots with a band of slavers. Visitors will be captured in the night and held in a root cellar or iron cage for 2d6 weeks until the slavers return looking for wares to buy. 50% chance that a party consisting entirely of the same race as the villagers will be safe.
 18. The villagers have a local supply of one type of lotus. Only the leader of the village and d4-1 elders will know the secret of making the raw plant into working lotus dust.
 19. The villagers are all gone. Where did they go? Will they return?
 20. The village is built amongst the sprawling ruins of ancient inhuman city. A handful of villagers know of a secret entrance to the strange tunnels below the ruins.
 21. The leader of the village is a different color of man than the other inhabitants. An ancient law of the village requires each leader of the village to be a different color in turn. Randomly determine the next color leader the people are expecting. If any of the PCs are of the proper color the leader will consider him a threat while at least some of the villagers will greet their new savior with open arms.
 22. One of the villagers (5% chance all of them!) is afflicted with a curse and when the stars are wrong turns into a horrible leprous monstrosity.
 23. A local festival is set to begin in d6-1 days. The party is welcomed to stay and participate. During the drunken orgies any male party members of the same color as the villagers will be surreptitiously married off to suitable brides. New husbands will be expected to stay.
 24. The village possesses d4+1 working artifacts of alien technology, some of which might even be useful.
 25. The village has suffered a very recent attack (d6-1 days) from either other men (1-3) or some sort of monster (4-6). The men of the village

- believe they know the location of the lair of their foe, and 3d6 of them are planning a counter-attack.
26. The leader of the village is a dying old man, not expected to last more than 4d6 days. The leader's d4+1 children are all vying to be the next ruler and some of them might try to enlist the aid of the party.
 27. A wandering unholy man has taken up residence in the village, preaching a new law of blasphemy and pain.
 28. The villagers are cannibals. Either men of different color will be considered food or else they have a taboo restricting them to eating members of their own race. 50/50 chance.
 29. Part of the economy of the village comes from fishing a nearby lake, river, etc. A minority of villagers are members of a Deep One cult, with a 2 in 6 chance of the village leader being a cultist.
 30. Either the leader of the village or a local "witch" (50% chance each) possesses psionic powers. Strangers will be subjected to psionic surveillance to determine their intentions.

Carcosa Revised. Again.

Contributed by Max Davenport.

A Bold New Take on the World of Carcosa

First came the controversial original. Then came The Expurgation. But now comes the most shocking Carcosa yet. Can you survive the horror, the madness, the hours of fun and laughter that is....

Carcosa Mad Libs

"Summon the Adjective Ones: This number hour ritual can be completed only on a adjective related to weather night. The sorcerer must obtain the kind of food found only in ruined kind of shop, plural of the Snake-Men. The sacrifice is a noun number years old with noun. The sorcerer, after partaking of the kind of food, must verb the sacrifice number times, afterwards verb-ing it with its own noun. As it verb-s, 10-100 of the Adjective Ones will verb out of the mists."

Carcosan Ethnology Random Tables: Customs

Contributed by Nicolas Dessaux

Additional material by Jeff Riens and Bill Ellis

I tinkered a random table to create customs for Carcosan societies. Each time you need a new villages, roll 1d6 to know the number of customs, then:

Step 1: Roll 1d12			
1	Everybody	7	The children
2	Elders	8	The chieftain
3	Men	9	A lone maniac
4	Women	10	A particular family
5	A sect	11	Slaves
6	A secret society	12	A high priest

Step 2: Roll 1d6+1d8			
2	Eat	9	Prohibit
3	Worships	10	Are fond of
4	Sacrifices	11	Purify
5	Ignores	12	Burn
6	Hate	13	Drown
7	Mummify	14	Bury
8	Avoid		

Step 3: Roll 1d10			
1	All	6	Thin
2	Color (pick one randomly)	7	Diseased
3	Big	8	Mutant
4	Small	9	Radioactive
5	Fat	10	Tentacled

Step 4 : roll 1d4+1d10			
2	Women	9	Trees
3	Men	10	Insects
4	Elders	11	Plants
5	Dinosaurs	12	Drugs
6	Insects	13	Fungi
7	Aliens	14	Snakes
8	Rocks		

Step 5 : Roll 1d12 for reasons			
1	Logical	7	Rational
2	Irrational	8	Unknown
3	Mystical	9	Astrological
4	Religious	10	Secret
5	Mathematical	11	Ancestral
6	Historical	12	Fun

So, as a example, in a village of blue men, with (1d6) 3 main customs:

- 3, 4, 4, 14, 4 Men sacrifice small snakes for mathematical reasons
- 5, 12, 8, 9, 3 A sect burns mutant trees for mystical reasons
- 1, 13, 4, 10, 7 All drown small insects for rational reasons

It lets the DM (and the players) a wide range of interpretation, but makes the villages very different from one to another. And you know PCs should beware of mutants trees and cultists there...

Carcosan Ethnology Tables: Architecture

Contributed by Nicolas Dessaux

Step 1: Who (1d12)			
1	Everybody	7	Foreigners
2	Aristocrats	8	Priests
3	Slaves	9	A Sorcerer
4	Women	10	Deads
5	Men	11	Dinosaurs
6	The chief	12	Hunters

Step 2: Where, Adjective (1d10)			
1	Subterranean	6	Spherical
2	Square	7	Long
3	Round	8	Fungi-like
4	Big	9	Pyramidal
5	Small	10	Translucent

Step 3: Where, Noun (1d6)			
1	Houses	4	Caves
2	Huts	5	Cells
3	Towers	6	Bunkers

Step 4: Décor, Adjective (1d8)			
1	Colored (roll randomly)	5	Carved
2	Erotic	6	Cryptic
3	Translucent	7	Beautiful
4	Large	8	Scary

Step 5: Décor, Noun (1d12)			
1	Windows	7	Symbols
2	Bones	8	Mirrors
3	Curtains	9	Walls
4	Paintings	10	Lamps
5	Ponds	11	Plants
6	Chimneys	12	Jars

Example: In a blue village, priests lives in round houses with cryptic ponds (maybe for weird rituals), while aristocrats like in subterranean towers with large windows (such as light pits) . Men form the common lives in long caves, probably around their lords towers, and got cryptic lamps in their homes (probably a religious symbol) while foreigners are let in the surrounding caves, in the fungi towers with curtains of their own colors. Dead bodies are put in big houses outdoor, with scary windows letting appear their decaying corpses.

Carcosan Ethnology: Clothes

Contributed by Nicolas Dessaux

The basic clothes in Carcosan societies are loincloths and boots, with leather cloaks or furs in harsh climates. But some groups or peoples wears different clothes. Roll 1d6 for the number of features for each village / tribe:

Step 1: Who (1d12)			
1	Everybody	7	Children
2	Men	8	Slaves
3	Women	9	Widows
4	Elders	10	Chiefs
5	Priests	11	Courtesans
6	Warriors	12	Hunters

Step 2: What, Adjective (1d10)			
1	Small	6	Tight
2	Translucent	7	Leather
3	Large	8	Feathery
4	Erotic	9	Precious
5	Colored	10	Nothing (skip step 3)

Step 3: What, Noun (1d12)			
1	Chains	7	Pants
2	Jewels	8	Cloaks
3	Veil on their head	9	Bones
4	Shirts	10	Belts
5	Robes	11	Armor
6	Skirts	12	Weapons

Step 4: When (1d8)			
1	Every day	5	At night
2	Outdoor	6	At war
3	For ceremonies	7	When in mourning
4	When (1-3 on 1d6) or Until (4-6 on 1d6) they're married	8	When (1-3 on 1d6) or Until (4-6 on 1d6) they're Initiates

If you want to explain strange features, you can use the 'reasons' table from the Customs tables.

For example, a village of blue men roll for 5 features :

1. Men wear precious belts at war (for irrational reasons)
2. Slaves wear feathery chains at war (for rational reasons)
3. Elders wear feathery shirts until they're married (for mathematical reasons) [which probably means they marry very late, for demographical reasons, and there is some relationship between marriage and slavery]
4. Widows wear tight cloaks when on mourning (for mystical reasons)
5. Priests wear tight skirts at night (for secret reasons)

Carcosan Ethnology: Body Modifications

Contributed by Bill Ellis

Step 1: Type (1d4)	
1	Piercing
2	Scarification
3	Amputation
4	Tattooing

Use Ethnology Tables (above) for rolling *Who* and *Why*.

Piercing (1d8)			
1	Tongue	5	Belly button
2	Ear	6	Nose
3	Cheek	7	Nipple
4	Lip	8	Genitals

Scarification (1d10)			
1	Full body	6	Leg
2	Partial body (see Sub-Table)	7	Hand
3	Head	8	Foot
4	Face	9	Chest
5	Arm	10	Back

Scarification Sub-Table (1d6)			
1	Upper Half	4	Left Half
2	Lower Half	5	Front Half
3	Right Half	6	Back Half

Scarification Method (1d6)			
1	Cut	4	Bitten
2	Burnt	5	Clawed
3	Acid	6	Anything at hand*

*This group will use anything and everything to create the scars, as that is what's important to them, the scars themselves, not the method. Lasers, Rocks, Weapons, Animals, etc.

Amputation (1d12)			
1	Arm	7	Ear
2	Hand	8	Nose
3	Leg	9	Lips
4	Foot	10	Genitalia (partial)
5	Eye	11	Toe
6	Tongue	12	Finger

Tattoos

This one could actually be a whole section on to itself. Everything from placement, type, materials used (making pigments out of the Jale, etc), size, meaning. . .

Infernal Pigments

Contributed by Chris Robert

As a result of centuries of prejudice and persecution, the Bone Men have developed an assortment of colored pastes (one for each of the colored races) to be used as a means of disguise. 'Infernal Pigments' is a catchall moniker used by the other races in stories passed down over generations - Bone Men refer to the pigments by a number of different names based upon their color, eg. 'Crimson Skulk' (red), 'Midnight's Secret' (black), etc.

Crafted from naturally occurring dyes and stains, these pigments have been rendered into an oil-based paste which can be quickly applied to bare skin. After about thirty minutes, the paste is completely absorbed into the skin, and the Bone Man so treated will be effectively indistinguishable from a member of the matching race. Only chiralurgical, sorcerous or advanced technological examination will reveal the physical deception.

Once applied, Infernal Pigments will retain their effectiveness for 2D-3 days (minimum 1 day), and are not affected/diminished by weather, activity, etc. For the final six hours of 'effectiveness', the color will fade markedly and the ruse will be evident to any observer. Prior to use, they may be stored indefinitely in any sealed container.

Combining different pigments simultaneously in the same Bone Man provokes an immediate roll on the Mutation Table.

If a Bone Man disguised by Infernal Pigments is used in any part of the casting of a sorcerous ritual, the ritual will automatically fail in the most spectacularly disastrous manner possible for both the Bone Man and the Sorcerer.

For the special effects of element-based weaponry, any Bone Man affected by Infernal Pigment is treated as being of the race of the color in question.

Bone Men will deny the existence of Infernal Pigments to all outsiders. Within the Bone Men communities, Infernal Pigments are rare and precious commodities and are generally not available for purchase, but bartered for in exchange for some great service or need of the community. They are usually saved for times of great travail, when the community must pick up and leave hastily to avoid extermination.

Ironically, while the Infernal Pigments were developed as a defensive measure to help avoid persecution, as the use of such products has trickled into legend and superstition, fear and hatred of the Bone Men has only grown.

Monster: Yix'Caahl

Contributed by Terje Nordin

This Great Old One is a ten feet tall biped with six arms and neither head nor face. Its body is composed of ruby red crystal and from within its depths shines a soft vermilion glow. Yix'Caahl lives by consuming the spiritual substance of sentient beings. It only needs to touch its victims skin to suck its spirit out unless the target makes a saving throw against Dragon Breath. If the attack is successful the victims body dies instantly. Within the Great Old Ones crystal body one can see the tormented faces of the spirits that are currently trapped within its digestive system. One soul will give Yix'Caahl nourishment for one week. If it has not found a new prey after that period it will go into a state of torpor where it will be completely immobile until some curious fool lays his or her hand upon it. Yix'Caahl retains all memories from all spirits that it has eaten and therefore possesses knowledge of many things. It is quite willing to give truthful answers to any questions in return for sacrifice, one sentient being per question. It only takes half damage from normal weapons but magical and high tech weapons make their usual damage. AC 1 Move 12 HD 25

Monster: Enslaver

Contributed by Terje Nordin

This is a microorganism that infects the brain of humans and turns them into raging beasts. The disease spreads through body fluids, such as blood and saliva, often through wounds. Anyone who is hurt by the bite of an Enslaved must make a saving throw against Poison or be infected. That is one saving throw for every hit that does damage. An Enslaved will lose control over his or her own body and turn into a feral predator that attacks all other humans encountered. The transformation starts within an hour after being infected and rarely takes more than five minutes. The victim retains consciousness and can control facial expressions and speech. Enslaved humans will often cry out for help or try to warn their victims and tell them to run away. After a week or two the face becomes devoid of expression, the eyes become empty and nothing but growling and whimpering rises from the throat. The Enslaved have the same values as ordinary humans.

