

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're tall, thin humanoids that could be mistaken for a human in poor lighting. Their sharp jagged teeth, sunken eyes, and grey skin over a skeletal body is also similar. They even share the same affinity for feeding of the flesh of the dead, savoring human flesh above all others.

However, on closer observation there are some differences. For example, the forehead is much more protruded and human-like. Their skin is gaunt and stretched across their skeletal body (as opposed to being saggy like a Dimensional Ghoul) and there are mounds of undulating flesh in places (particularly the waist and shoulders), as if snakes are slithering just underneath the skin. They also rarely (if ever) touch the ground, always floating at least a foot above the surface wherever they go.

But the most obvious features are the tentacles that protrude from each of its wrists. These tentacles can release and retract in length as desired and can be as short as 1 foot to well over twenty feet long! Both tentacles are prehensile, allowing the Orgathu to grab, move or pick up objects and can be used in combat to entangle, disarm, and grapple with opponents. And yet, they can effectively be used like whips, lashing at their opponents as desired. That being said, their favorite use of their tentacles is choking the life out of people!

The Orgathu is a creature of malice and evil that desires nothing more than to come to Earth to prey up the living. However, the Orgathu is incapable of entering our plane of existence at will as they lack the ability of dimensional traveling (a common ability of all Dimensional Ghouls). Therefore, they must be summoned to our world, an action usually performed by foolish summoners, arcanists, mages and various dabblers who don't know or understand just what it is they're summoning. On the other hand, there are plenty of brazen and daring mages and summoners who bring them to Earth with the firm believe that they can control them and send them back to whatever hellish plane of existence they come from when their services are no longer required.

Of course, it's NEVER that simple; all Orgathu loves to torture and murder the living (humans in particular) and once it's here on Earth, 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 (and unharmed if they're lucky). There have been numerous summoners that have been killed outright in after angering one. Even in the case of the Orgathu carrying out the murder of the specific person it was summoned for (and usually stashing the body somewhere to eat later), they will most often 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 are most often reported as being found wandering and observing the seedier sides of town, or hiding away somewhere dark and quiet while resting or putting away their "fresh livestock" for a few days to spoil. Unlike Dimensional Ghouls however, the Orgathu have no qualms about confronting humans and are capable fighters. Where Dimensional Ghouls will seek out sick, weak or nearly dead people to ambush, the Orgathu have no issues invading someone's home, entering the back of a store, business or restaurant, or even yanking someone out of their car, overpowering and binding them up with their tentacles to steal them away in the night, taking their captured prey to their hiding place.

Once captured, the victim will endure various methods of pain (particularly by whip lashing them with its tentacles), suffering and misery, nearly or completely passing out many times from suffocation and finally, death (which the poor victim may 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 from another dimension, another 1D4+2 manage to escape its home dimension along with it, randomly appearing somewhere within 1D4 miles of the summoner. They are under no restraint or allegiance to the summoner, and can immediately go wherever they like, spreading pain, misery and death as they go. Even worse, after the summoned Orgathu has done its job and has fled its "master", summoning another one to replace it brings another 1D4+2 to our plane with it. Within a short time, you can have many of these vile creatures running loose in an unsuspecting city!

Orgathu – Supernatural Predator

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

Alignment: Always Miscreant Evil.

Attributes: I.Q. 2D6+5, M.E. 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 tentacle(s)!

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 round.

Travel via Telekinesis and Levitation: One of the more unique traits of the Orgathu is that they never touch the ground/surface below them; 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 mixed form of *levitation* while hovering, and mixing it with *telekinesis* when flying/moving. Regardless of the methods used, the Orgathu do not expend psychic energy when using this trait (does not cost any I.S.P.), and they are adept with this trait to where they are nimble aerial dodgers (has the Automatic Dodge ability, using their natural dodge bonuses).

Flying speed is equal to their running speed and maximum carrying weight while flying/hovering is equal to their Supernatural P.S. Note: The Orgathu never take falling damage, they always stop a foot above the ground/surface if falling for any reason.

Intangibility: Another trait that makes them similar to Dimensional Ghouls is their ability to become intangible for brief moments. They can become intangible at will for 30 seconds (2 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, or even drop through the ground to access a coffin, crypt, sewer or other underground compartment, or any floor below it if above ground level. 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 about a foot or so, swaying and flickering lazily. But when needed, they can instantly elongate to a reach of twenty-five long each, plus 5 feet per level of the creature! With a reach like this, they can snake tentacles along or around the edges of objects like furniture, boxes or crates to strike unexpectedly, reach for people around corners, or even run them into the dirt, mud, or through water to snake through and come up to grab someone by the ankles!

Even more shocking is that the tentacle possesses half the supernatural strength of the creature's P.S. attribute (round up), meaning that in virtually all cases the Orgathu can entangle an opponent (usually by the ankles or 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 as desired (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 in water they cannot swim, sink like a rock, thrashing and clawing about in a useless effort to swim until they go limp and seemingly die after one round, but don't actually 'drown' or die for 1D4+2 hours.

Retrieving an Orgathu from the water before it really dies will instantly revive them.

Trying to retrieve a truly dead one from the water causes it to instantly disincorporated, turning into earth worms the moment any part of it is lifted or pulled from the water. If not fished out of the water after being submerged for more than 24 hours, it finally disincorporates.

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 abruptly, 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 lose their Auto Dodge ability and so their tactical advantage while grounded, preferring to flee rather than fight (and will only do so if cornered). All combat bonuses are halved while "grounded".

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 three levels higher than their current Level of Experience).

Equivalent Level of Experience: 1D4+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, after the first attack).

The Orgathu may attempt to perform a *Pull Punch* attack with each choke attempt (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 always wins ties).

A bite does 1D6+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 edged weapons), but mostly they rely on their wrist tentacles.

R.C.C. Bonuses: +4 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 Dimensional Ghouls, they find humans amusing to toy with 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 someone. Those who summon them for more menial purposes, enslave them or keep them locked away when they don't need them are setting themselves up for danger as an enslaved Orgathu will turn on and kill the summoner the first opportunity it gets. The Orgathu willingly continue to serve those who earn its respect or if they fear their Master's power, but their insatiable desire for malice and 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 each other as competitors in an already crowded field), and only when food sources are plentiful.

Habitat: Can be found anywhere throughout the world, in urban or rural settings, where victim and/or food potential is plentiful.

GM Eyes Only: Remember that those foolish enough to continually summon more and more Orgathu after previous ones have left their service is asking for trouble on multiple levels. All Orgathu appreciates the summoner who brought them to Earth, whether it was the one that was summoned directly into servitude or was one of the extra few that managed to squeeze into this plane of existence along with the summoned one. However, if they see the area as getting crowded with their kind, they will start seeking out and exterminating the summoner(s) who continually summon more of them. This can lead to a situation where the player group may have to protect the summoner that brought a multitude of Orgathu to Earth to begin with. It can also effectively lead to the investigators having to initiate a campaign of extermination due to so many of them being in one area. Most Orgathu have a habit of lingering within 10 miles of where it was summoned or had arrived on Earth, causing them to crowd and become more competitive and aggressive over time.

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