

The Orgathu

By Steven Dawes, based on illustration by Frank Chavez

The Orgathu are similar to Dimension Ghouls (D-Ghouls) in both visage and several traits (whether they're related or not is anyone's guess). Like D-Ghouls, they are tall, thin humanoids that could be mistaken for a human in poor lighting. Their long jagged teeth, sunken eyes, and grey skin over a skeletal body also make them appear similar. They even share the same affinity for feeding of the flesh of the dead, enjoying human flesh above all others.

However, on closer observation, there are some very obvious differences. Their head for example has a much more protruded forehead and human skull like imagery. Their skin is gaunt and stretched across their skeletal body (as opposed to the saggy skin of a D-Ghoul) and there are mounds of undulating, moving flesh in places (particularly the waist and shoulders), as if large snakes are slithering around inside of it. They also rarely (if ever) touch the ground, always floating at least a foot above it wherever they go.

But the most obvious features are the tentacles that protrude from each of its wrists. These tentacles vary in length, from as short as a foot in reach to well over twenty feet! They are prehensile, allowing the Orgathu to pick up objects, entangle or disarm people, or grapple with opponents. And yet, they can effectively be treated like whips, lashing their opponents as desired. That being said, the preferred use of their wrist tentacles is for choking the life out of people!

The Orgathu is a creature of malice and evil. One of the greatest differences between the Orgathu and a D-Ghoul is that The Orgathu must be summoned to our plane of existence (they lack the ability of dimensional traveling). Therefore, they must be summoned to our world, usually by foolish summoners who don't know or understand just what it is they're bringing to our world, or by those brazen and daring enough to believe they can control them, or send them back after they've done their bidding.



Of course it is NEVER that simple, the Orgathu loves to torture and murder more than anything; and once it's here, it wants to stay here, forever.

Being summoned for any purpose other than murdering or torturing will usually see the Orgathu leave their summoner's service immediately if they're lucky, some are usually killed outright in they've angered the ghoul somehow. Even in the case of the Orgathu carrying out the murder of a specific person it was brought forth to do (and usually stashing the body somewhere to eat it later), they will usually abandon their "master" afterwards; wandering about to torture, kill and feed as it pleases.

Like Dimension Ghouls, they also enjoy harassing, scaring and hurting humans. They tend to be found wandering and observing the seedier sides of town, or hiding away somewhere dark when they are resting or putting up their "livestock" for a few days (just like D-Ghouls they don't eat fresh meat). Unlike D-Ghouls however, the Orgathu has no qualms about confrontation people and are capable fighters. Where D-Ghouls will seek out sick, weak or nearly dead people to confront, the Orgathu have no issues invading someone's home, entering the back of a business (like laundry mats or a restaurant) or even yanking someone out of their car and stealing them away into the night to their hiding place. Once captured, the victim will endure lots of suffering, misery and finally death (which they might be praying for before the Orgathu is finished with them). It's not unheard of for the Orgathu to collect several live, healthy humans, binding them up, and then stashing them in a secret lair, having an entire group of terrified and/or dying individuals to amuse itself with!

Secrets and Habits: (Known to characters with *Lore: Demons and Monsters* AND *Lore: Magic*): Unknown to most, it's impossible to summon only one Orgathu. When one is called forth, another 1D4+2 manage to escape its home dimension, randomly appearing somewhere within a mile of the summoner. They are under no restraint or allegiance to the summoner, and can immediately go wherever they like, spreading misery and death as they go. Even worse, after the summoned Orgathu has done its job and fled its "master", summoning another one brings another 1D4+2 to our plane with it. Within a short time, you can have a lot of these vile creatures running loose in an unsuspecting city!

Orgathu

Also known as the *Ghoulish Strangler* and the *Whipping Ghoul*

Alignment: Always Miscreant Evil

Attributes: I.Q. 2D6+5, 2D6+12, M.A. 2D6+5, Supernatural P.S. 1D6+19, P.P. 2D6+13, P.E. 2D6+15, P.B. 1D6, Spd 2D6+14

Armor Rating (A.R.): 10, any attack less than eleven does no damage even if it hits.