If healing magic (or technology) is available in the campaign an Enslaved can be cured by a spell or device or potion equivalent with Cure Disease. It is likely that the possibility to save the Enslaved will make it a whole lot worse when one is being attacked by them.

Monster: The Omniscient Oracle of the Refulgent Maze

Contributed by Terje Nordin

In an underground cavern lies a labyrinth of mirrors that are the earthly shape of an otherwise incorporeal intelligence. The entity can use the mirrors as eyes to see anyone that enters the labyrinth, but also as mouths to feed from

anyone whose reflection is caught by the mirrors. Each turn all characters in the labyrinth of mirrors must make a successful saving throw against spells or suffer one die of damage. The god can be killed by destroying all 313 mirrors in the labyrinth. The Omniscient Oracle will teach arcane secrets by showing images in the mirrors, but only if first appeased with the sacrifice of a loved one that is interned in the labyrinth for one whole night.

Psionics: 1-4 powers up to four times per day

To invoke: Reflections from beyond the Gate of Death

Predatory Mantis

Contributed by: Doc

Number Appearing: 1-4

Armor Class: 4

Hit Dice: 5

Move: 21

The Predatory Mantis, also known as the Emerald Nightmare, is a huge insect the size of a horse. Despite its size, it is incredibly agile and can move quickly over land and water with equal grace. It is a cold, utterly ruthless killing machine that attacks with both pincers in a round. If it scores two hits on an opponent, it is trapped in the mantis' grasp. The next round the mantis makes a mandible attack for 2d6 points of damage. If it rolls more than five above what it needs to in order to strike, then it has bitten the head off of its prey.

Swamp Fell

Contributed by: Doc

Number Appearing: 1

Armor Class: 3

Hit Dice: 8

Move: 12

The Swamp Fell is a hulking humanoid creature looming nearly ten feet tall with muddy bronze skin pulled taut over a powerful frame and hideous leering features. It is an ancient creature, perhaps the last of its kind, and fancies itself a godling. It has powerful psionic ability, usable 1d6+4 times per day, that it uses to dominate lesser creatures into submission and giving it tribute (usually virgin girls, whom it defiles then consumes). In addition to psionics, it attacks with a great shrieking sword that does +4 damage due to its inhuman strength. The Swamp Fell revels in causing pain and discord and is strongly aligned to Chaos.

Nameless Folk

Contributed by: Doc

Number Appearing: 2d10

Armor Class: 7

Hit Dice: 1-5

Move: 15

The Nameless Folk are a race of strange Men who originate in great swamps, forests, or other areas far from the prying eyes of civilization. They have no natural skin coloring, but instead are able to change the appearance of their skin to any color they desire, allowing them to walk amongst any type of Man unnoticed. They are able to move with great stealth, remaining silent and unseen at a base 75% chance. They are a race of slavers and cannibals, their weapons including cruel hooks and swords with jagged edges that rend flesh in great bloody chunks. They care little about Law or Chaos.

For every Nameless Folk tribe there will be a Blood Chief of 6 hit dice who possesses the ability to alter his appearance to appear exactly like a specific other person. This ability is psionic in origin, creating a visual illusion, and does not give access to armor, hit dice, or items that the chieftain does not actually possess.

Artifact: Rejuvenating Bath

Contributed by Terje Nordin

This artifact of the Primordial Ones consists of a large chamber full of biomechanical machinery at the centre of which there is a vat filled with jale slime. A damaged character that is put in the vat will heal two hit dice for each turn spent in the slime. A recently dead character that is put in the vat for three turns will either be revived and restored to 1 HD (70%) or turned into a Diseased Guardian (30%). For each turn a character spends in the Rejuvenating Bath there is a 10% risk of being mutated. If someone uses the machine without a proper understanding of how to operate it the patient in the vat will be dissolved into slime.

Magic Item: The Plains of Whispering Glass

Contributed by Terje Nordin

Many square miles of multicoloured fluorescent glass. Any character with psionic powers entering this area while having access to the telepathic ability will sense strange voices whispering blasphemous secrets. After listening to the voices for an entire night the character can experience nothing in particular (50%), have his or her sanity permanently shattered (40%) or learn one random sorcerous ritual.

New NPC: The Witch

Cameron DuBeers

The term Witch may be, perhaps, a bit of a misnomer for this profession, but the Carcosan word translates poorly into English and witch is the best approximation available. Witches are always crones (post-menopausal women, the word "crone" is not an insult on Carcosa) due to the many years of study and apprenticeship necessary to accumulate the vast amounts of lore needed to fulfill her duties. Though there may be males with some of the knowledge a witch possesses, a male will not be taken as an apprentice by a female, nor will they be give the benefit of the generations of accumulated knowledge and lore. Carcosan witches are not spell-casters in any sense of the word; they are instead a combination of alchemist, chirurgist, midwife, and healer. A witch commands respect from the members of her community because of the weal she brings to them; she is feared because her abilities are so advanced beyond common knowledge to appear magical. To the majority of Carcosans, magic means sorcery and sorcerers are both feared and reviled by the common man; and rightly so.

Due to the needs of her profession, a witch will usually have skill in at least one of the following professions: brewer, distiller, glass blower, or potter. Witches may take secondary apprentices in these skills, these apprentices may be of either sex and of any color (though it should be noted few communities in Carcosa are not segregated by color). Witches will also have 1-3 witch apprentices at any one time. These primary apprentices will serve in various capacities, most often as gatherers of raw materials needed to brew their mistress' medicines or nurses as need dictates. All witches learn to read and write as part of the training.

Carcosan communities tend to be insular in nature; the personality of the witch will reflect this. Witches take their perceived responsibility to the community at large very seriously. As a result, she will be quick to lend her skills in supporting them in any conflict with outsiders. Adventurers, particularly those of different color to her own, will initially be regarded with suspicion. This suspicion can often be overcome with gold and treasure, or perhaps with the gift of rare alchemical ingredients.

Skills: witches excel at using natural ingredients to make substances that will alter the function of the human body. These natural ingredients include animal, vegetable, and mineral substances; these elements will be variously brewed, distilled, decanted, rendered, reduced, and so on into her medicines. Medicines will be in all the forms familiar to the players, and all are non-magical in nature: elixirs (potions), pills, powders, crèmes, salves, unguents, poultices, teas, draughts, and balms. Note that *elixir* is used in preference to *potion* in order to avoid confusion with magical brews of healing, the healing elixirs Carcosan witches brew is not magical in nature.

The referee is free to decide what form (liquid, solid, powder) the concoction will take, a list of effects is enumerated below.

- | | |
|---------------------------|------------------------------|
| 1. Charm | 16. Increase DEX |
| 2. Coma | 17. Increase INT |
| 3. Cure Disease | 18. Increase Psionic Ability |
| 4. Daze | 19. Increase Psionic Power |
| 5. Enhance Hearing | 20. Increase STR |
| 6. Enhance Sense of Smell | 21. Increase WIS |
| 7. Enhance Sense of Taste | 22. Memory Restoration |
| 8. Enhance Sense of Touch | 23. Mutation Removal |
| 9. Enhance Sight | 24. Neutralize Poison |
| 10. Feeblemind | 25. Purify Food and Water |
| 11. Frenzy | 26. Radiation Treatment |
| 12. Haste | 27. Sleep |
| 13. Healing Elixir | 28. Slow |
| 14. Increase CHA | 29. Suggestion |
| 15. Increase CON | 30. Truth |

For ease of adjudication, the spell-like effects listed above should conform to the spells of similar name or effect from *Book One*.

Most witches will have 2d4+2 flasks of healing elixir (restores one hit die) on hand; asking price is 100 GP per flask. The healing elixir taxes the body and no human may imbibe more than 3 flasks in any 24 hour period. Additional doses will have no effect and may even have a 10% of inflicting 1d4 dice of damage.

The concoctions for increasing ability scores should add 1d4+1 to the user's base score for one hour, no ability score may exceed human norm (18). The various sensory enhancements (numbers 5-9) also last an hour and can take various forms (for example, infravision, eagle eyes, sharp hearing).

Increase psionic ability adds one ability to the characters list for the day, whereas increase psionic power moves the character one step in level of ability (thus a 3rd level psionic would move up one step and cast his or her ability as a 5th-6th level character). Multiple doses within a 24 period have no additional effect.

Memory restoration is useful for restoring drained levels or erased memory. Memory restoration, mutation removal, and radiation treatment all require 1d4 days of treatment and rest in order to be effective; all have a limited window during which to work their curative effects. A character has 1 month to seek treatment for memory loss (level drain), mutation, and radiation sickness; for every additional week there is a 25% chance treatment will be to no avail and after 2 months, no treatment is possible.

It must be noted that some of the medicines could be used offensively, and the brewing or obtaining of various poisons (including poisons, toxins, and venoms) certainly falls within the witch's lore. Most witches observe the simple law "Insofar as possible, do no harm" but chaotic witches, or witches *in extremis* could surely do a lot of harm. Most witches wear necklaces of hollowed out bones (blowguns) filled with charm, coma, or daze powder for selfdefense and if a person were able to convince her of a dire need, she might sell some. Referees should note that most of the items above can be "reversed" for baneful effect, and though a witch would produce these items if need were upon her, for the most part a witch will eschew doing harm to another living being.

The referee should feel free to add or remove from this list as campaign needs dictate. From a historical point of view, the witch was conceived because Carcosa is a bleak, unfriendly world. Having access to limited healing was a way to increase player survival without altering the tone of this campaign world.

The Brothers of the Skull

By Baz Blatt

The Brothers of the Skull are Carcosa's answer to monks and paladins. Anyone can join the Brothers if they are lawful, are not a Bone Man, are not psionic, have no mutations and are willing to swear a dire oath never to use a sorcerous ritual not sanctioned by the order. On occasion interlopers try and infiltrate the Brotherhood, and former sorcerers lapse, but they have various methods for sorting the wheat from the chaff and never fail to take revenge on backsliders and infiltrators. Women may join, but must apply in an all female Receptacle and are still called Brothers.

The Brothers are based in the Fortress of Skulls, a delightfully grim edifice at the head of a rugged canyon in the Mountains of Mankind. Much of the structure is made of skulls, and the mortar that holds them together contains ground bone. The outer walls are made of heat-fused basalt boulders, surmounted with a more conventionally constructed basalt wall with skull shaped merlons with embrasures in the eyes for archers.

The Brothers do not have a deity of their own. They know that there is no supernatural ally humanity can call on to oppose the Old Ones and their minions, and should the Old Ones actually appear personally on Carcosa even the mightiest warriors of the Brotherhood would be squashed pretty quickly. However they do have faith that humanity can eventually overcome these cosmic foes by dint of developing their own potential and by eliminating the sorcerers who allow these cosmic horrors to come forth into the mundane world.

The founding of the Brotherhood is shrouded in mystery, but their current base is about 2000 years old, created after they were exiled from the short lived Brown Lance Empire. There are about 250 people resident at the Fortress, 30 brothers including five resident Immortal Elders, 60 ordinary soldiers and servants of the Order and their dependants. There is room for over a thousand and the ruins of walled villages and towns further down the Valley of the Brothers of the Skull, but these have not been inhabited for centuries.

There are perhaps 100 more Brothers roaming the lands of Carcosa fighting the cults of the Old Ones and the wretched Sorcerers who attempt to use them to further their own ambitions. A few of the larger and more organised lawful towns and cities have Brothers as counsellors to their lords and leaders of their armies.

The Immortal Elders really are immortal. The rituals of the order stop aging and even reverse it (see below), and the leaders all look like physically perfect youths, though their eyes betray their long history of unending warfare against mind-warping foes. The senior-most Elder at the Fortress of Skulls is Brother Dorn, 1541 years old and of 29th level. Stories abound of the foes he has fought and the massacres he has perpetrated. His role in the infamous Third Bone Crusade, which attempted to exterminate all the Bone Men from the

land of Ghentheras, has made him a major historical figure. There are older and more potent Brothers than Dorn even, though they keep their names and true identities secret as there are many Sorcerers and demonic deities who want them dead.

