



by Rob Kuntz

THE LOVECRAFTIAN MYTHOS IN DUNGEONS & DRAGONS

Those of you who have read H.P. Lovecraft's stories based around his fallen gods, The Great Old ones, will know what it means to finally get them into a form which they are understood and compatible with the D&D system. J. Eric Holmes (known for his work with Basic Dungeons & Dragons) with additions by my humble self bring you parts of the Cthulhu Mythos. They are laid out to be compatible with Dungeons & Dragons supplement IV "Gods Demi-Gods & Heroes." For all of you Lovecraft enthusiasts here's what you've been waiting for. For all of you not familiar with the Cthulhu cycle here's a new experience.

The Lovecraftian Gods, the Great Old Ones

The Great Old Ones of the Cthulhu Mythos are completely evil and often times chaotic. They were banished or sealed away by the Elder Gods. Subsequently, however, the Elder Gods appear to have abandoned this part of the universe, and the worshipers of the Old Ones predict that they are soon to return and re-establish dominion over the earth. Evil clerics or magic users who call upon the Old Ones, using the spells from the Necronomicon or the other books of elder lore, run a 25% chance of being destroyed by the gods they evoke. (The Dungeon Master may revise this probability downward for priests of Cthulhu, high level evil magic-users, etc.) 50% chance of one of the servants of the Old Ones appearing, 25% of the god appearing and cooperating. If the god attacks he will then ravage the countryside for 1-6 turns and disappear.

Only Lovecraft's major gods are described here. There are many minor deities: Chaugnar-Faun, Lloigor, Tsathoggua or Shudde-M'ell in the works of Lovecraft and his literary disciples, which could be called upon in a Lovecraftian D&D campaign.

Azathoth, Creator of the Universe

Armor Class — minus 2	Magic Ability — none
Move — infinite	Fighter Ability — 20th Level
Hit Points — 300	Psionic Ability — resistant to all psionics attack.

Azathoth is a blind, mindless, amorphous mass, the size of a star, floating at the center of the universe. It is attended by satellite creatures that provide an ethereal music, like the sound of idiot flute players. Azathoth is immaterial but might be attacked by someone operating on another plane of existence. If so attacked It will defend itself. Azathoth's saving throw against all forms of magic is 5 and It is mindless and totally resistant to mental attack. If Azathoth is destroyed the entire universe will collapse back to a point at the center of the cosmos with the incidental destruction of all life and intelligence.

Cthulhu

Armor Class — 2	Magic Ability — (see below)
Move — 12"	Fighter Ability — 15th level
Hit Points — 200	Psionic Ability — Class 1

Cthulhu is a bloated humanoid form 100 ft. high with an octapoid head and a face a mass of feelers. He has a scaly, rubbery skin, prodigious feet and curved talons on hands and feet. A pair of folded bat-like wings protrude from between the shoulders.

"Ph'nglui mglw'nafh Cthulhu R'lyeh wagh'nagl fhtagn." — "In his house a R'lyeh dead Cthulhu waits dreaming." R'lyeh is a great sunken city of non-Euclidian geometry somewhere in the Pacific. So bizarre is its construction that anyone entering the city must make saving throws against fear and insanity. Cthulhu lies in a huge stone structure sealed with the Elder Sign (see below). If the Seal is broken and the

god released, everyone in a radius of 100 miles must make a saving throw or go insane.

Cthulhu usually attacks both physically and psionically. He can regenerate 10 hit points per *melee round*. He can teleport up to half a mile and is totally resistant to water, cold and vacuum. He can call up from the sea 10-100 of the Deep Ones. He will retreat into his lair if confronted with the intact Elder Sign, another of the Old Ones such as Hastur, or some natural catastrophe, such as the re-sinking of the city of R'lyeh into the sea.

Hastur the Unspeakable, Him Who Is Not To Be Named

Armor Class — 2	Magic Ability — (see below)
Move — 12", Fly 36"	Fighter Ability — 20th level
Hit Points — 200	Psionic Ability — resistant to all psionic attack.

Hastur, half-brother of Great Cthulhu, lies imprisoned by the star-shaped Elder Sign in a crypt at the bottom of Lake Hali near the city of Carcosa on a dark planet in the constellation Hyades. He appears as a huge reptilian form, 100 feet high with massive tail and gigantic talons. Hastur's head is a fleshless, eyeless, reptilian skull with great curving horns.

