

# CTHULHU MYTHOS

The Cthulhu Mythos was first revealed in a group of related stories by the American writer H. P. Lovecraft. Beginning with "The Call of Cthulhu" in *Weird Tales*, Lovecraft began referring in his horror stories to a pantheon of beings known as the Old Ones, who had descended to Earth from the stars in pre-human times. First worshiped by the non-human races of the planet, the Old Ones were later banished or locked away by the elder gods. The elder gods do not enter into the stories much, and their identity is a mystery. They left the Old Ones weakened, but not destroyed. When man appeared, he found traces of the older civilizations and remnants of the pre-human races. Religions grew up around the Old Ones and legends of their imminent return to power — especially around Cthulhu. Bits of the old lore were discovered and transcribed into books, extremely dangerous books.

Lovecraft's friends (who included Clark Ashton Smith, Frank Belknap Long, Robert Bloch, Robert E. Howard and August Derleth), wrote stories that "tied in" with the discovery of pre-human relics, the revival of ancient worship, or the consequences of finding a "forbidden book" dealing with the Old Ones and their secrets. No great effort was made to keep these stories consistent with each other. After Lovecraft's death in 1937, August Derleth founded Arkham House publishing company to reprint his works. Derleth also wrote a number of stories dealing with Lovecraftian themes or based on fragments of Lovecraft's writings. Since then a number of younger authors, outstanding among whom are Lin Carter, Ramsey Campbell and Brian Lumley, have written stories based on the growing Cthulhu mythology.

Most of the creatures presented here were introduced by the earlier authors: Lovecraft, Derleth and Smith. Derleth introduced the concept of a struggle between the Old Ones and the forces of good. Lovecraft's original concept was far less sanguine — all of his gods were evil and chaotic, and the best mankind could expect from them was indifference.

If you have not read any stories in the Cthulhu tradition, start with Lovecraft himself. Many of his stories are straight supernatural tales and do not deal with the Old Ones, but "The Call of Cthulhu", "The Whisperer in Darkness", "At the Mountains of Madness", "The Dunwich Horror", and "The Shadow Out of Time" give the flavor of his work. Then read the imitative writings of Derleth and the modern writers. Fortunately, most of these stories are gathered into collections of Lovecraft's work and published in paperback.

Cults of men, and particularly of non-human creatures, keep alive the worship of the Great Old Ones and anxiously await their return to power. Various evil magic-users and priests, desirous of superhuman powers, experiment with some of the forbidden books (such as *The Necronomicon*) and occasionally unleash some horror on themselves or their surroundings. Merely speaking the name of one of the Old Ones results in a 5% chance that the god named will hear, for these deities are quite attuned to the Prime Material Plane. If the god does hear its name spoken, it will appear and attempt to kill the being so rash as to speak its name (some of the greater gods will send minions to accomplish this).

## SPECIAL NOTE:

All creatures of nature are very sensitive to the presence of all creatures of the Cthulhu Mythos. They instinctively call out their warning sounds and flee if any of the Old Ones or their minions come within range of their senses.



## CTHULHU

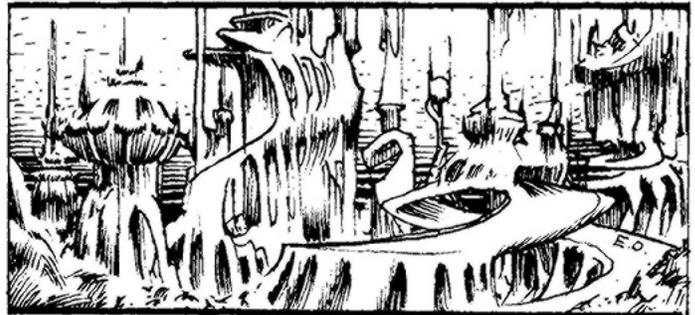
Greater god

ARMOR CLASS: 2  
MOVE: 18"/36"  
HIT POINTS: 400  
NO. OF ATTACKS: 30  
DAMAGE/ATTACK: 1-10 (x 30)  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: Immune to magical control, +2 or better weapon to hit, regeneration  
MAGIC RESISTANCE: 80%  
SIZE: L (100' tall)  
ALIGNMENT: Chaotic evil  
WORSHIPER'S ALIGN: Chaotic evil  
SYMBOL: Image of Cthulhu  
PLANE: Prime Material Plane  
CLERIC/DRUID: Nil  
FIGHTER: As 16+ HD monster  
MAGIC-USER/ILLUSIONIST: 20th level magic-user  
THIEF/ASSASSIN: Nil  
MONK/BARD: Nil  
PSIONIC ABILITY: 1  
S: 25 (+7, +14) I: 20 W: 23 D: 20 C: 25 CH: -7



Cthulhu is a bloated humanoid form 100 feet high with an octopoid head and a face of tentacle-like cilia. It has scaly, rubbery skin, and prodigious hands and feet with curved talons. A pair of folded bat-like wings protrude from between its shoulders.