Becoming a Brother

Applicants must present themselves at the Fortress of Skulls in groups of four termed a 'Receptacle', as it contains four souls. They may be of any level and of either existing class and must pass a physical and spiritual examination (add Str, Dex, Con and 1 dice per level and get a score of 50 or over) and are required to undergo a surgical sterilisation. If any member of the Receptacle fails or refuses, all are told to leave. Those who passed the physical exam can reapply in a new group of four, those who failed cannot take it again until they have gained a level.

Once admitted to the Fortress as Oblates, none can leave until two rituals have been completed. If one member of the Receptacle tries to leave at this point, all four are slain.

The First Ritual of Infinity takes several months and involves a programme of self-criticism, self-denial, and ritual humiliation designed to drive the subjects to suicide. Once one of the four has killed himself, the remaining three consume part of his body and his cleaned and preserved skull is added to the fabric of the Fortress as part of the First Tower. Upon completion all surviving members of the Receptacle gain one point in Intelligence, Wisdom or Charisma, depending on which was their deceased comrades highest of these three statistics. (This ritual can be role-played, or roll 1 dice plus Wisdom for lawful characters, 1 dice plus Wisdom/2 for neutrals and just one dice for chaotic; those non-lawfuls who survive must roll 8 dice and score under their Wisdom plus Charisma or change alignment to lawful).

The Second Ritual of Infinity can be short or long, depending on the participants. One of the three surviving members of the Receptacle must be murdered by one or both of the others. Since no weapons and no armour are allowed to Oblates this means cunning and ruthlessness play more of a role than weaponry. Again there is a cannibalistic ritual feast and the cleaned skull of the victim is added to the Second Tower, and again the survivors gain one point in Intelligence, Wisdom or Charisma, depending on their deceased comrade's stats.

The two survivors are now Novices of the Brotherhood and may leave the Fortress if they wish, may stay and persuade the hierarchy to teach them yet more of the Rituals of Infinity, and will become 1st Level Brothers of the Skull. They retain all their old hit dice and fighting ability, but do not progress until their Brother level passes their current class level.

The Third Ritual of Infinity occurs when a third member of the Receptacle dies. The last member must seek out and retrieve part of the deceased mem-

ber's body, preferably the skull, and take it to the Fortress. The cause of death may be anything, but no Brother may directly or indirectly procure another Brother's death after the first two Rituals have been got out of the way. Once the Third Ritual is complete the last member of the Receptacle no longer ages, and shaves his head, the hair never regrowing. He is immortal from now on, bar violence, poison, disease, being eaten by Old Ones etc. and again gains one point in Intelligence, Wisdom or Charisma.

There are numerous Rituals that may be learned, many requiring quests to be performed for the Order and knowledge of other more basic rituals. One may not teach the rituals one knows until 12th level is reached, and the Third Ritual completed. These rituals are detailed in a series of grimoires kept in the most secret and secure vaults of the Order. Many of the books are no longer intelligible, many are so ancient and fragile that they cannot be touched and some Rituals do not seem to have been written down. The Red Book of the Skull, so called because of its binding of red-man skin, is a list enumerating the titles all those currently known, and admits to many gaps in the knowledge that the Order once commanded.

Hit points and fighting ability are as the standard D&D Fighter and Brothers of the Skull may use any armour or weapon, though as they progress and learn certain rituals they may take on some limitations in weapon use return for bonuses in other areas.

Level		Experience Points
1	Novice	0
2	Initiate	2,500
3	Brother	5,000
4	Battle-Brother	10,000
5	Brother Superior	20,000
6	Disciple	40,000
7	Knight	80,000
8	Commander	160,000
9	Crusader	320,000
10	Master	480,000
11	Grand Master	640,000
12	Elder	800,000

Those who have passed the Third Ritual of Infinity get to add 'Immortal' to their title, eg Immortal Knight, Immortal Commander and so on.

Saving Throws:

Level	Death Ray Poison	Wands	Stone	Dragon Breath	Spells
1-2	12	13	14	15	16
3-4	11	12	13	15	15
5-6	10	11	12	14	14
7-8	9	10	11	12	12
8-9	8	9	10	10	10
10-11	7	8	8	8	9
12-13	6	7	7	6	8
14+	5	6	6	5	7

The Rituals

The Rituals of Infinity are taught at the discretion of the Immortal Elders, usually in return for carrying out a specific mission on behalf of the order or making a gift of some precious object to the treasury at the Fortress of the Skull. Factions have built up around certain Elders who act as patrons of their own sub-group of Brothers, but no internecine fighting or splits in the Brotherhood have ever occurred, or if it has it is not recorded anywhere in the archives. Certain rituals are mutually exclusive and certain 'schools' favouring one approach to ultimate herodum over others have arisen.

There are 129 rituals listed in the Red Book of the Skull (so-called because it is bound in Red Man-skin), including a number which are now lost. The Red Book contains details of only the first three, the rest are written in other grimoires of the order or are passed on only by oral transmission. The Red Book states that there are in fact an infinite number of Rituals of Infinity, and that the creativity and genius of man will eventually uncover them all. The Order also has books containing certain sorcerous rituals used as reference by researchers examining the methods of the Enemy and seeking to thwart their dark designs. These are kept in a highly secret library somewhere in the Fortress of Skulls.

A partial list of the Rites of the Brotherhood

Ordinal Number & Ritual Title		Brief Description
1	None	Rite of suicide and cannibalism associated with entering the brotherhood
2	None	Rite of murder associated with entering the brotherhood
3	None	Rite that confers immortality on last survivor of the Receptacle
4	<i>Lost ritual</i>	<i>Never written down, allegedly known only to the founder of the Order and his first circle of followers</i>
5	The Lesser Purging	Rite required of all sorcerers who wish to join the order
6	The Greater Purging	Enhanced version of the Lesser Purging
7	Vomition of Taint	Reverses mutation in self
8	Detestation of Taint	Gives resistance to radiation
9	Eye of the Taint	Enables detection of radiation
10	Finger of the Taint	Detection of mutants
11	Expurgation of the Taint	<i>Only the title now known, but allegedly a method was known to remove radiation poisoning from an area</i>
12	Chromatic Transition	Enables a brother to change the colour of his skin
13	<i>Lost Ritual</i>	<i>Was allegedly part of the Jale Book of the Skull, pages now ripped out for reasons unknown</i>
14	Emulation of the Serpent	Enables shedding of the skin and rejuvenation
15	The Rite of Flaying	Enables taking on the skin of another and their appearance
16	Emulation of the Saurian	Enables rebirth into a new body

Ordinal Number & Ritual Title		Brief Description
17	Vagary of the Androgyne	Enables the Brother to change sex
18	Emulation of the Dust Devil	Enhances dodge ability
19	Emulation of the Newt	Regrow lost limb or digit
20	Vow of Lasers	Give up use of laser technology, enhance use of other simpler weaponry
21	Gap in the Skull	Gives ESP-like abilities to spot liars and cheats
22	Reverberation of the Skull	Enables master of ritual 20 to extend detection to psionics
23	Wall of the Skull	Resistance to Psionics
24	Emulation of the Droid	Attach plates of armour to ones own flesh
25	<i>Lost Ritual</i>	<i>No clues as to nature of this ritual</i>
26	<i>Lost Ritual</i>	<i>No clues as to nature of this ritual</i>
27	Elixir of Foeti	Enables reversal of ageing, but requires a very unpleasant sacrifice
28	Eye of Xygon	Gives Infra-Red vision
29	Ear of Xygon	Gives enhanced hearing
30	Voice of Xygon	Can broadcast radio
31	Soul of Victory	Trades Charisma points for Intelligence
32	Triumph of the Will	Trades Charisma points for Wisdom
33	Voice of Mankind	Trades Intelligence for Charisma
34	Rite of Iron	Adds 1 point to any physical stat
35	Tempering of Steel	Reduces Charisma but adds to Constitution and Strength
36	Forging of the Skull	Reduces Intelligence but adds to Strength and Constitution
37	The Running Rite	Reduces Strength, adds to Dexterity

Ordinal Number & Ritual Title		Brief Description
38	The Taste of Vengeance	Enables a Brother to track a lapsed colleague by scent and taste
39	The Thrice Thirteenth Ritual	<i>According to the Red Book of Skulls the carved human pelvic bone on which this ritual was inscribed was thrown into a volcano, no reason recorded</i>
40	Forging of the Bone Sword	Creates a weapon from one of the Brother's own bones
41	Moulding of the Carapace	Creates a piece of armour from the Brother's own bones
42	<i>Lost Ritual</i>	<i>Elders speculate that this ritual involved further manipulation of bone and muscle from the brother into useful tools.</i>
43	Encapsulation of Venom, aka The Wisdom of Toads	Causes any systemic poison to be encapsulated in a wart on the skin and removed
44	Exudation of Beneficent Slime	Uses extracts of slimes to enhance healing of flesh wounds and stop bleeding
45	Breath of the Frog	Allows underwater absorption of oxygen through slime on skin
46	Path of the Slug	Allows walking up vertical surfaces through use of sticky slime
47	The Great Encapsulation	Allows use of a cocoon of slime to enter a state of suspended animation as per the Australian lungfish
48	The Little Encapsulation	<i>Details lost, but apparently allowed the brain to survive even where the rest of the body withered and died</i>
49	Chant Against the Grey	Enables sonic assaults on Greys using a brain scrambling noise
50	Dissolution of the Deep Ones	Uses an acidic sweat or saliva to protect against or assault Deep Ones

Detailed descriptions of selected rituals

5. *The Lesser Purging*: Required of any Sorcerer who applies to the Brotherhood upon his entry to the Fortress. Unless the Sorcerer has carried out this ritual he is not allowed to take part in the Second Ritual, and if he refuses then he and all members of his Receptacle are slain. The Oblate tattoos his name on the skin of his left little finger, then it is flayed, the skin being removed without anaesthetic by the Immortal Elder in charge. The finger is then flensed and the tissue macerated with volcanic sand in a pestle and mortar and the bones torn off one by one and ground similarly. From the resultant paste a tiny stylised human statuette is made and clothed in the flayed skin. This is set in a niche in the wall of the Chapel of Fraternal Vigilance and should the ex-Sorcerer brother ever use sorcery again the statuette will weep tears of blood alerting the Elders of his lapse.

6. *The Greater Purging*: Some especially hard line Elders will require ex-Sorcerers to use this ritual to eliminate all their knowledge of sorcery before teaching them the more powerful rites of the Brotherhood. The Brother enters the Chapel of Detestation of the Loathsome Traitors to Mankind at the Fortress of Skulls and sits naked and unmoving for three days and nights while he is scourged and spat on by his brethren. He then dons a collar made of Niobium, Zirconium and Molybdenum alloy and proceeds to the Crypt of Purgation where he lays himself on a guillotine and pulls a lever to sever his own head. He then has twenty seconds grace granted by the collar to recover it and place it back on his body. Unless he saves vs Death Magic he will fail and die, but he can be assisted by fellow Brothers who have undergone the same rite, each giving +2 to the save. The knowledge of the sorcery will have left his brain along with the blood he spilt in the process and he will have lost one point of Intelligence and all memory of 1 dice years of his life around the time he learnt the ritual as well. The spilt blood must be soaked up in volcanic ash, and the place where it lay on the floor of the chamber cleaned with soap made from the fat of the Spawn of a Shub-Niggurath and water from the Bottomless Lochs. All residue is then thrown into the volcano Thyroth at the southern end of the Mountains of Mankind. The process must be repeated for each ritual known, one being removed at random each time. Note that in some cases aggrieved demons may take the opportunity to get their revenge on a sorcerer who has abused them in the past once they know that their foe has lost the knowledge to harm them.

7. *Vomition of Taint*: If a Brother for any reason acquires a mutation he stops acquiring experience and must either return to the Fortress of Skulls to be cleansed or renounce his membership of the Brotherhood and face their wrath. The Rite of Vomition is known only to Immortal Elder Vagrus and takes place in the Crypt of the Azure Tank. The Azure Tank is an artefact of Grey technology which causes all cells which have damaged DNA to die and be replaced by clones of healthy cells, a process requiring several months in all but the most superficial cancer or radiation burn. It also requires many complex nutrients which the Brotherhood lacks the knowledge of Bio-alchemy to make synthetically as the Greys do. They get by with liquidised human tissue,

one adult person per month of tank time required. As a side effect the person cured loses 1dice years of physical age.