Anyone encountering Hastur must make a saving throw against fear. He can teleport anywhere within the physical universe, across interstellar distances instantaneously, as indeed, can all of his minions. In addition to fear, he casts spells of cold and darkness as a 15th level magic user and is immune to cold and vacuum. He regenerates 5 hits per *melee round*. He can call up from Lost Carcosa and dread Yuggoth 1-10 of the Byakhee or the abominable Mi-Go. Hastur will retreat from his half brother Cthulhu, from the Elder Sign or from others of the Old Ones if they should chance to oppose him.

Nyarlathep, the Crawling Chaos, the Messenger of the Gods

Armor Class — 2	Magic Ability — 15th level
Move — 12"	Fighter Ability — 15th level
Hit Points — 150	Psionic Ability — Class two

Nyarlathep appears as a tall dark man, often dressed as a pharaoh, but is sometimes portrayed as a faceless sphinx. His appearance in the world is said to foretell the return of the Old Ones from their imprisonment. He charms humans, humanoids and non-magical animals by his mere presence. (Saving throw applicable; this Power extends to cover a 30' radius and once a saving throw is made it never need be checked again. All checks are made at -2 to the die roll.) Those falling under his spell either obey him or behave in a purely chaotic manner. Thus his progress across the face of the land is followed by riot, war, mass murder, suicide and insanity. The god is believed by some students of the occult to have various guises and to be the Dark Man of the European witchcraft rituals. He can call up at will an army of wild beasts or mindless humans, 10-1000, completely subject to his command, willing to march to certain death.

Shub-Niggurath, Black Goat of the Woods with a Thousand Young

Armor Class — 4	Magic Ability — (see below)
Move — 6"	Fighter Ability — (see below)
Hit Points — 300	Psionic Ability — Class 2

Probably identical with the god Abhoth of ancient Hyperborea and Ubbo-Stahla the unbegotten source, this fountain of uncleanness is a huge grey pool, 100 feet across, in the caverns beneath Mount Voornithadreth, constantly bubbling and putting forth mouths, limbs, pseudopods and whole creatures. 1-10 small monsters are created from the pool per *melee round* and go crawling, flopping and flying away up to the surface. Some fall back into the pool which then grows mouths and devours them. These are 1 die monsters. In 10 more *melee rounds* they will grow to 2 die monsters, in 20 more to three, etc. All the while, Abhoth (Shub-Niggurath) is producing a 10 sided die of monsters each round. Thus the god is the source of all the foul and unclean creatures of the earth. The growing little monsters usually ignore strangers, but they will attack on Shub-Niggurath's command. Shub-Niggurath is intelligent, telepathic and throws charm person or monster spells of the 15th level, once per turn.

The Necronomicon by Abdul Alhazred

Alhazred, the "Mad Arab," was a magic user around AD 700. After ten years alone in the desert he wrote a book called *Al Azif* — a word used to denote the nocturnal sounds of insects which may be the voices of demons. Alhazred was seized in the streets of Damascus by in-

visible demons and devoured horribly in front of many witnesses. Those who have studied his writings have sometimes met a fate nearly as terrible. The book was translated into Greek in AD 950 by Theodorus Philetas of Constantinople and re-titled *The Necronomicon*. No known copies of the Arabic text exist, the Greek translation was banned and all known copies burned. A Latin translation was published by Olaus Wormius AD 1228 and there was an English translation by Dr. John Dee in the early 17th century. A few copies of the Latin text are known, one is at the library of the Miskatonic University in Arkham, Massachusetts.

The book gives a description of the pre-human worship of the Old Ones, their banishment by the Elder Gods, and their imminent return. It would appear that spells are given for summoning all of the Old Ones and their minions and some spells for their control and dismissal, although these later are not always effective. The revelations of cosmic horror contained within its pages are so intense that there is a probability of characters below level 5 changing alignment to chaotic/evil or going mad (25% adjusted by the DM for intelligence, experience and alignment).

In addition to the *Necronomicon* there are a number of other magical books of similar type, including: *The Book of Eibon*, *The Caelaen Framents*, *Cultes des Goules* by the Comte d'Erlette, *De Vermis Mysteriis* by Ludvig Prinn, *The Dhol Chants*, *The Pnakotic Manuscripts*, and *Unausprechlichen Kulten* by Von Junzt. All of these have powers similar to, but less than, the *Necronomicon* itself.

The Elder Sign

"Armor against witches and daemons, against the Deep Ones, the Dholes, the Voormis, the Tcho-Tcho, the Abominable Mi-Go, the Shaggoths, the Ghasts, the Valusians and all such peoples and beings who serve the Great Old Ones and their Spawn lies within the five-pointed star carven of grey stone from ancient Mnar which is less strong against the Great Old Ones themselves."