"Ph'nglui mglw'nafh Cthulhu R'l'yeih wagh'nagl fhtagn." — "In his house in R'l'yeih dead Cthulhu waits dreaming." R'l'yeih is a great sunken city of non-Euclidian geometry hidden somewhere beneath the ocean. So bizarre is its construction that anyone entering the city (which occasionally rises above the waves) must make saving throws at +4 against fear and insanity. Cthulhu lies in a huge stone structure sealed with the Elder Sign (q.v.). If the seal is broken and the god released, everyone (and/or everything) in a radius of 100 miles must make a saving throw against death or go insane. This insanity lasts for a number of months equal to the creature's intelligence.



Cthulhu usually attacks both physically and psionically. He can regenerate 10 hit points per melee round. He teleports up to one-half mile at will and is totally immune to the effects of 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 an 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'l'yeih into the sea.

Cthulhu is served by the Deep Ones as well as his human worshipers, who often interbreed with the fish-men. Cthulhu's cult is usually hidden and secret, and is dedicated to bringing about Cthulhu's return and conquest of the world.

**AZATHOTH** (the center of the universe)

Greater god

ARMOR CLASS: -2  
 MOVE: None  
 HIT POINTS: 400  
 NO. OF ATTACKS: 20  
 DAMAGE/ATTACK: 3-18 (x 20)  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Insanity  
 MAGIC RESISTANCE: 95%  
 SIZE: L (inconceivable)  
 ALIGNMENT: Chaotic neutral  
 WORSHIPER'S ALIGN: Chaotic  
 (neutral or evil)  
 SYMBOL: Seven-pointed star  
 PLANE: Astral  
 CLERIC/DRUID: Nil  
 FIGHTER: As 16+ HD monster  
 MAGIC-USER/ILLUSIONIST: Nil  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: VI  
 S: 25 (+7, +14) I: — W: — D: 20 C: 25 CH: -7

Azathoth is a blind, mindless, amorphous mass the size of a star, floating at the center of the universe on the astral plane. It is attended by satellite creatures that provide an eerie music, like the sound of idiot flute players. Azathoth is somewhat solid near the center, and can be attacked there, but it will defend itself with its many pseudopods if so attacked. Any creature coming within 1,000 miles of Azathoth must save vs. spells at -6 or go permanently mad.

Those who worship Azathoth worship insanity, and Azathoth's clerics are themselves insane. It is unknown how Azathoth grants powers to its clerics, or even if Azathoth is aware of them (which is doubtful).

**BYAKHEE** (servants of Hastur)

FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 9  
 MOVE: 6"/24"  
 HIT DICE/POINTS: 10 HD  
 % IN LAIR: 5%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1-10/1-10  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: 20%  
 INTELLIGENCE: Average  
 ALIGNMENT: Chaotic evil  
 SIZE: L (20' tall)  
 PSIONIC ABILITY: IV  
 LEVEL/X.P. VALUE: IX/9,350 + 20  
 per hp



These giant furry bat-like creatures have humanoid legs that enable them to stand like men. They can be summoned by clerics of Hastur through use of a gate spell (1-4 Byakhee will appear). They are able to teleport throughout the Prime Material Plane at will, carrying human beings with them on their backs or in their talons. They are intelligent, telepathic, and will obey those who carry the Elder Sign or who appeal successfully to Hastur.