8. Detestation of Taint: Immortal Elder Vagrus knows of another rite he will perform on those who are willing to go into the Blighted Lands, Radioactive Desert and Mutated Forest in pursuit of mutants on his behalf. This requires one minim of the Grey Goo, an elixir found in small quantities in medical facilities in Grey domed bases (in fact a suspension of microscopic nanites). The Goo is processed by Vagrus to create Pink Goo, which is then injected into the thighbones of the brother to be protected. The nanites then supplement the action of his own immune system, seeking out and eliminating mutated cells and rewriting their DNA as it is damaged, giving +2 to any save vs radiation or mutation, doubling the healing rate of radiation burns and sickness and enabling superficial mutations to revert to normality over time.

9. Eye of the Taint: Another speciality of Immortal Elder Vagrus, this requires a dye compounded from phosphorous, fluoride salts from the flats of the Blighted Lands and tar from the oil seeps under the Swamps of the Black Delta. This phosphorescent yellow dye is injected into the aqueous humour of one eye rendering it blind to normal light, but turning it into a biological scintillation counter. If any radioactive particle hits it there is a flash of bright light, and the Brother soon learns to recognise the intensity and frequency of flashes that indicate dangerous radiation. The flashes also continue while the eyes is closed and the Brother is trying to sleep, so they often make a lead lined eye-patch to block out the effect when not wanted. Having one eye blinded reduces the chances to hit with missile weapons by 2.

10. Finger of the Taint: It sometimes happens that mutants infiltrate villages of the Pure in the hope of passing their corruption on to others, but a Brother who has the Finger of the Taint can counter this. Again under the supervision of the invaluable Immortal Elder Vagrus the flesh of the index finger of the right hand is removed and a hole drilled in the final phalange into which half a minim of Pink Goo (see the Eighth Ritual) is placed along with a delicate electronic device crafted from Titanium, Osmium and Tantalum and a red light emitting diode scavenged from a piece of Grey technology. The flesh is regrown through use of the Azure Tank or one of the other methods of regeneration known to the Brotherhood. The finger is simplicity itself to use, the Brother scratches the suspected mutant with the sharp pen-nib-like fingernail on his index finger, if the blood deviates too far from the human norm the Pink Goo activates to correct it, passing an electric current to the LED which then glows under the skin of the finger tip. The intensity of the glow indicates the degree of mutation and thus the amount of torture required before the mutant is publicly burnt at the stake. This device also detects disguised Bone Men.

12. The Chromatic Transition: A Brother who has studied the Green Book of the Skull and has never used the 16th Ritual can learn to change his skin colour to any other except Bone by using this ritual over a period of three days meditation and fasting. To learn it he must spend at least one month living as each of the other colours, using a pint of blood from a person of the

colour transformed. The rules of the ritual stipulate that the blood must be donated freely, but some Brothers take sanguinary shortcuts and seem to get away with it. Once a Brother has moved through all 12 colours and returned to his own he can change over three days to any colour he pleases without the blood sacrifice. As the skin colour changes the personality also changes subtly, and once a Brother has experienced all the options he may decide he prefers to be a different colour to the one he was born into. On completion of the ritual roll 3 dice and if the score is under the Brother's Wisdom he gains one Charisma through greater empathy with his fellow men of whatever colour. Each time a colour transformation is made there is a 1% chance of a mutation resulting in the skin becoming permanently transparent. This can only be corrected by replacement of the skin.

14. The Emulation of the Serpent: A Brother who has mastered the Twelfth Ritual may learn this one, which enables him to shed his skin like a snake over a period of six hours. This refreshes the complexion, removes scars, even those involving the loss of tissue from a fleshy part of the body such as a cheek, ear or the tip of the nose and whole skin thickness burns. The new skin is very tender for a week after shedding and AC is reduced by 1 and rolls to resist disease and contact poisons are reduced by 2 until it matures. It also reduces the physical age of the Brother by one dice years to a minimum of twenty years younger than his true age, or 18 whichever is the higher. Each use involves a save vs Death Magic or lose one point of Constitution permanently.

15. The Rite of Flaying: Once a Brother has mastered The Fourteenth Ritual he may learn this variant. He may skin a captive alive and preserve their skin and blood in a jar containing an extract of the leaves of a Liver Tree from the Mutated Forest. This will only keep it fresh for a day or so, so the Brother must act quickly to perform the Fourteenth Ritual, donning the flayed skin as soon as his own has been shed. He then sits in a darkened room for a week, drinking the blood of the skinned victim and chanting over their skull; if he emerges into sunlight at this point the stolen skin will die and he will be left skinless. At the end of this period their skin will become his and he will look and sound exactly like them until such time as he repeats the 12th Ritual and regrows a skin of his own. This cannot be used on a victim of the opposite sex and does not work with the skins of Bone Men.

16. Emulation of the Saurian: This ritual is detailed in the Jale Book of the Skull and can only be used by female, hermaphrodite and syncarp Brothers (see the 17th ritual below) who have never used the 12th Ritual. The ritual must begin in the Temple of the Tyrant Lizard in the ruined city of the serpent men with the sacrifice of a hadrasaur or ceratopsian by laser fire to the brain. The Brother is subsequently seized with a great hunger and over the next three months he/she/it? must eat five times the normal amount of food or go into a feeding frenzy lashing out and eating anything that comes into reach including comrades. The Brother, grossly overweight, then lapses into a coma, and is taken to the Hall of Transovulation in the Fortress of Skulls where they spend the next six months wasting away while a great leathery

dinosaur-like egg forms within them. They then awake and lay the egg, inevitably dying in the process. The egg hatches after a further months care in the Hall, and the brother is reborn as a baby. The child has all the memories and knowledge of the original brother, but only one point in each characteristic. It grows quickly, gaining one year of chronological age per month and one point of each stat per month up to the Brother's original total, but obviously discounting any penalties due to ageing incurred in the previous body. The new body eventually become identical to the old, but those Brothers who know the 17th ritual can choose which gender they are reborn as, and any biomechanical enhancements such as those granted by the 8th, 9th, 10th, 24th, 28th and other such rituals are lost, and any mutations, scars, illnesses, lost or maimed limbs are now corrected and renewed. There is a 1% chance that the Brother's eyes will be of reptilian appearance with slit pupils after this ritual and that their skin will show faint scaling. This will result in the gain of +1 AC and a penalty of -2 to any save vs Cold attacks. These mutations are permanent and cannot be corrected by any means, resulting in the expulsion of the Brother. The author of the *Jale Book* says that there is a variant of this ritual that enables a Brother to lay a clutch of four eggs, each of which will hatch into a clone of the original brother but 'of lesser spiritual stature' (ie half level), but does not say how this is done.

17. The Vagary of the Hermaphrodite: This ritual from the *Jale Book of Skulls* enables the Brother to change sex. The initial ritual involves consumption of an elixir concocted of several fungi, lichen and moulds from the Caves of the Scaled Ones, the Blighted Lands and the crevasses of the Thaggasoth Mountains. The Brother then eats a special diet for the next six months, gradually changing gender as they do so. Eating meat from male animals will turn the Brother from female to male, meat from female animals changes form male to female, a mix of both results in development of hermaphrodite traits and a vegetarian diet results in the Brother becoming a neuter with no distinctive sexual characteristics. This ritual can only be used by those who have never altered colour via the 12th Ritual. The anonymous author of the *Jale book* states that Red and Blue Men can only become males or females, in his opinion indicating the primitive nature of these colours which he regards as ancestral to the other ten. He also says that by using other dietary regimes Ulfire and Green men can become 'hipes' or 'syncarps', two extra sexes, in his opinion presaging the humanity to come which will all be naturally four-sexed. He neglects to mention the diet required however, and the physical appearance and attributes of these sexes.

18. Emulation of the Dust Devil: Allegedly passed down to the Brotherhood from an ancient tribe of Orange desert nomads, this is as much a combat technique as a magical ritual. The Emulator must walk, alone, across the Stinging Desert from the Monolith of Jahaleer to the Wadi of Kumsh, dressed only in a loincloth and equipped only with a length of hellthornwood. If they succeed in surviving the scorpions, pteranodons, sandstorms and heat exhaustion they gain +1 AC as the scars and abrasions on their body heal into a mystical pattern 'written by the desert'. They also double their armour bonus from high Dexterity and for each level they gain after completing the ritual

they gain another +1 AC. These benefits are all lost if they use any form of armour other than a shield, lose the pattern due to changing their skin or renewing their body or using ritual 24.

20. The Vow of Lasers: This vow covers more than just lasers, it is a blanket declaration that the Brother will use no craft or technology not developed by a human; in the current state of Carcosa that means being limited to iron age equipment and even abandoning those rituals and rites of the Brotherhood that utilise technology recovered from the Greys such as Rituals 7-10, 24 and 28-30. The Brother practices all the more intensely with his current weapons and chooses one category to specialise in from: swords, daggers, axes, maces and clubs, staff, spears and bows. The Brother gets +level/3 (rounded up) to hit when using a weapon he specialises in, with a minimum of +1.

24. Emulation of the Droid: The Immortal Elder Haghadar and his master smiths at the Fortress of Skulls can take a plate of Manganese- Cobalt doped with crystalline Yttrium and Technetium and vapour-plated with microfibrils of Germanium and create an armour plate which will bond directly with human skin. These metals are not exactly easy to come by and the usual procedure is to make small scales and graft them in a pattern that allows for expansion once more material is obtained. Very occasionally a Grey warbot will be found that has a casing made of this alloy and a whole slab can be crafted and grafted on. A complete covering of this armour confers an AC of -3, lesser coverings give proportionately lesser protection. In addition for each 3 AC worth of armour gives a bonus of +1 save vs electrical, laser, X-ray attack due to the conductive and reflective properties of the armour, but -1 vs micro-waves, and the Brother loses one Dexterity.

32. The Triumph of the Will: A Brother can use this ritual once per year at the Winter solstice to permanently reduce his Charisma by one in return for a gain of one Wisdom point. To learn it one must return the skull of a sorcerer of at least sixth level sheathed in lead to the Fortress for inclusion in the Chapel of Detestation of the Loathsome Traitors to Mankind, and then memorise the 32 verse Hymn to Harden the Cortex, found in the Black Book of the Skull and taught by some masters of the order. One must then make thirty-two successful saves vs Spells, following each one with a stanza from the hymn, and upon completion of the last stanza, one become able to enter the necessary trance state. The only limit to this ritual is when the Charisma reaches one – reducing the Charisma to zero will make the person a semi-catatonic schizophrenic with no emotional affect or ability to empathise. Wisdom may go as high as one pleases, with ever increasing benefits in resisting mental magic and the fear induced by supernatural monsters.

Further rituals all involve some form of personal transformation, rejuvenation and healing. The elders of the Order are apparently physically perfect youths with detached and abstracted personalities and eyes that speak of millennia of warfare against sorcerers.

NPCs

Tranak

Disciple of the Skull (level 6), Colour: White, Age: Physical 45 Actual 52
Str 12 Int 21 Wis 8 Dex 12 Con 18 Cha 1
AC 3 HD 6+6

Rituals of Infinity

5 The Lesser Purging, 12 The Chromatic Transition, 14 Emulation of the Serpent, 31 Soul of Victory, 35 Tempering of Steel

Sorcery

Banish the Nighted Essence, The Glyphs of the Ebon Lake, Canticle of the Crawling God

Equipment

Plate Armour, Double-handed sword, Logic Blaster – pistol, 45 charges, emitter, logic

Ganak

Disciple of the Skull (level 6), Colour: Black, Age: Physical 37 Actual 52
Str 19 Int 13 Wis 18 Dex 10 Con 14 Cha 4
AC 3 HD 6

Rituals of Infinity

12 The Chromatic Transition, 14 Emulation of the Serpent, 9 Eye of the Taint, 10 Finger of the Taint, 23 Wall of the Skull, 32 Triumph of the Will, 34 Rite of Iron

Equipment

Plate Armour, Double-handed sword, 30 point Force Field, 4 Acid grenades

Tranak and Ganak are two survivors of a set of Blue quadruplets who joined the Brotherhood as a Receptacle. Neither is yet immortal, but will become so upon the death of his brother. Tranak is deep into the rite of the Soul of Victory and is a hard faced tactician who gives not a damn about the lives of any individual human, not even that of his brother, not even his own, but weighs all with an eye to the ultimate victory of humanity over the alien. Ganak is not much better, a dedicated warrior but arrogant and abrasive, forcing people into following his brother's heartless plans by bullying and threatening them. On the other hand they stopped Faghahan the Foul from calling up the Nighted Essence to aid his campaign to become Autarch of the city of Vaske-manie, and helped obliterate three hundred Deep Ones and half-Deep Ones in the Purging of Kvensch, so they can't be all bad. Currently conducting purges of mutants in the fringes of the Radioactive Desert, looking for a three-eyed skull to allow Tranak to perform the 21st Rite, the Gap in the Skull.