— the *Necronomicon*

These small grey stone stars are a powerful talisman, acting on the evil minions of the Great Old Ones as a powerful charm spell or as a crucifix will act on a vampire. The stars are highly resistant to destruction — armor class minus 2, broken only by magic or by incredible force. The Elder Sign was used by the Elder Gods to seal off those places where the Great Old Ones were imprisoned or where they might "break through."

Cthuga, Lord of Fire

Armor Class — 2	Magic Ability — see below
Move — 12"	Fighter Ability — 17th Level
Hit Points — 175	Psionic Ability — Class 6

Cthuga appears as an ever changing mass of fire, being indistinguishable at times from a pillar (20' high by 5-8' in diameter) of bright red flame with additional blue and yellow flames coursing up and around his body. Cthuga's varied powers consist of using all fire connected spells (as per "Greyhawk") 3 times a day for each spell. He may summon up to 8 12 hit die (8 d12) fire elementals (flame creatures) who act intelligently and serve the Lord of Fire fanatically. He may do this summoning only once per week, though. Cthuga may only be struck effectively by +3 or better weapons, all other magical weapons doing no damage and requiring a saving throw so as not to disintegrate. Metal, non-magical weapons melt upon touch. Cthuga strikes once per melee round dealing out 3-30 points of fire damage and he ignites flammables within a 10 yard radius of his body. He may sustain all types of fire attack, accruing no damage, but for every die of cold damage sustained he must add 1 point extra per die of damage and 2 points extra per die of damage caused by water based attacks. Cthuga dwells in his Palace of Fire which is located somewhere beneath a volcano deep within the bowels of the earth.

Ithaqua, Lord of the Air, Windwalker

Armor Class — 2	Magic Ability — see below
Move — 12" + Special	Fighter Ability — 16th Level
Hit Points — 175	Psionic Ability — Class 6

Ithaqua is referred to in some areas as the Wendigo and is second only to the Great Hastur himself regarding supremacy of the air. Ithaqua may **wind walk** (as the spell) anytime he wishes. He may summon one 16 die air elemental per day which acts much like an invisible stalker in that it will obey a limited number of commands, but unlike other

elementals can go beyond the controlling range of Ithaqua with no concentration required on his part. Ithaqua may also **control weather** (as the spell) with double the range and effects. Ithaqua strikes twice per melee round doing 2-16 points of strong buffet damage per hit. The Lord of Air is especially damaged by magical fire attacks taking 2 hit points extra per die of magical fire damage accrued. He wanders the skies, remaining quite aloof from the other gods of this mythos.

Yig, Supreme God of Serpents

Armor Class — 3/5	Magic Ability — see below
Move — 18"	Fighter Ability — 15th Level
Hit Points — 125	Psionic Ability — Class 6

Yig is represented as a great (17+) long snake, although he (it?) may alter shape slightly to appear as a Naga (see **Monster Manual**), with the upper part of the body appearing as a human and the lower that of a snake. Yig moves silently, detects enemies and tracks as a ranger, all with 100% efficiency. He surprises opponents on a six-sided die roll of 1-4. Yig controls all serpents within a one square mile radius of himself. When encountered near his lair he will be attended by 2-20 (4-6 hit die) giant snakes (always of the venomous variety). Yig strikes for 2-11 hit points fang damage plus a poison injection upon a successful hit. This roll is at -3 to the die roll and all those failing to make their saving throw die immediately. Yig's armor class (as explained above) is 3 for the head and 5 for the chest and underbelly.

Yog Sothoth, the Key and Guardian of the Gate

Armor Class — 2	Magic Ability — 15th level
Move — 24" (see below)	Fighter Ability — 20th level
Hit Points — 300	Psionic Ability — Class 1

Yog Sothoth exists on a fourth dimensional plane which allows him to enter the universe at any point in space and any point in time. His fourth dimensional shape appears as a congeries of iridescent globes like giant soap bubbles. When he takes shape in our universe he is partly material and partly ethereal and appears as a gigantic mass of feelers, legs and stalked organs. In this shape he will mate with human beings, producing the Spawn of Yog Sothoth (The Dunwich Horror). He is highly intelligent but extremely chaotic and unpredictable. He can gate in, out of time and space, any of the spawn or subject races of the Old Ones, or any of the D&D demons from the sub dimensions of hell, one per melee round. Yog Sothoth is not subject to the laws of space and time and can, for example, appear at various parts of the universe simultaneously.