**CTHUGA** (master of the fire element)

Greater god

ARMOR CLASS: -6  
 MOVE: 36"  
 HIT POINTS: 400  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 3-30/3-30  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 50%  
 SIZE: L (40 yard radius)  
 ALIGNMENT: Chaotic evil  
 WORSHIPER'S ALIGN: Chaotic evil  
 SYMBOL: Flame  
 PLANE: Elemental Plane of Fire  
 CLERIC/DRUID: See below  
 FIGHTER: As 16+ HD monster  
 MAGIC-USER/ILLUSIONIST: See  
 below  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: I  
 S: 25 (+7, +14) I: 12 W: 18 D: 25 C: 25 CH: -7

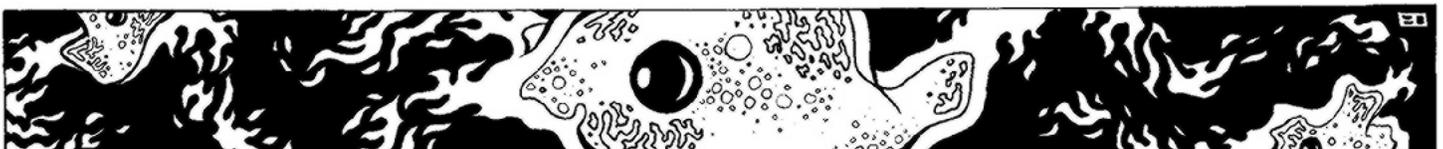
This creature resembles a flaming amoeba with tentacles that appear to be flames emanating from its body. The heat of Cthuga's body does 5-50 points of damage to all within 100 yards of it, and it attacks with fire spells at the same time. It cannot be controlled, and is immune to all heat and cold attacks. It is able to cast any fire spell of any type as a 30th level spell caster, at the rate of two per round. While casting fire spells, it also lashes out with two of its tentacles per melee round; these do 3-30 points of damage each. It moves as a blink dog and attempts to destroy everything within any area to which it is summoned. When appearing in any location, its first act is to summon 1-20 of its flame creatures. Cthuga can only be struck by +3 weapons or better as all others melt when touching him.

The creature has a direct connection with the Prime Material Plane by way of a Palace of Fire that it has created in an active volcano. This palace is said to be filled with treasure resistant to flame and heat: gems, certain magic items, and the like.

**Cthuga's Flame Creature**

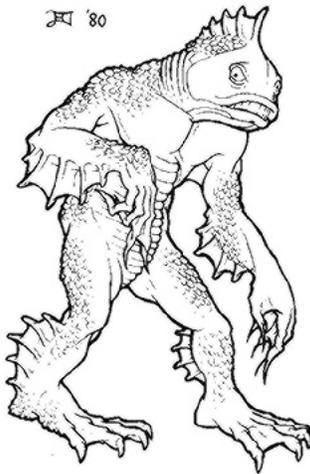
FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: -2  
 MOVE: 24"  
 HIT DICE/POINTS: 16 HD  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-20  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Flame aura, +2  
 or better weapon to hit  
 MAGIC RESISTANCE: 10%  
 INTELLIGENCE: Average  
 ALIGNMENT: Chaotic evil  
 SIZE: L (30' radius)  
 PSIONIC ABILITY: V  
 LEVEL/X.P. VALUE: VII/1,950 + 14  
 per hp

These creatures appear to be smaller versions of their master. Their bodies radiate 10 points of heat damage to all who come within 20 yards of them, and they can cast a single heat ray from their body every melee round that does 2-20 points of damage if it hits. One of their functions is to appear when the god is supposed to appear but is too busy or chooses not to come.



**DEEP ONES** (followers of Cthulhu)

FREQUENCY: Rare  
 NO. APPEARING: 1-100  
 ARMOR CLASS: 3  
 MOVE: 12"/24"  
 HIT DICE/POINTS: 4 HD  
 % IN LAIR: 90%  
 TREASURE TYPE: Z  
 NO. OF ATTACKS: 2 or 1  
 DAMAGE/ATTACK: 1-4/1-4 (+2) or  
 by weapon type  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average to very  
 ALIGNMENT: Chaotic evil  
 SIZE: M (6')  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: III/60 + 4 per hp



The Deep Ones are humanoid, amphibious men-fish, cold-blooded creatures of great strength (18). They can attack with their clawed, webbed hands, or wield weapons. They have infravision as well as normal sight. They live near the land on ocean shelves and are able to travel to the land at any time and for as long as they wish.

They have been known to interact with evil humans and interbreed with them. This results in human-appearing offspring who undergo a gradual transformation after the age of 21 that causes them to become as the Deep Ones who spawned them. The Deep Ones are soulless and apparently immortal.