Hagranai the Skull-Siren

Immortal Battle-Brother of the Skull (Level 4), Colour: Orange,
Age: Physical 18, Actual 40

Str 14 Int 6 Wis 12 Dex 12 Con 10 Cha 18
AC 5 HD 4

Rituals of Infinity

16 Emulation of the Saurian, 17 Vagary of the Androgyne, 20 Vow of Lasers,
33 Voice of Mankind, 40 Forging of the Bone Sword

Equipment

Chainmail, Two bone-swords made from her own tibiae, +1 to hit from Vow of Lasers, +1 to hit and +1 damage from being bone-swords, riding beast (Pithekoi).

Can use two weapons in combat at -2 to hit

Hagranai was originally male, but has become female through the 17th Ritual, and is leading a gang of bandits in the district of the town of Ghulhulane, whose ruler, The Flesh-Sculptress of the Plasmatic Temple, is oppressing her populace and encouraging the worship of Shub-Niggurath. Hagranai has been captured and dismembered by this tyrant for sedition, but was rescued by her followers and regrew from the egg via the 16th Ritual and stole back her severed limbs to create two bone swords which she wields together. Little does the Flesh-Sculptress know that Hagranai was originally one of her own Sons of the Mighty Arm, who escaped from her clone pens before he could be grafted with the arm of a Pithekoi and lobotomised.

Pithekoi

Number Appearing: 4-16 AC 8 HD 4 % in Lair: nil Treasure: nil

The Pithekoi roam wild in the southern plains and woodlands and are sometimes domesticated and used as pack and riding beasts. They are great ape-like beings that walk on two bowed hind legs and two long arms with huge hands and horny knuckles. They are covered in sparse fur, predominantly dark blue, though other colours exist, and have large human-like eyes of deep mournful brown. They stand five feet high at the shoulder when hunched over, ten or more if they stand upright.

In the wild they are nomadic, wandering through places far from human habitation eating roots and fruits. Riding domesticated ones is not too difficult in ordinary circumstances, but when they face danger the ungelded males tend to rear up into an upright stance, beat their chests and holler. War trained Pithekoi will even punch and cuff enemies for two dice damage, but their riders must be very skilled and using a war-saddle with straps to hold them on. Pithekoi will even use huge clubs for three dice damage under the direction of a rider, but they are basically peaceable creatures and will retreat if wounded or even if their opponent manages to shout louder than they can.

The relationship between Pithekoi and man is very close. Slave merchants in Ghulhulane have cross bred Pithekoi and humans to create a low intelligence but thickly muscled hybrid which is fertile and breeds among its own kind, though rarely breeding true. These beasts fortunately inherit the peaceable nature of the Pithekoi and make poor soldiers.

Other pseudo-monastic orders of Carcosa

The Brothers are not the only Carcosan organisation to superficially resemble a terrestrial monastic or chivalric order. There are communities of followers of Nyarlathotep which follow a hierarchical system of novices, brothers and masters, usually surrounding the tomb-like home of a group of mummies. Another group are the Psionic Monks of the Cephalic order, dedicated to extending and enhancing the use of mental powers, and the Bone Men are alleged to have an order dedicated to studying deception, political manipulation and assassination. A more militaristic group are the Adjudicators of the Norm, whose sacred text defines the true nature of man and all other beasts and declares all humans not born a Red Man as lesser species to be expunged. All of these are dire enemies of the Brotherhood of the Skull and of each other.

Carcosan Name/Title Generator

Contributed by Andrew Byers

To me, one of the subtle aspects of Carcosa that brings home the alienness of the setting is the fact that none of the non-player characters presented appears to have a personal name. Instead, we know them only through what we might at first glance identify as the overblown titles of petty lords and tribal chieftains. But what if the residents of Carcosa don't have personal names as we understand them? What if everyone is known by one of these titles?

Whether or not you assume that Carcosans have (hidden?) personal names as well as titles, the following random generator will help you generate new titles for NPCs. These titles would seem to work best for leaders – religious or secular – but if you want a particularly outlandish setting, the PCs can just as easily encounter a scullery maid with the moniker “Grand Princess of Dreamers.”

GMs are certainly welcome to select elements from the following tables, or they may randomly determine names. If random generation is desired, first roll to determine the structure of the name (Table 1), then roll individually for each element and combine, discarding and re-rolling any that don't work well together.

Examples:

The GM needs a name for a Jale Man tribal overlord the PCs are about to encounter on their wanderings. He rolls a 3, indicating a two element name. His first roll is 87 (Stern), second roll is 77 (Provider). Assembling these results provides “The Stern Provider,” which may evoke a certain personality or role for the Jale Man.

The GM also needs a name for a Brown Man Swordsman who is working against the PCs (and has, in fact, just loosed a horror from beyond the stars on them; they will want to seek revenge against him if they survive). He rolls a 9, indicating a three element name. His first roll is 40 (Illustrious) and his second roll is 49 (Lawgiver). To determine the third element, he first rolls a 4 on Table 3, indicating that he should roll on Subtable 5. The last roll is 12 (of Subtle Wisdom). Assembling these results provides “The Illustrious Lawgiver of Subtle Wisdom.”

Table 1: Number of Elements in Names (d10)

1-3	Two elements (Adjective + Noun)
4-7	Three elements (Adjective + Noun + Description)
8-12	Two elements (Noun + Description)

Table 2: Adjective Elements (d00)					
1	Ascendant	35	Gracious	69	Piercing
2	August	36	Grand	70	Predominant
3	Beauteous	37	Heart's	71	Preponderant
4	Beautiful	38	High	72	Purest
5	Benevolent	39	Humble	73	Raucous
6	Blooming	40	Illustrious	74	Redoubtable
7	Blossoming	41	Imperious	75	Refulgent
8	Bountiful	42	Implacable	76	Regnant
9	Bright	43	Inapproachable	77	Resplendent
10	Brightest	44	Incomparable	78	Sagacious
11	Brilliant	45	Indulgent	79	Screaming
12	Celestial	46	Inestimable	80	Serene
13	Clear	47	Inexorable	81	Shimmering
14	Constant	48	Iridescent	82	Shining
15	Coruscating	49	Jade	83	Silent
16	Crystalline	50	Lustrous	84	Sovereign
17	Cunning	51	Magisterial	85	Splendorous
18	Day's	52	Magnificent	86	Stainless
19	Deep	53	Masterful	87	Stern
20	Delicate	54	Meek	88	Superior
21	Desirous	55	Merciful	89	Supreme
22	Dominant	56	Mighty	90	Swift
23	Eloquent	57	Most	91	Total
24	Eternal	58	Mystic	92	Tranquil
25	Ever-Full	59	Night's	93	Transcendent
26	Exalted	60	Omnipotent	94	Unanswerable
27	Falling	61	Omnipresent	95	Unapproachable
28	Final	62	Omniscient	96	Unbearable
29	Flowering	63	One True	97	Uncircumscribed
30	Foremost	64	Overflowing	98	Utter
31	Gentle	65	Pale	99	Uttermost
32	Gibbering	66	Paramount	00	Worm
33	Glittering	67	Peerless		
34	Glorious	68	Perpetual		

Table 2: Adjective Elements (d00)					
1	Adept	35	Gemstone	69	Poignancy
2	Advocate	36	Glory	70	Pool
3	Apotheosis	37	Grace	71	Power
4	Arbiter	38	He/She/It	72	Preceptor
5	Attendant	39	Heart	73	Preponderancy
6	Autocrat	40	Illumination	74	Presence
7	Autocrator	41	Illustriousness	75	Prince/Princess
8	Baron/Baroness	42	Infinitude	76	Protector
9	Bestower	43	Intellect	77	Provider
10	Brightness	44	Jewel	78	Puissance
11	Captain	45	Joy	79	Radiance
12	Chief	46	Joy-Giver	80	Rain
13	Chieftain	47	Judge	81	Ravager
14	Commander	48	King/Queen	82	Ravishment
15	Crown	49	Lawgiver	83	Reflection
16	Death	50	Life	84	Servant
17	Dew	51	Light	85	Shield
18	Diadem	52	Listener	86	Soul
19	Dominance	53	Lord/Lady	87	Sovereign
20	Dominator	54	Lover	88	Speaker
21	Dominion	55	Master/Mistress	89	Spring
22	Duke/Duchess	56	Mind	90	Star
23	Effulgence	57	Mirror	91	Sun
24	Elegance	58	Night	92	Superior
25	Emperor/Empress	59	Obliteration	93	Thought
26	Enthroned	60	Ocean	94	Totalitor
27	Essence	61	One	95	Tyrant
28	Excellency	62	Overking/queen	96	Vault
29	Eyes	63	Overlord/Overlady	97	Voice
30	Flower	64	Overseer	98	Wielder
31	Foundation	65	Pearl	99	Will
32	Fountain	66	Perfection	00	Wind
33	Fullness	67	Plenipotentiary		
34	Gem	68	Plumage		

Table 3: Description Elements (d6)

First determine which Description Element Table to roll on:

1-2	Table 4
3-4	Table 5
5-6	Table 6

Table 4: Description Elements Sub-Table 1 (d20)			
1	beyond All Superlatives	11	of All Truths
2	by Whom All See	12	of Autumn
3	of (Adjective) Countenance	13	of Benedictions
4	of All	14	of Defense
5	of All Excellences	15	of Dreamers
6	of All Gifts	16	of Dreams
7	of All Graces	17	of Glory
8	of All the Seas	18	of Humility
9	of All the Lands	19	of Invincibility
10	of All the Living	20	of Lords

Table 5: Description Elements Sub-Table 2 (d20)			
1	of Many Colors	11	of Stones
2	of Many Hues	12	of Sublime Wisdom
3	of Many Shades	13	of Summer
4	of Mercy	14	of the (Adjective) God
5	of Peace	15	of the (Adjective) Sceptor
6	of Radiance	16	of the Air
7	of Sleepers	17	of the Air, the Earth, and the Seas
8	of Small Petals	18	of the Awake
9	of Splendor	19	of the Bringer
10	of Spring	20	of the Dead

Table 6: Description Elements Sub-Table 3 (d20)

1	of the Earth	11	of the Stars
2	of the Elements	12	of the Sun
3	of the Eyes	13	of the Waves
4	of the Frozen Lightning	14	of True Men
5	of the Gatherer	15	of War
6	of the Hills	16	of Winds
7	of the Master	17	of Winter
8	of the Moon	18	of Wisdom
9	of the Morn	19	That See(s) in the Dark
10	of the Seas	20	upon the (Adjective) Throne

WILDERNESS WANDERING MONSTER TABLE

Contributed by Mattias Wikström

Terrain	<u>Waste</u>	<u>Jungle</u>	<u>Loch</u>	<u>Mountain</u>	<u>Swamp</u>
Probability	1 in 6	2 in 6	2 in 6	2 in 6	3 in 6
1	Men	Men	Men	Men	Men
2	Flyers	Flyers	Flyers	Flyers	Flyers
3	Spawn	Spawn	Spawn	Spawn	Spawn
4	Slime	Slime	Slime	Slime	Slime
5	Insects	Insects	Insects	Insects	Insects
6	Dinosaurs	Dinosaurs	Dinosaurs	Flyers	Swimmers
7	Burrowers	Burrowers	Swimmers	Burrowers	Men
8	Men	Men	Swimmers	Men	Insects
9	Undead	Undead	Undead	Undead	Undead
10	Men	Insects	Men	Men	Insects
11	Dinosaurs	Swimmers	Swimmers	Burrowers	Slime
12	Men	Insects	Men	Undead	Insects

MEN	<u>Typical</u>	<u>Jungle</u>	<u>Swamp</u>
1	Raiders	Slavers	Cannibals
2	Slavers	Cannibals	Barbarians
3	Cannibals	Barbarians	Mutants
4	Nomads	Mutants	
5	Barbarians		
6	Mutants		

SPAWN (2d6)	
2	Great Race
3	3 Deep Ones
4	4 Mi-Go
5	5 B'yakhee
6-8	6-8 Random Spawn of Shub-Niggurath
9	9 Shoggoths
10	10 Primordial Ones
11	11 Spawn of Yog-Sothoth
12	12 Space Aliens

