Great Old Ones

- Ithaqua
- Nodens

Ithaqua

Ithaqua is a being of the cold, the winds, and the North. Most of the time, Ithaqua is simply a wind; in the Arctic, all the winds are Ithaqua. When it chooses to take a form, it's a cloud with two red glowing stars positioned like eyes. It has two webbed "feet" which resemble the parachutes of flying spiders. It floats to transport itself but uses its feet to change direction. The presence of Ithaqua can be detected by the presence of large "footprints."

Ithaqua picks up people and moves them in the direction of True North. As a multidimensional being, Ithaqua's understanding of True North bears only a passing resemblance to the human understanding of same. Ithaqua is capable of traveling through time and the multiverse, and may drop you off in e.g. Carcosa. Victims of Ithaqua are usually frozen to death, although some people survive.

Victims of Ithaqua are usually found clutching something in their hands which they picked up on their adventures. These are generally some kind of magical object. The most common object is medallions, which give you visions of Ithaqua and make you stronger and more durable. However, repeated use of a medallion tends to give you an uncontrollable urge to head (towards the human understanding of) North.

Cults of Ithaqua almost never venerate Ithaqua per se. Instead, they do a sort of Ithaqua lootbox situation, where they put out humans for Ithaqua to pick up in the hopes that he will drop some other humans in their location who will carry magic items. (Particularly before the demographic transition, cults of Ithaqua were particularly likely to sacrifice human babies, since they were likely to die anyway.) In recent years, a cult of Ithaqua has formed which attempts to summon him more often to earth as an innovative means of reversing global warming.

Nodens

Nodens is an Elder God, Lord of the Abyss and Master of the Nightgaunts. He is a god of hunting, fishing, and fertility. He resembles an old human man with gray hair. On the sea, he travels in a shell on the backs of dolphins.

Like the rest of the Elder Gods, Nodens is a manifestation of human imagination and archetype. Unlike most of the Elder Gods, Nodens is not confined to the mountain Hatheg-Ka, and instead wanders the Dreamlands. He occasionally crosses over to Earth in places where the lines between the Earth and the Dreamlands are thin.

Nodens leads the Wild Hunt, a soul-raving chase with dogs, nightgaunts, and ghostly hunters.

Nodens hunts Nyarlathotep, on the grounds that Nyarlathotep is the most dangerous game and therefore the most challenging. The enemy of my enemy is my (creepy and dangerous) friend. If you're being bothered by Nyarlathotep, summoning Nodens may provide some degree of protection-- although being around the Wild Hunt isn't exactly good for your longevity either.

By sleeping in a sacred space of Nodens, a human can receive a dream from him. Nodens is often willing to help humans. To solicit Nodens' help, you bury a curse tablet. However, Nodens demands a price, normally in the form of being pressed into Nodens' service. Depending on the size of the favor Nodens grants, you may have to perform favors for him, join him in the Wild Hunt, pass into the Dreamlands to join his service, or just be haunted by nightgaunts for the rest of your life.

No one is really sure what it means that he's the Lord of the Abyss and everyone is too afraid to ask. It seems like the sort of question that isn't very good for your longevity.