These creatures promote evil in preparation of Cthulhu's return. They do this by collecting treasures from the sea and using them as funds to spread the cult of Cthulhu and the Old Ones.

**GREAT RACE**

FREQUENCY: Very rare  
 NO. APPEARING: 1-10  
 ARMOR CLASS: 5  
 MOVE: 15"  
 HIT DICE/POINTS: 8 HD  
 % IN LAIR: 95%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1-8/1-8  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Immune to magical control  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: High  
 ALIGNMENT: Lawful neutral  
 SIZE: L (10' tall)  
 PSIONIC ABILITY: 280  
 Attack/Defense Modes: B, C, D, E/All  
 LEVEL/X.P. VALUE: VI/650 + 10 per hp



These creatures populated the world eons ago and their cities still exist buried in deserts or other out of the way places. They had a highly advanced scientific civilization, with psionics rather than magic. When their civilization was destroyed, some of them were frozen in time, and these are occasionally discovered. The Great Race are tall cones, ten feet wide at the base, with 4 ten foot long tentacles at the top. Two tentacles end in lobster-like claws, one in trumpet-like ears, and one in a globe with 3 eyes, along its circumference with a set of manipulating tentacles depending from it. The relationship, if any, between the Great Race, the Old Ones, and the elder gods is unclear. Humans discovering and freeing them are sometimes rewarded with gifts of knowledge.

**HASTUR THE UNSPEAKABLE** (He Who Must Not Be Named)  
 "Master of the Air"

Greater god

ARMOR CLASS: -2  
 MOVE: 36"/36"  
 HIT POINTS: 400  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 20-200/20-200  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 50%  
 SIZE: L (600' tall)  
 ALIGNMENT: Chaotic evil  
 WORSHIPER'S ALIGN: Chaotic evil  
 SYMBOL: Image of the god  
 PLANE: Prime Material Plane (distant planet)  
 CLERIC/DRUID: Nil  
 FIGHTER: As 16+ HD monster  
 MAGIC-USER/ILLUSIONIST: 23rd level in each  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: I  
 S: 25 (+7, +14) I: 22 W: 23 D: 21 C: 23 CH: -4



This god has a scaled, elongated body, a lizard's head and maw, and taloned lizard claws. It also has 200 tentacles projecting from its body that give it the ability to sense all things around it. It is able to strike twice per round and also attack magically.

At will, it can teleport anywhere in the Prime Material Plane. Hastur regenerates 5 hit points per melee round, and can summon 2-20 Byakhee to aid it in battle. It cannot be magically controlled. Creatures that are able to fly naturally will never attack Hastur, even if controlled. Any being trying to attack the god must make a saving throw against fear.

Hastur is half-brother to Cthulhu, and like him Hastur has been imprisoned by the star-shaped Elder Sign. He lies in a crypt at the bottom of Lake Hali near the alien city of Carcosa. Hastur exists partly on the Prime Material Plane (and this part is imprisoned in the crypt) and partly on the Elemental Plane of Air (thus he is immune to cold and the vacuum of space). Hastur is never more than partially on the Prime Material Plane and is therefore not completely solid. This accounts for much of his great size.

Any time the name "Hastur" is spoken, there is a 25% chance that Hastur will hear and send 1-4 Byakhee to slay the speaker. If the Byakhee are defeated, there is a 25% chance that Hastur himself will appear to destroy the blasphemer.

**ITHAQUA** (lord of the air)

Demigod

ARMOR CLASS: 2  
 MOVE: 24"  
 HIT POINTS: 250  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 4-40/4-40  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: 30%  
 SIZE: L (20' tall)  
 ALIGNMENT: Chaotic evil  
 WORSHIPER'S ALIGN: Chaotic evil  
 SYMBOL: Two burning eyes in a human-shaped cloud of snow  
 PLANE: Elemental Plane of Air  
 CLERIC/DRUID: 13th level cleric  
 FIGHTER: 15th level fighter  
 MAGIC-USER/ILLUSIONIST: 12th level illusionist  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: IV  
 S: 21 (+4, +9) I: 16 W: 13 D: 18 C: 20 CH: -1

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Ithaqua, the Wind Walker, appears as a cloud of fog or snow, huge but human in shape with blazing red eyes. When seen passing overhead, one gets the illusion of two bright stars close together.