FLYERS (2d4)	
2	Primordial Ones
3	Mi-Go
4-5	Pterodactylus
6	Pteranodon
7	B'yakhee
8	Space Aliens

SLIME (1d6)	
1	Green Ooze Pool
2	Ochre Jelly
3	Black Pudding
4	Green Slime
5	Gray Ooze
6	Yellow Mold

INSECTS (1d6)	
1	Giant Jungle Ants
2	Giant Centipedes
3	Giant Scarabs
4	Giant Locusts
5	Killer Hornets
6	Giant Botflies

DINOSAURS (1d12)			
1	Velociraptor	7	Iguanodon
2	2 Gallimimus	8	8 Allosaurus
3	3 Bactrosaurus	9	9 Camarasaurus
4	4 Saichania	10	10 Triceratops
5	5 Stegosaurus	11	11 Tyrannosaurus
6	6 Corythosaurus	12	12 Brachiosaurus

Burrowers (2d6)	
1-2	Unquiet Worms
3-4	Giant Worms
5-7	Ghouls
8-10	Species 23750
11-12	Purple Worm

Undead (2d6)	
2	2 Mummy Brain
3-4	3-4 Mummies
5-7	5-7 Skeletons
9-10	8-10 Zombies
11	11 Diseased Guardians
12	12 Amphibious Ones

Swimmers			
	Typical (1d6)	Jungle (1d4)	Swamp (1d4)
1	Ichthyosaurus	Ichthyosaurus	Lake Monster
2	Lake Monster	Elasmosaurus	Kraken
3	Deep Ones	Giant Leech	Giant Leech
4	Elasmosaurus	Giant Snake	Giant Snake
5	Kraken		
6	Giant Octopus		

UNDERWORLD WANDERING MONSTER TABLE

Contributed by Mattias Wikström

Level	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6
1	1-3	4-5	6	—	—	—
2	1-2	3-4	5-6	—	—	—
3	1	2-3	4-5	6	—	—
4-5	—	1	2-3	4-5	6	—
6-7	—	—	1	3-2	4-6	—
8-9	—	—	—	1	2-4	5-6
10+	—	—	—	—	1-3	—

If a monster marked with an asterisk is rolled, there is a 50% chance that the next wandering monster (on that level) will be of the same type.

Table 1	
1	Giant Scarabs
2	Giant Centipedes
3	Giant Botflies
4	Barbarians*
5	Skeletons
6	Random Spawn of Shub-Niggurath (HD 2)

Table 2	
1	Tomb Robbers*
2	Species 23750
3	Zombies
4	Mutants*
5	Cannibals*
6	Deep Ones*
7	Giant Worms
8	Random Spawn of Shub-Niggurath (HD 3)

Table 3	
1	Giant Jungle Ants *
2	Giant Snake
3	Ghouls*
4	Mi-Go*
5	Diseased Guardians
6	Random Spawn of Shub-Niggurath (HD 4)

Table 4	
1	Gray Ooze
2	Mummies
3	Unquiet Worms
4	Amphibious Ones
5	Ochre Jelly
6	Random Spawn of Shub-Niggurath (HD 5)

Table 5	
1	Great Race*
2	Black Pudding
3	Mummy Brain
4	Random Spawn of Shub-Niggurath (HD 7)

Table 6	
1	Purple Worms
2	Primordial Ones*
3	Shoggoths*
4	Green Ooze Pool
5	Spawn of Yog-Sothoth
6	Random Spawn of Shub-Niggurath (HD 9)

MONSTERS

Contributed by Mattias Wikström

MEN	# Appearing	AC	Move	HD	% In Lair	Treasure
Cannibals	1-100	9	12	1	50%	C
Barbarians	1-100	7	12	1+1	50%	B
Mutants	3-36	7	12	1	25%	C
Nomads	3-36	7	12/18	1	25%	B
Raiders	1-100	7	12	1	25%	B
Slavers	6-36	5	9	1	25%	A
Tomb Raiders	3-18	5	9	1-5+1	Nil	A

FLYERS	# Appearing	AC	Move	HD	% In Lair	Treasure
Pteranodon	1-4	7	6/24	4	10%	B
Pterodactylus	1-12	9	6/24	1	10%	C

INSECTS	# Appearing	AC	Move	HD	% In Lair	Treasure
Giant Botflies	1-20	9	3/24	1 HP	Nil	Nil
Giant Centipedes	1-10	9	6	½	Nil	C
Giant Locusts	100-1,000	9	3/24	1 HP	Nil	Nil
Giant Scarabs	1-10	6	9	½	Nil	C
Killer Hornets	1-100	9	3/24	1 HP	25%	C

BURROWERS	# Appearing	AC	Move	HD	% In Lair	Treasure
Ghouls	2-24	9	12	1	50%	B
Giant Worms	1-6	9	6	2*	Nil	C

DINOSAURS	# Appearing	AC	Move	HD	% In Lair	Treasure
Allosaurus	1-6	6	18	3-5	20%	B
Bactrosaurus	1-10	7	18	3	20%	C
Brachiosaurus	1-6	4	12	12+2	20%	C
Camarasaurus	1-6	6	12	8	20%	C
Corythosaurus	1-6	6	12	6	20%	C
Gallimimus	1-12	7	24	2	20%	C
Iguanadon	1-8	6	12	5	20%	C
Saichania	1-8	3	12	4+1	20%	C
Stegosaurus	1-6	5	12	8+2	20%	C
Triceratops	1-4	5	12	9+2	20%	C
Tyrannosaurus	1-2	6	18	8+1	20%	A
Velociraptor	3-18	7	24	½	20%	B

SWIMMERS	# Appearing	AC	Move	HD	% In Lair	Treasure
Elasmosaurus	1-6	6	9	6	20%	B
Ichthyosaurus	2-24	7	18	1	Nil	Nil
Giant Leech	2-12	7	6	½	Nil	Nil
Giant Octopus	1-4	9	18	8	20%	B
Giant Snake	1-4	7	12	4	50%	A
Kraken	1	7	18	8-12	50%	A

Half HD monsters do one half die of damage and 1 HP monsters do 1 point of damage unless otherwise stated in the description.

MUTATION

There is a 5% chance that any monster (except men) will be suffering from some kind of mutation. Use the mutation table in Supplement V and the one below for ideas.

Roll Mutation (1d20)

1. Breath Weapon (fire, poison gas, sleep gas, etc)
2. Rotting Carcass (unbearable stench)
3. Frog Tongue (snatch at 10-100 ft and pull to mouth for bite)
4. Radiation Gaze (use the projectile weapons tables in Supp. V)
5. Laser Gaze (use the projectile weapons tables in Supp. V)
6. Radioactive (cause damage or mutations at 10-100 ft)
7. Teleportation (can move 100-2000 ft instantaneously)
8. Psionic Power (use the psionics rules in Supp. V)
9. High Body Temperature (dangerously hot to touch)
10. Low Body Temperature (dangerously cold to touch)
11. Acid Blood (destroys weapons, etc)
12. Crossbreed (combine special characteristics of two species)
13. Change in Diet (herbivore is carnivore, etc)
14. Friendly (will only attack in self defense, may be helpful)
15. Too Friendly (will want to mate)
16. Evil (normally animals are not evil)
17. Spit Weapon (spits green slime, puddings, etc)
18. Glows in the Dark
19. Exudes Mist (may be poisonous)
20. Regeneration (rapid healing, destroyed body parts grow back)

MEN

You can use this table to randomly determine the color of men. Usually all men in a group are of the same color, but there is small chance accounted in the table for a mixed group of men.

Roll	Type of Man	Roll	Type of Man
1-7	Black	50-56	Orange
8-14	Blue	57-63	Purple
15-21	Bone	64-70	Red
22-28	Brown	71-77	Ulfire
29-35	Dolm	78-84	White
36-42	Green	85-91	Yellow
43-49	Jale	92-100	Roll Again*

Notes on table:

Black: ebony skin

Bone: transparent to the bone

White: chalk white skin

*or if a group of men, roll for each individually

CANNIBALS: Usually very degenerate and primitive men, who for some reason (religious, philosophical, physiological, practical) have decided that they must eat other men. Over time many devolve and become Ghouls. Cannibals have bad morale and try to take their opponents prisoner (for the big feast).

There is a small chance (1 in 6) that the Cannibals are more “civilized”, which usually means that they are better equipped and more organized in their evil ways.

BARBARIANS: A broad category for all the primitive men inhabiting the wastelands of Carcosa. They are usually highly protective of their territory and are fierce warriors (+1 to hit), with exceptional morale (most will fight to the death).

MUTANTS: Mutants are shunned by all men and so they form their own diverse groups and settlements. They usually have no pity for normal men.

Note: Psionic abilities are by most men considered a sign of mutation.

NOMADS: The proud nomads have succeeded in domesticating dinosaurs and use them as mounts (Allosauruses, Bactrosauruses, Corythosauruses, Gallimimuses, Iguanadons and Pteranodons). They are highly secretive concerning their techniques and will never reveal them to outsiders. Some men who have befriended the nomads have received dinosaur mounts as gifts.

Nomads have good morale and are accomplished warriors (+1 to hit).

RAIDERS: Rough and ruthless men, who have decided to prey on their own kind. Armed with whatever they can get their hands on, a raiders life consists only of murder, pillage and rape. Raiders usually have bad morale and they take no prisoners.

Larger groups are usually led by a substantially stronger individual (HD 2+) with chain-mail and perhaps even a Space Alien weapon.

SLAVERS: Slavers roam the wastelands to capture men and sell them to the highest bidder. Some slaves serve in the households of the more fortunate, but most perish quickly in mines, quarries or doing other hard labor.

Slavers are disliked by most men, but they are well organized and usually very well equipped. For every 5 slavers there will be 1D10 slaves, chained together by their feet or necks. The slaves will usually be pulling small carts filled with provisions.

Slavers will of course try to capture their opponents alive and for this they utilize bolas, nets, tranquilizing darts and sometimes even Space Alien technology.

TOMB ROBBERS: These men are usually only a danger when encountered in some ancient ruin or tomb, as they do not like competition. Their profession being highly dangerous they are of course skilled fighters (+1 to hit), well equipped and have good morale.

Adjust the Tomb Robbers HD according to the underworld level. 1 HD on the first level, 2 HD on the second and so on.

There is a 50% chance that the party of Tomb Robbers will be led by a Sorcerer in search of some ingredient for a ritual.

FLYERS

PTERANODON: The largest of the flying pterosaurs, with a wingspan of 30 ft. The Pteranodon is strong enough to carry larger prey than men and it is not uncommon for them to swoop down and carry away the careless. Pteranodons are especially common near large bodies of water and prefer to nest on high mountain tops.

The Pteranodon has a long, sharp, toothless beak and the skull is elongated

far behind the neck. The wings are membranous and are extensions of the forearms with three fingers with talons at the halfway point. The legs have strong claws and are used to grab prey. When on the ground the Pteranodons movement is quadrupedal.

PTERODACTYLUS: A smaller pterosaur, with a wingspan of 8 ft. The Pterodactylus is very reminiscent of the larger Pteranodon, but prefers to hunt fish and rarely attacks any of the larger land based animals.

INSECTS

GIANT BOTFLIES: A large hairy fly, 5 inches in length, that lays its eggs in living creatures. The botflies bite does no damage, but a save against wands is required or the botfly manages to lay its eggs under the skin of the host.

The host loses 1 HP and develops a fever as the eggs grow under the following 26-48 hours (-1 to all rolls unless of strong constitution). After this incubation period the eggs hatch and the botfly larvae eats its way out (the host loses 1-3 HP). The larvae drop off the host and complete the pupal stage in soil.

It is possible to cut out the eggs before they hatch, but the host loses 1 HP for every incision. No wounds can heal until the eggs or larvae are removed. It takes 13-24 hours for the fever to pass.

If the eggs hatch, there is a 5% chance that the larvae will consume the hosts testes or ovaries, leaving the host sterile.

GIANT CENTIPEDES: Colorful centipedes 2-3 ft in length. They have a mildly poisonous bite and do 1 die of damage unless a successful save against Poison is made.

GIANT LOCUSTS: A swarm of these 6 inch locusts can strip a man to the skeleton in a couple of minutes. 2 bites equal 1 HP lost. Luckily the swarm usually whips up a dust storm and thus there may be some advance warning of the impending doom.

GIANT SCARABS: These beetles are the size of a large dog and feed on feces. Thus they are common wherever dinosaurs roam. They store the feces for future consumption by rolling it into large balls (3 ft in diameter). They are not especially aggressive, but can attack if they believe someone is trying to make off with their dung balls.