Inhuman and Partly Human Races of the Cthulhu Mythos:

Byakhee

Armor Class — 5	Magic Ability — (see below)
Move — 36" (see below)	Fighter Ability — 10th level
Hit Points — 100	Psionic Ability — Class 5

These are huge, furry bat-winged servants of the god Hastur. They can fly through interstellar space and can teleport anywhere within the known universe, carrying human beings with them on their backs or in their great talons. They, and those they carry, are protected from cold and vacuum. They are intelligent, telepathic and will obey those who carry the Elder Sign or who appeal successfully to Hastur. They strike with their talons doing 2-12 points of damage per and their beak does 2-9 points of damage.

The Deep Ones

Armor Class — 3	Magic Ability — none
Move — 12", 36"	Fighter Ability — 3rd level
in water	
Hit Points — 10	Psionic Ability — none

Amphibious, humanoid worshippers of Cthulhu, the Deep Ones inhabit the ocean in great numbers and occupy certain coastal towns (Innsmouth). They appear in great numbers — 1-100, and are inimical to humans, although they frequently intermarry with them. The Deep Ones are frog like in appearance with webbed hands and feet. As they grow older they spend more time in the ocean and become more ichthyic in appearance. They are potentially immortal, as are their half-breed offspring. They often have great treasures salvaged from the sunken cities of the deep. Every large group will have at least one evil clerical type, level 3-10.

The Great Race

Armor Class — 5 Magic Ability — (see below)
 Move — 12" Fighter Ability — 6th level
 Hit Points — 30 Psionic Ability — Class 1

These creatures (The Shadow Out of Time) populated the earth a billion or more years ago and their cities still exist buried in the great Australian desert. They are ten foot high cones, ten feet wide at the base with four ten foot tentacles at the top. Two tentacles end in lobster-like claws, one in trumpet-like ears and one in a yellow globe two feet in diameter with three eyes along its circumference and a set of manipulating tentacles dependent from it. The creatures move rapidly by expanding and contracting the muscular base of the cone. These creatures are highly intelligent, telepathic, and scientifically advanced. They have no magical powers but many technological devices such as air ships and energy beams. They can project their minds backward and forward in time and across interstellar space. They then seize control of the mind of any intelligent creature, displacing the other mind into the body of the member of the Great Race. Such captive minds are well treated, encouraged to teach the Great Race about their own time and eventually sent back to their original bodies with memory of the experience erased. Unlike the servants of the Old Ones, the Great Race is lawful and neutral.

The Old Ones — *A misnomer, since this refers not to the ancient gods, but to a minor race of interstellar beings.*

Armor Class — 5 Magic Ability — none (see below)
 Move — 12" Fighter Ability — 8th level
 Hit Points — 50 Psionic Ability — none

These bizarre looking creatures are an interstellar race who once settled at the South Pole, where their deserted cities still lie beneath the polar ice (At the Mountains of Madness). They are barrel-shaped, six to eight feet long with wings and tentacled arms growing from the circumference of the barrel and five star-fish like tentacles growing from each

end of the barrel. The upper set of tentacles end in eyes and mouths, the lower set are muscular legs with triangular feet or fins. The Old Ones are intelligent and scientifically advanced and once had a highly technological civilization. They were exterminated by a form of artificial life which they had created themselves: the Shaggoths. The Old Ones are basically hostile to other intelligent races, but they are lawful, not chaotic.

The Mi-Go, the Fungi from Yuggoth, the Abominable Snow Men

Armor Class — 3 Magic Ability — (see below)
 Move — 15", fly 30" Fighter Ability — 8th level
 Hit Points — 35 Psionic Ability — Class 5

Eight foot high, many legged, red, crab like creatures with two great bat-like wings, the Mi-Go are found in mountain wilderness, the Himalayas and Vermont. Their main base of operations in this solar system is on Yuggoth (the planet Pluto). Immune to cold, dark and vacuum, they can fly in interstellar space and teleport across interstellar distances. They can not speak but they possess certain machines that produce a buzzing imitation of human speech (**The Whisperer in Darkness**). They mine minerals or other items from the earth and will try to make alliances with human races. They sometimes kidnap humans and carry off their living brains in metal cylinders for study.

The Shaggoths

Armor Class — 4 Magic Ability — none
 Move — 18" Fighter Ability — 8th level
 Hit Points — 70 Psionic Ability — resistant to psionic attack.

Huge, 15 feet across, transparent, intelligent amoeba, the Shaggoths are a form of artificial life created to serve the Old Ones. Originally telepathic, they lost this ability, rebelled and killed their masters. The inside of the amoeba appears like a series of bubbles or other included matter. The surface grows organs as needed, eyes, mouths, legs, sword-like weapons, etc. They guard the buried and drowned cities of the Old Ones near Antarctica.

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