Hit Points: P.E. attribute number x3

SDC: 2D6x10+10

Discorporation: When slain, the body turns into hundreds of fat, squirming earth worms that crawl away (or dig underground). An examination will show that they are ordinary earth worms that have recently fed upon human flesh

Threat level: x4; a Demonic Servant and a Predator, a Lesser Demon.

Horror Factor: 10 (13 if recognized as an Orgathu, 17 when realizing that your being strangled to death by an Orgathu's tentacles!)

Size: 6-7ft tall; tall and thin.

Weight: 175-225 lbs

Average Life Span: Uncertain, probably immortal

P.P.E.: P.E. attribute number x2, +1D8 per level

Natural Abilities: Feeds on rotting flesh, Supernatural Strength and Endurance, doesn't breathe air, sees the invisible, Nightvision 400ft, normal day vision, resistant to normal heat and cold (half damage), and bio-regenerates 1D6+4 per melee round.

-Travel via Telekinesis and Levitation: One of the more unique traits of the Orgathu is that they never seem to touch the ground; they're always levitating at least a foot in the air. While most of the old texts concerning the Orgathu refer to this trait as "being so vile and evil that the very earth repels them", most Parapsychologists believe that the Orgathu uses a form of *levitation* when simply hovering, and mixing it with *telekinesis* when flying/moving about.

Regardless of the methods used, the Orgathu do not seem to expend energy when using this trait (does not cost I.S.P.), and they are adept with this trait to where they are nimble aerial dodgers (has Automatic Dodge with this ability, using their natural dodge bonuses). Flying speed is equal to their running speed and carrying weight while flying/hovering is equal to their Supernatural P.S.

-Intangibility: Another trait that makes them similar to D-Ghouls is the ability to become intangible for brief moments. They can become intangible for 30 seconds (2 melee rounds) once every ten minutes; self only. While intangible, the Orgathu is impervious to all physical attacks, but cannot retaliate/attack and moves at one third its normal speed. When intangible, they can float through walls, escape attackers, and drop through the ground to access a coffin, crypt, sewer or other underground compartment. I.S.P. Cost: 6.

-Wrist Tentacles: Protruding from the underside of both wrists are elongating tentacles, which the Orgathu use for lashing, entangling, tripping up and/or strangling their opponents. Even at rest, the tentacles protrude from the wrists by about a foot or so, swaying and flickering lazily. But when needed, they can reach out and elongate to a reach of twenty five long each, plus 5 feet per level of experience! With a reach like this, they can snake tentacles along or around the edges of furniture to strike unexpectedly, reach for people around corners, or even run them into the ground to snake through the dirt and come up to grab someone by the ankles!

Even more shocking is that the tentacle possess half the supernatural strength of the Orgathu's P.S. attribute, meaning that in virtually all cases the Orgathu can entangle an opponent (usually by the neck) and easily lift them several feet off the ground! In fact, they're usually strong enough to lift their prey up close to them, so the Orgathu can stare musingly into the eyes of their struggling, dying victim (they love watching the life going out of their victim's eyes). Beyond these traits, the Orgathu can use their tentacles like whips, allowing them to strike, disarm or entangle (see Damage below for details).

-Knows all Languages: Magically understands and speaks all languages at 80%, but cannot read. However, like the seeming related D-Ghoul, they've figured out what certain words (like "Cemetery" and "Crypt") and neon signs like "bar", and "topless" mean. Speaks in a harsh, raspy voice.

-Limited Invulnerability (special): The Orgathu is resistant to heat and cold (half damage), and is impervious to rot, poison, spoiled meat and disease. The light of day and holy symbols have no adverse effect on the Orgathu.

Vulnerabilities: 1. Man-made weapons that penetrate its A.R. inflict full damage, as does fire, magic, psionics and physical blows.

2. Magic or psychic fire inflicts double damage.

3. While the Orgathu can hover/fly over water, if somehow submerged they cannot swim, sink like a rock, and appear to be limp and dead after one melee round, but don't actually drown for 1D6 hours. Retrieving an Orgathu from the water before it really dies will instantly revive them. Retrieving a dead one causes it to instantly turn in earth worms the moment any part of it touches the air. Turns into earth worms that disintegrate after being 24 hours under water.