KILLER HORNETS: These highly aggressive 3 inch hornets, blind their prey by spitting acid in their eyes (lose 1 HP and save against Dragon Breath, or become permanently blind). The acid contains pheromones that attract 1-50 nearby hornets in 1-6 rounds.

Having blinded their opponent, the hornets use their stingers to finish the job. 2 stings equal 1 HP lost. The hornets can follow their prey for miles.

DINOSAURS

ALLOSAURUS: This bipedal predator is usually between 30 to 40 ft in length. The Allosaurus has a large skull with dozens of razor sharp teeth (2 dice damage). The arms are small compared to the legs, but both hands and feet are equipped with sharp talons (1 die damage). The body is balanced by a long and heavy tail.

Allosauruses are devious and social and hunt in packs.

BACTROSAURUS: This herbivore is 20 ft long, 7 ft high and weighs 3 tons. It has a long tail and neck and large spines protruding from the vertebrae. The Bactrosaurus can switch between bipedal and quadrupedal movement.

BRACHIOSAURUS: The Brachiosaurus is the largest of the dinosaurs, at 90 ft in length and 80 tons in weight. Its neck is almost as long as its entire body and tail combined and it can lift its head to a height of 50 ft.

Brachiosauruses are herbivores and move in herds. They have little to fear of any predators because of their size (4 dice stomping damage).

CAMARASAURUS: This quadrupedal herbivore is 60 ft in length and weighs 20 tons. It has a long neck and tail and the inner toes of the feet have a large claws for self defense (2 dice damage). The skull is arched and square, with a blunt snout.

CORYTHOSAURUS: This duck-billed dinosaur bears a large colorful crest on its head. In other aspects it resembles the Bactrosaurus, except that it is longer (30 ft) and heavier (4 tons).

The Corythosaurus loud, low pitched cries can be heard far over the wasteland.

GALLIMIMUS: This lithe, ostrich-like predator is 20 ft long and slightly taller than a man. It weighs about a ton and has a long tail and neck. Its head is small, with large eyes and a sharp beak. The short forelimbs are clawed, as are the more powerful hind legs. The Gallimimus can switch between bipedal and quadrupedal movement.

IGUANADON: Similar to the Corythosaurus this slightly smaller herbivore bears no crest and has a more blunt, rounded snout. Its hands have five fingers and the thumb is shaped like a large spike for use in self defense (1+1 die damage). The little finger is elongated and dexterous and can be used to manipulate objects.

SAICHANIA: This 20 ft long herbivore is shaped like a rhinoceros and its back, tail and head is covered with thick, spiked armor. The tail has a heavy club-like end piece which the Saichania can use for self defense.

STEGOSAURUS: This bulky herbivore is easily recognized by its large tail spikes (3 dice damage) and kite shaped back plates. The Stegosaurus is 30 ft long, 14 ft tall and weighs 5 tons. Its back is heavily arched and the forelimbs are short, the head is held low and tail high. The spikes are for self defense, while the back plates are mostly for heat regulation.

TRICERATOPS: This rhinoceros-like herbivore has a huge head, which bears a bony frill and three large horns (2 dice damage). The Triceratops weighs 10 tons and is 30 ft long and 10 ft high. When it is charging forward, there is not much that can stop it (4 dice damage).

TYRANNOSAURUS: This bipedal carnivore is one of the largest predatory dinosaurs. It is 42 ft long and 13 ft tall and weighs 7 tons. It is shaped like Allosaurus, except that it has thicker armor, a larger head and the arms are comparatively tiny.

The Tyrannosaurus is devious and highly aggressive. Its main weapon is a ferocious bite (3 dice damage), but it can also use the large talons on its feet (2 dice damage). If two Tyrannosauruses are encountered together, they are mates.

VELOCIRAPTOR: These small and incredibly fast, bipedal predators are 7 ft long and 3 ft high. The foot long skull features strong jaws with 28 widely spaced, serrated teeth on either side, that are used to catch and hold the prey (1 die damage).

The Velociraptor has a long tail and short neck. Its arms are shorter than the legs and covered with feathers, which make them look like small wings. The feet have a large sickle shaped talons that are used to disembowel the prey (1 die damage).

If encountered in an environment where the Velociraptor can use its speed to its advantage, all rolls to hit it are made with a -1 penalty. The Velociraptor is highly devious and patient and will try to ambush its prey.

BURROWERS

GHOULS: Pale and feral shadows of men, that are now like wild animals. They fear the sun and can only derive sustenance from the blood and flesh of men. They live in dark places and can dig long tunnel systems.

The Ghouls carry a disease that destroys the more cognitive parts of the brain. It requires them to feed on tainted specimens of their own kind and makes them sensitive to ultraviolet radiation.

The disease can be contracted in two ways. By eating the flesh of men, or by the bite from a Ghoul. Cannibals have a 1% chance each month of contracting the disease and those bitten by a Ghoul must make a save against Poison or contract the disease.

It takes at least 6 months for a man to turn into a Ghoul. Make a save against Poison once per month and consult the table below if failed:

First failure	Nauseated by normal food, only red meat will do.
Second	Skin problems, paleness, sweating, lose 1 point of CHA.
Third	A strong desire to eat the flesh of other men, easy to anger, lose 1 point of CHA.
Fourth	Must eat the flesh of other men, lose 1 point of CHA, INT and WIS.
Fifth	Hair loss, abnormal tooth and nail growth, lose 2 points of CHA, INT and WIS, increase STR, DEX and CON by 1.
Sixth	The transformation is complete, reduce INT, WIS and CHA to 1.

GIANT WORMS: Huge, pale earthworms, 10 ft long and 1 ft thick, weighing 500 pounds. The worm will attack by swallowing hands or feet, or by lifting and dropping its bulk on the enemy.

Roll 2 dice for HD and keep the results separate. If a cutting weapon does more damage than either die roll, the worm is cut in two. Both parts will continue to attack separately with 1 HD (re-roll for both parts). Blunt weapons do only half damage.

SWIMMERS

ELASMOSAURUS: A water dwelling giant predator, 46 ft long and weighing almost 5 tons. Its massive body has four large flippers and the neck is over half its length, with over 70 vertebrae. The head is relatively small, with sharp teeth (2 dice damage).

ICHTHYOSAURUS: A 7 ft long fish-like predator, that looks like a crossbreed between a swordfish and a barracuda. It has large flippers and is a quick swimmer. Its sharp beak can be used for stabbing as well as biting.

GIANT LEECH: This 3 ft leech can easily drain a man of blood (1 HP per round). Once attached they are very difficult to get off without a red hot iron or some other extreme heat source. If a blow is aimed at an attached leech, all excess damage will hit the victim of the leech.

GIANT OCTOPUS: A huge rubbery mass with 8 suckered arms. The 30 ft long Giant Octopus can travel through small cracks by stretching and molding its body, the sharp beak is the only limiting factor. It can also change its skin color for camouflage and to fit different moods.

The Giant Octopus is highly intelligent and curious. It will usually hold its prey and squeeze it with the tentacles (see the Giant Snakes constriction) and then bite it (2 dice damage). It is impossible to escape from its grasp before it is dead.

GIANT SNAKE: This 40 ft long snake can swallow small dinosaurs. Its jaws can, if given enough time to expand, accommodate almost any creature shorter than the snake itself.

The Snake is very agile on both land and in water. It will try to wrap itself around its prey to constrict it (save against Paralyzation). Very strong men might have a small chance of breaking free, but usually the victim dies of asphyxiation. The Snakes bite is painful, but not venomous.

Once the prey is still the Snake will proceed to swallow it. Depending on the size of the meal, this can take several hours. Once the Snake is full it will be quite docile and usually will not move until the meal is digested, which can take a couple of weeks.

KRAKEN: The Kraken is a type of Colossal Squid. It is between 60 and 80 ft long, has a very large mantle and two huge eyes (2-3 ft across). It has eight suckered arms and two longer, suckered tentacles and all of the suckers have sharp hooks.

The Kraken can attack with all of its arms and tentacles separately and they each have 2 HD. The tentacles constrict as Giant Snakes (1 die damage from the hooks on the first round) and once per round any prey caught in the arms or tentacles will be moved to the beak for a bite as well (2 dice damage).

The Kraken is very intelligent and can live in any type of water (sea, loch or swamp) and any temperature.

UNDEAD

Zombies and Skeletons exist, their statistics are as in Monsters & Treasure.

Zombies can be magical, diseased (those bitten by a Zombie, become Zombies) or radioactive (a weird radiation animates the dead).

Skeletons are actually old Zombies whose flesh has rotted off (be as gross as you like).

FAQ: Frequently Asked Questions About Carcosa

Geoffrey McKinney's answers to questions asked on-line about Carcosa.

What fonts were used in the book? *Supplement V: CARCOSA* has 9-point Arial font. The title is in Castellar font.

How big is Carcosa? It is in fact the case that the map included in Supplement V: CARCOSA is only one-fourth of my map of my home Carcosa campaign. It is also the quarter of the map on which about 80% of the action has occurred in my campaign. The other 20% of the action has been in the quarter directly below the published map, and the other half of the map has remained thoroughly unexplored by the players thus far.

So truth to tell, I have more unpublished stuff in notebooks and such on the already-published map than I do on the 3 unpublished maps. I hope to someday publish the other three quarters of my campaign map, but it's not going to be in the near future. Sorry!

The world of Carcosa seems a bleak place, is this intentional? In my imagination Carcosa is indeed on the barren side. I typically picture the landscape on the cover of the AD&D Deities & Demigods Cyclopedica for much of Carcosa, especially for the Blighted Lands.

As for ecology, Carcosa makes no ecological sense whatsoever. What the hell, so long as it's fun!

What is the city of Carcosa like in your campaign? As for the city of Carcosa itself, no PC has ever been there yet. I therefore have only the barest sketches of the city. Suffice it to say here that the city of Carcosa is billions of years old. It is alien. No one is known to live there. The buildings are impervious to the elements. They are not in ruins. And a mystery surrounds the city. Rumors tell of great though horrific knowledge kept therein.

And if your PCs decide to explore the city of Carcosa, don't forget that Hastur is imprisoned in a crypt at the bottom of Lake Hali. Be very careful!

Who lives in (the city of) Carcosa? In my version of the city of Carcosa, no one lives there. It is an empty, alien city. Of course, others' versions of Carcosa might be considerably different.

When will we see the rest of the campaign map? I'm afraid that I won't be able to contribute another quadrant of the Carcosa map. I'd want to do it up proper, with hundreds of encounter areas, sorcerous rituals tied-in, etc. Approximately 80% of my home Carcosa campaign has taken place on the map area published in *Supplement V: CARCOSA*. About 20% of it has taken place on the quadrant to the south of it. The two eastern quadrants are still virgin territory. Thus, I just don't have as much material on the other three quadrants as I do on the published one.

What are you working on now? In my home Carcosa campaign, we played in a big series of caverns that has certain similarities to a megadungeon. It's in hex 1109: the Putrescent Pits of the Amoeboid Gods. And that's what I'm preparing right now for my next Carcosa publication.

Would you be willing to look at my Carcosa material? I'd be very interested to read any Carcosa work you forward to me. That said, I hope that no one feels that his Carcosa work needs my stamp of approval. Your Carcosa is just as valid as mine. I'll read anyone's Carcosa material as one colleague DM to another.

What program did you use for the book layout? I did the whole thing on Microsoft Word. I used 9-point Arial font, right justified, landscape, double columns, and 1/2" margins. I honestly have no idea if I did it the hard way or not, since I'm not a techie-type. I simply typed everything into Word, then formatted it in the ways I just mentioned.

I then emailed the finished Word documents to a friend who converted them using her Word 2007 program. Another Good Samaritan converted the map to a PDF for me. I'm not sure what program he used.

How did you staple/bind the finished product? Unfortunately, the staplers I could find were prohibitively expensive. Fortunately, a local printer is willing to both staple and trim the booklets for a reasonable fee. Everything else I do in my own house.

Do you have any useful tips for fabricating similar booklets? Hmmm. I would probably try to find out if there is an easier way of doing it than I did. I did everything by the seat of my pants. The page numbers were particularly galling to get right. For all I know, Word has a template or something that would have reduced my work tenfold. About the only thing I can suggest is to have your document formatted in the way you want it before you even start typing. That way you don't have to set up your tables twice, which is what I (stupidly) did.

Another pain in the rear was cutting and pasting in Word all the pages in the proper order for them to be printed-out and folded into a book. Again, for all I know Word has a simple way of doing it. I trudged through doing it one page at a time.

