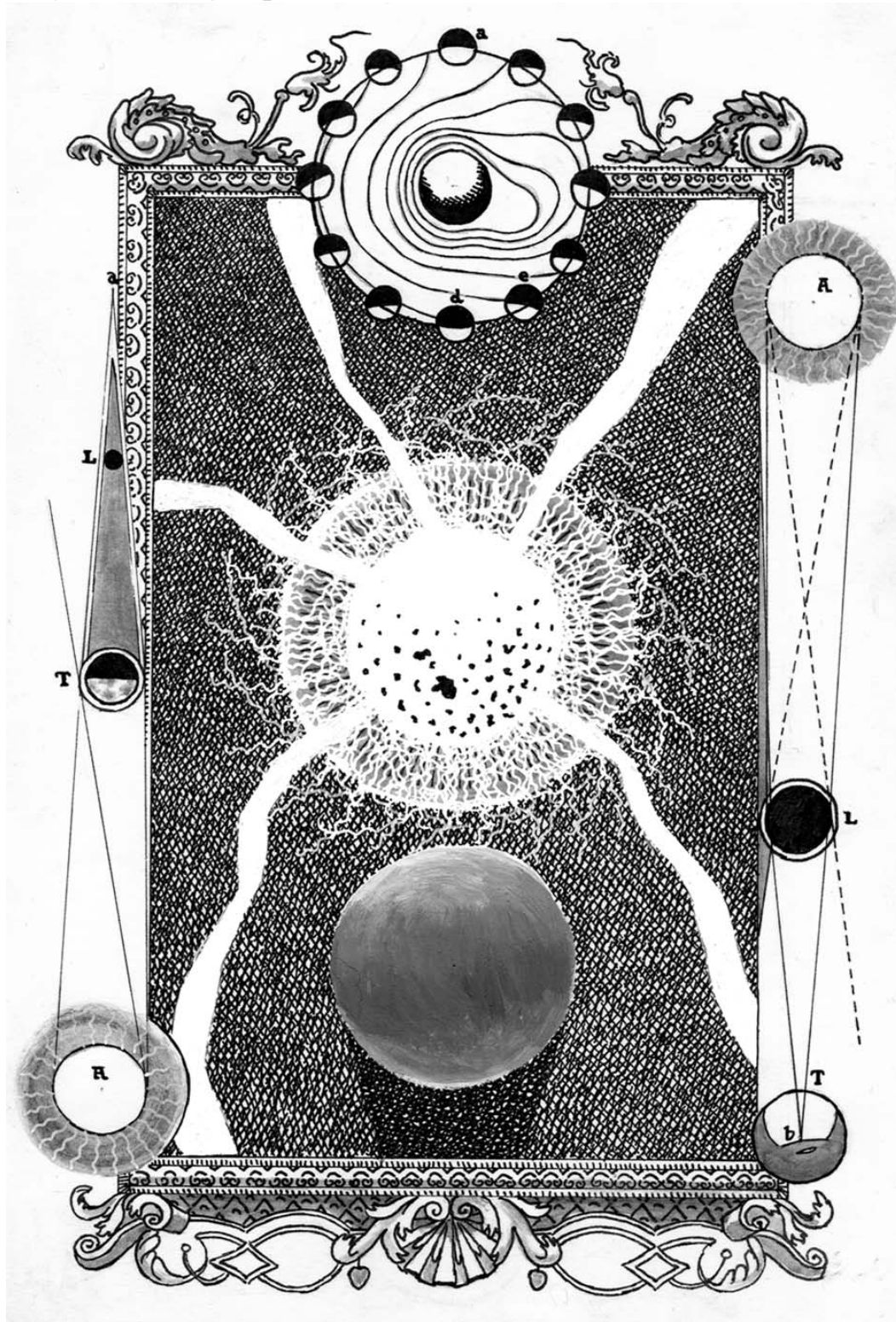


Malleus Monstrorum

# Monstrous Adventure Hooks

Translated from the original German by Bill Walsh



*Malleus Monstrorum* was recently published by Chaosium. The original inspiration for this book was the German treatment of the source material - *Ye Booke of Monsters* volumes one and two (which were later reprinted by Chaosium as the *Creature Companion*). Whilst much of the German material made its way into the English-language version, not everything did, cut for various reasons. Here we present the adventure hooks that were cut from the Chaosium version - now if you need an adventure idea concerning the creatures and gods of the Cthulhu Mythos just consult this list and *Malleus Monstrorum*, fill in the details and run. Later issues of *Worlds of Cthulhu* will see other unused material in print as well.

The Creatures of  
the Cthulhu Mythos

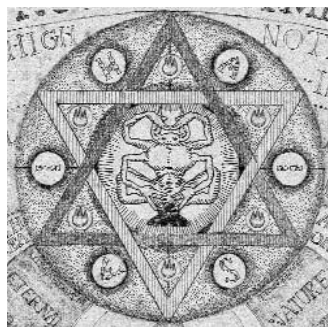
Spawn of Abhoth (ppp page 14)

The collection of curiosities at a well-known university contains a supply of bizarrely formed body parts, mutations and freaks, in large containers full of alcohol for conservation. The somewhat dubious-seeming curator of the collection is excited. Strangely, a short time later, ghastly murders take place on campus and in the streets. Even stranger is that at every murder scene, little pools of medical alcohol were found... Experienced characters, especially those associated with the university, will quickly follow these clues onto the trail of the curator-and his unholy twin who should have died at birth but was preserved by magical means and whose body is conserved in a container. He can control his brother, the curator, telepathically. Can they stop the evil twin's revenge campaign?



Aihais  
(ppp page 16)

A group of naturalists and archaeologists witness an incomprehensible event in the New Mexico desert not far from the town of Roswell. An unidentified flying object of unusual metal crashes before their



eyes and smashes into the desert floor. When they attempt to rescue any survivors, they discover the bodies of several Aihais in the wreckage-and a wounded survivor. When the army and FBI eventually arrive, the scientists (the player characters, of course) have a choice: take part in one of the largest conspiracies of all times and fight on the side of mysterious secret agencies against the invaders from Mars; or try to expose the truth behind the cover-up and unmask the governmental authorities collaborating with the Aihais?

Animiculi (ppp page 18)



In winter, a whaling ship that had cruised deep in the Antarctic returns to the hometown of one of the characters. On board the ship is a relative or good friend of the character who gives him a

strange, black, opalescent stone that he found on an iceberg. Alternatively, this relative has died on the voyage home and the stone is found in his effects.

Unfortunately this stone is one of the Animiculi of the Unknown God which soon thaws in the warmth of the character's house and begins its work of annihilation.

A further external group gets involved: an expedition of Elder Things with the assignment of destroying the Animiculus. Even though the Elder Things and the characters are, in principle, on the same side, the Elder Things have little interest in letting their existence be known or even in cooperating. Nevertheless, the weapons that the Elder Things have brought, including a serious cold projector, offer perhaps the only chance for stopping the Animiculus. What role the characters play between the two factions-the Animiculus on the one side, Elder Things on the other-is up to them.

Thralls of Cthulhu (ppp page 28)



When two sewer workers died recently, the police assumed it to have been an accident and filed the case away. They don't put any store in the statement of another worker who claims to have seen something "horrible, huge, hideous-a monster!" When the characters-chasing rumors that alligators flushed down toilets have mutated into powerful