P.C.C. Notes: Latent Psychic: Any precognitive dream involving the Orgathu will include the Latent Psychic suddenly being lifted into the air while being strangled to death! During the struggle, the psychic will manage to look upwards, but only seeing red eyes in the darkness looking back down on them before they wake up gasping for air.

Nega Psychic: The Orgathu loses its hovering/flying abilities when being affected by a Nega-Psychic's *Paranormal Disruptor* ability, becoming earth bound. They also lose their auto dodge ability and seem to lose their edge while grounded, preferring to flee rather than fight (and will only do so if cornered).

R.C.C. Skills or Equivalent (does not improve with experience): Basic Math 70%, Camouflage 60%, Imitate Voices and Sounds 50%, Land Navigation 75%, Prowl 80%, Streetwise 75%, Tailing 60%, Tracking (People) 40%, Find Contraband 40%, Rope Works 50%, W.P. Paired Weapons (using both Wrist Tentacles only) and W.P. Whip (equal to their current Level of Experience +3)

Equivalent Level of Experience: 1D6+1

Attacks per Melee: Four

Damage: Tentacle whiplash does damage per "Supernatural Damage & Hand Weapons" on page 135 (typically 2D4 on a restrained lash, 3D6 on full strength + P.S. Bonus). Choking damage via tentacle does 1D4+P.S. bonus directly to Hit Points per attack (in addition, the victim must Save vs. Pain (14+) to avoid unconsciousness each attack).

The Orgathu may attempt to perform a *Pull Punch* with each choke attack (which it favors doing to prolong the suffering and terror of the victim), the victim does not need to Save vs. Pain during a successful pulled punch attack. Tentacle chokes may be broken by both parties adding together their P.S. and P.P. attributes and rolling a D20, adding it all together. Highest number wins (defender wins ties).

A bite does 2D6+2, claw strike does 1D6 damage plus the Supernatural P.S. damage on page 134, and punch or kick as per supernatural P.S. chart. May also use a weapon, (favoring knives and other bladed weapons), but mostly they rely on their wrist tentacles.

R.C.C. Bonuses: +3 to Strike, Parry and Dodge, +7 to pull punch/bite/claw/strangle, +3 to Disarm and Entangle, +3 roll with impact, +2 save vs. Magic, +6 save vs. Horror Factor, and impervious to possession.

Magic: None

Psionics: Considered a Minor Psychic, requiring a 12 or higher to save vs. psionic attack. I.S.P.: M.E. Attribute x2+10. Powers: Levitation (varies), Summon Inner Strength (4), Telekinesis (varies), Telekinetic Punch (6), Telekinetic Push (4)

Enemies: Like D-Ghouls, they find humans amusing and enjoy watching all types of vice, depravity and cruelty. Humans are regarded as entertainment and food (eats the flesh and leaves the bones). They see Dimensional Ghouls, Grave Ghouls, and other supernatural scavengers to be competitors.

Allies: Those who summon them, if for only a brief time. In most cases the Orgathu can only truly be useful when summoned to torture or kill. Others who summon them for more menial purposes, enslave them or keep them locked away when they don't need them are setting themselves up as an enslaved Orgathu will turn on and kill the summoner the first opportunity they get. The Orgathu may serve those who earn their respect or if they fear their power, but their insatiable desire for murdering will eventually overwhelm their fears if not allowed free reign to stalk prey every few days. Otherwise, they rarely associate with anyone, even their own kind (sees them as another competitor in the field), and usually only when food is plentiful.

Habitat: Can be found anywhere throughout the world, in urban or rural settings, where victim potential is plenty and dead bodies can be had for eating.

GM Eyes Only: Remember that those foolish enough to continually summon more Orgathu when old one flees their service is asking for trouble on multiple levels. While the Orgathu can appreciate the summoner who brought him to earth (whether he was the one placed directly into servitude or was one of the lucky extra few that managed to squeeze into this plane of existence along with the summoned one), if they see the world as getting crowded with their kind, they will start seeking out and exterminating the summoner who keeps bringing forth more of them. This can lead to a case where the player group may have to protect the summoner that brought all the Orgathu's to earth to begin with.