I apologize for not being more help! I'm definitely an amateur on this topic. Maybe someone like Dan Proctor or someone else with some expertise will be of more help. I used the brute force method. It ended up looking real nice, but I probably made it more work than it had to be.

Tell us more about your creation "Glyuathk'th" please? One day on dragonsfoot (*Dragonsfoot is an on-line forum dedicated to AD&D and similar RPGs --ed*) I created Glyuathk'th as an example of the type of god I like in D&D. Melan liked it enough that he adopted it as a god for his own science-

fantasy setting of Fomalhaut. I then invented the concept of spores of Glyuathk'th infesting other worlds to answer the question, "How can Glyuathk'th exist on more than one world?" Glyuathk'th reproduces itself (or "clones itself" might be more exact) by spores from its bulk floating into outer space and falling upon other planets, where they grow into another Glyuathk'th. One such spore landed on Fomalhaut, growing into that world's Glyuathk'th.

Here's how I pronounce Glyuathk'th:

gl - you - ATHK - th

In both cases the "th" is soft (i. e., pronounced as in "thin" rather than the hard pronunciation as in "then").

"gl" as in "glow"

"you" sounds just like the word "you"

Stress is laid upon the "athk" syllable.

Regarding six great races:

- 1. Besides having terrestrial origins, what are the major differences between the Carcosa version of the big six and the novella versions?**
- 2. Do these races interact? How likely am I to see a (Deep One) in the town pub?**
- 3. If these are the six great races, where did Snake-men, and Humans come from?**

Those are great questions! My favorite thing about Carcosa is Shub-Niggurath and its spawn. Following are some notes regarding the six regular spawn of Shub-Niggurath and how they differ from Lovecraft's descriptions.

Primordial Ones: Their mighty civilization is long, long gone. All that remains are ruins and scattered artifacts. The Primordial Ones that currently exist on Carcosa are in small bands of 1-10, a majority of them without the benefit of high-tech. They hold all other intelligent life in utter contempt. They think everything should be their slaves. They especially hate the Shoggoths. Unlike Lovecraft's version, Primordial Ones on Carcosa are psionic.

Shoggoths: Lovecraft was pretty vague about these things. They obviously are incapable of forming a civilization. They utterly hate the Primordial Ones. Shoggoths will occasionally cooperate with Deep Ones, but other than that do not like the other regular spawn.

Mi-Go: Lovecraft's Mi-Go are brilliant scientists. Not so Carcosa's. They have an average I. Q. score of about 70. They never established a civilization, instead having a level of culture similar to that of cavemen. They are psionic,

however. They do not interact with the other five main spawn.

The Great Race: Like the Primordial Ones, the mighty civilization of the Great Race is long gone. Only ruins and scattered artifacts remain. The remaining members of the Great Race live in small groups of 1-12, and they only rarely have high-tech. They tend to avoid the other main spawn.

The Deep Ones: These are about 50% Lovecraftian and about 50% Kuo-Toa. Lovecraft's Deep Ones lived in cities found only on ocean shelves. Carcosa's live throughout the ocean, as well as in damp caverns. Lovecraft's Deep Ones lived in mighty cities. Those on Carcosa live in small communities of no more than 100. Also, Lovecraft's Deep Ones could wipe-out humanity if they cared to. Carcosa's Deep Ones (like the Kuo-Toa) are a race in steep decline. They avoid the other main spawn of Shub-Niggurath, except for occasionally employing Shoggoths. Some particularly degenerate groups will even worship a Shoggoth.

When Deep Ones interact with humans, contact is minimal. You'll never find a Deep One in a pub, for example. The Deep Ones interact with humans only to spread the cult of the Old Ones (especially of Cthulhu) and (less often) to interbreed with human women. Such women are sometimes outright raped, and other times pressured into it by their society. Some of the most jaded and perverse of women, bored with human males, actually welcome the exotic embraces of the Deep Ones. In any case, there is no question of "relationships" between the Deep Ones and human women. It's just sex. The Deep Ones flap from their lairs, do the deed, and then slink back.

B'yakhee: These are a creation of August Derleth, and I don't remember them being anything other than magic transports that come at the call of a whistle. In any case, they never formed civilizations. They are fanatically loyal servants of Hastur, and will certainly not come like a dog to a whistle. They serve humans only when it furthers Hastur's goals, or when forced by sorcery to do so. They are psionic. They are aloof from the other six main spawn.

In short, the only interaction between any of the six main spawn is between Deep Ones and Shoggoths, and that is rather rare. None of them are numerous or widely influential. They are all well past their heydays. Eventual extinction seems their lot.

The Primordial Ones used to conduct big biological experiments. Undoubtedly these experiments created the semi-intelligent humanoid snakes that later (after the destruction of the civilization of the Primordial Ones) evolved into the Snake-Men.

The Primordial Ones also undoubtedly created the man-apes from which the races of humans were much later bred by the Snake-Men.

What does a pulse range pattern mean? Think of hand-held blasters in Star Wars. When you pull the trigger, a "pulse" of whatever (literally 3 inches long)

shoots out of the barrel. Contrast that with beam projections. A beam is a continuous line stretching from the barrel all the way to the thing it hits. Thus (for example) a beam weapon hitting a guy 200' away will actually have a 200' long beam stretching between the weapon and its target.

What kind of damage do the various explosive weapons do? Grenades, bombs, mini-missiles, and missiles have a VERY wide range of damage. A minor grenade might do only 1 die of damage, while a massive bomb or missile might do 200 dice of damage. How much damage each individual weapon of these types does is up to the referee.

What do you think of having only one class on Carcosa? It would be easy to do. Instead of having only sorcerers able to work sorcery, have every human being (with the proper preparation) able to perform sorcerous rituals. That's one of the things I love about OD&D: It's easy to change things. :)

Personally, I would not like to lose the sorcerer class. Having sorcerous rituals open to all feels too like the Call of Cthulhu RPG to me. I know that James and many others love the CoC game, but it's never been my cup of tea.

I simply must have D&D magic-users in my Carcosa campaign! Do you have any advice for me? ... it would be EASY to play a Carcosa game with magic-users and clerics in it. Just tack on the sorcerous rituals and allow spell-casters who properly research them to perform them in addition to their normal spells. Or do that in your home campaign. Yet another option is to include sorcerers as a new character class alongside all the other classes.

If I decide to include OD&D classes in my campaign, how should I roll their hit dice?

Important pages for this type of consideration are pp. 17-18 of Men & Magic.

1. If you want to create or import a physically tough character class into Carcosa, use the "Dice for Accumulative Hits" in the fighting-men table.
2. If you want to create or import a physically weak character class into Carcosa, use the "Dice for Accumulative Hits" in the magic-users table.
3. If you want to create or import a physically so-so character class into Carcosa, use the "Dice for Accumulative Hits" in the clerics table.

In the case of a thief, I'd use the magic-users' table, since in Supplement I: GREYHAWK both thieves and magic-users use 4-sided dice for hit points.

Of course, one can modify the above three tables as desired.

CARCOSA's dice conventions can be used without alteration by using this method of determining HD for additional classes.

Which version of OD&D should I use with Carcosa? The original three booklets plus which supplements? ... CARCOSA builds upon the 3 little brown booklets and nothing else. It ignores the first four D&D supplements.

Carcosa seems to be inspired by "Gamma World"; how would you go about combining the two settings? You are right on track. When I started my Carcosa campaign in early 2006, I used a hybrid of 1st edition GW and 1st edition AD&D as my rules base.

What if I were to be handed Supplement V: CARCOSA and the 1st edition Gamma World rulebook and told to play with those two books and nothing else? Most of CARCOSA could be used unchanged. Here are the handful of changes I'd make:

1. I'd allow any pure strain human GW character to be a sorcerer if he so chose. I wouldn't allow mutants to be sorcerers. Each time a sorcerer GW character achieved an xp goal (given towards the back of the GW rulebook--I don't have the rulebook with me), the character would rise in level for the purposes of performing sorcerous rituals. Hit points, to hit scores, and everything else would be as per GW.
2. I'd drop the CARCOSA psionics and use GW's mental mutations instead.

And I think that would be it. Carcosa could very easily be ran using the GW rules.

What were your other inspirations for Carcosa?

Some inspirations for Carcosa:

The Cthulhu Mythos in the AD&D Deities & Demigods Cyclopeda is the single biggest inspiration. In fact, Carcosa started as my attempt to make a D&D campaign world based on these pages of DDG. The Mythos stories of Lin Carter, August Derleth, and H. P. Lovecraft (amongst others) also influenced me. I have over 3' of Mythos books on my shelf.

The Elric stories (especially the early ones) inspired the sorcerer class.

The Wilderlands inspired the variously colored races of men.

Prof. M. A. R. Barker's Tekumel was a big influence for its bizarre science-fantasy.

Blackmoor and Gamma World contributed to my inclusion of high-tech items in the setting.

Gary's D trilogy of AD&D modules (particularly the Shrine of the Kuo-Toa) is a big influence on Carcosa's "feel". The Kuo-Toa influence is behind having Deep Ones on Carcosa who "live in watery and damp cave complexes deep beneath the earth" (Supplement V: CARCOSA, p. 43).

R. E. Howard also has a general influence on Carcosa (and particularly with the Snake-Men from "The Shadow Kingdom"). The REH story that feels most like Carcosa would probably be "Worms in the Earth".

The Lovecraft story with the biggest influence is "Out of the Aeons".

The Lin Carter story with the biggest influence is his "Carcosa Story about Hali" (which I am serializing right now on my blog).

Which artist or artists' work would you like to have gracing the pages of Carcosa? In my mind's eye, Carcosa is almost entirely illustrated by Erol Otus. The two exceptions are:

1. Russ Nicholson illustrates the undead.
2. Dave Trampier illustrates the humans.

Okay, I think I'm getting a good idea of what Carcosa includes, but what is *not* included in this setting?

1. If it's fey (brownies, leprechauns, elves, etc) it's not on Carcosa.
2. If it's in Greek mythology, it's not on Carcosa.
3. Dragons? No, at least not in the A/D&D sense. "Dragons" are typically what people call giant lizards, serpents, and eels.
4. Very few "other-planar" monsters. Juiblex is there, and maybe type II demons and slaadi. (I like froggy things.) Xorn and water weirds are in, too. But most of the rest is out. (Of course, any "other-planar" monsters in the campaign actually come from other planets rather than from other planes.)
5. Nothing with a good alignment. Only evil and neutral need apply.
6. Undead? Three types, I think: mummies, sons of Kyuss, and worms that walk.
7. Plenty of giant animals
8. Dinosaurs? Yes, but not the paleontological kind. Think of all the critters in Peter Jackson's Skull Island--weird critters that have had an extra 65 million years to evolve. In short, mutant fantasy dinosaurs.
9. If it's gloppy, it's in. Deadly puddings, slimes, oozes, jellies, slithering trackers, gibbering mouthers, gelatinous cubes, and the like are all in.
10. Fungoid-types are in.
11. All the non-good aligned psionic monsters are in.
12. Psionic (non-magical) beholders are in, along with all the weird beholder sub-types.
13. If it's Cthulhoid, it's in.
14. Aboleth, mind flayers, grell, and assorted tentacled monstrosities are all in.
15. Wormy things--carrion crawlers, purple worms, etc.--are in.
16. Insane genetic experimentation-types (such as owlbears and bulette) are in.
17. Giants? No. Giant trolls and giant two-headed trolls instead.
18. Golems? No. Robots!

19. Lycanthropes? No.
20. All sorts of icky stuff: shambling mounds, otyughs, ropers, remorhaz, anhkheg, etc. are in.
21. All sorts of tricky stuff: trappers, lurkers above, piercers, etc. are in.
22. I'm thinking of including kuo-toa and sahuagin as sub-types of Deep Ones.
23. Very few critters with two arms and two legs. Troglodytes, trolls, and umber hulks are in, though.
24. Treants, yes. But only evil treants and various types of dangerous flora, mobile and otherwise.
25. Even though I hate Spelljammer, I'm going to include the neogi. But they will have REAL spaceships and not spelljamming vessels.

Those are the sorts of A/D&D critters inhabiting Carcosa.

Most humans live in secluded niches, away from high-tech, sorcery, and monsters. (Think, if you will, of the tribe on Skull Island [in Peter Jackson's King Kong] in this respect.) Humans hide and survive mostly thanks to being too insignificant to factor in the plans of all the dangerous things on Carcosa. The technology level of their arms and armor tends to be that of early 6th-century England.