Ithaqua is worshiped by the natives of the far North because of his ability to control weather (triple the range and effects). His worshipers propitiate him with human sacrifices, which he carries off, no one knows where. Years later, their frozen bodies are sometimes found buried in snow drifts. Ithaqua will also pursue and capture anyone who sees or annoys him, or meddles with his worshipers or their stone altars in the forest. Sometimes his victims return to earth alive, but they never survive long as they die from strange unnatural causes.

It is known that Ithaqua serves Hastur in special missions of great importance.

### MI-GO (the Fungi from Yuggoth)

FREQUENCY: *Very rare*  
NO. APPEARING: 2-12  
ARMOR CLASS: 4  
MOVE: 15"/30"  
HIT DICE/POINTS: 5 HD  
% IN LAIR: 40%  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 1-8/1-8  
SPECIAL ATTACKS: Nil  
SPECIAL RESISTANCE: Immune to cold, dark, and vacuum  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Low  
ALIGNMENT: Chaotic evil  
SIZE: L (6' long, 8' tall)  
PSIONIC ABILITY: 90  
Attack/Defense Modes: C, D/  
F, G, H



LEVEL/X.P. VALUE: IV/240 + 5 per hp

These red, bat-winged creatures somewhat resemble lobsters in that they have many legs, feelers, and eyestalks, and forearms that end in great pincers. Though they appear to be crustaceans, they are actually fungus creatures. Mi-Go are immune to the effects of cold, dark, and vacuum, and can fly across interstellar space. They cannot speak, but communicate by clicking their pincers.

### NYARLATHOTEP (the crawling chaos, the messenger of the gods)

Lesser god

ARMOR CLASS: 2  
MOVE: 15"  
HIT POINTS: 200  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 3-30  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: 25%  
SIZE: Variable  
ALIGNMENT: Chaotic evil  
WORSHIPER'S ALIGN: Chaotic evil  
SYMBOL: Faceless sphinx  
PLANE: Astral Plane  
CLERIC/DRUID: 12th level in each  
FIGHTER: 15th level fighter  
MAGIC-USER/ILLUSIONIST: 13th level in each  
THIEF/ASSASSIN: 15th level assassin  
MONK/BARD: Nil  
PSIONIC ABILITY: V  
S: 19 (+3, +7) I: 20 W: 12 D: 19 C: 20 CH: 19

Nyarlathotep appears as a tall dark man. 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

## CTHULHU MYTHOS

presence (good alignment, save at +4; evil alignment, save at -4). 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. No non-sentient creature can harm him, even if controlled.

The god is believed by some students of the occult to have various guises, including a red bat-like form with three evil eyes. He can call up an army of wild beasts or mindless humans within an hour's notice (1-100 of them). Each time Nyarlathotep hits an enemy, he drains 3-30 hit points from them, which temporarily add to his hit point total for one full turn. There is a 5% chance that a *continual light* spell will drive this being off into the Astral Plane.

### PRIMORDIAL ONE

FREQUENCY: *Very rare*  
NO. APPEARING: 1-8  
ARMOR CLASS: 6  
MOVE: 18"/12"  
HIT DICE/POINTS: 8 HD  
% IN LAIR: 95%  
TREASURE TYPE: A  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 1-6 (X 3)  
SPECIAL ATTACKS: Nil  
SPECIAL DEFENSES: Immune to heat and cold  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: High  
ALIGNMENT: Lawful evil  
SIZE: L (9' tall)  
PSIONIC ABILITY: 206  
Attack/Defense Modes: B, C, D/  
All  
LEVEL/X.P. VALUE: VI/550 + 10 per hp

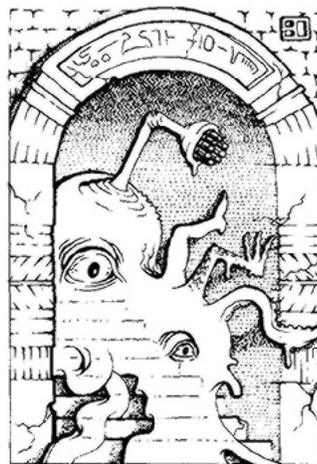


These creatures are barrel-shaped cylinders with membranous wings. On top of the body is a head covered by 3-inch wiry cilia of many colors. They have 5 red-irised, globed eyes. At the top of their heads are 5 mouthed tentacles, and at the base of their bodies are 5 powerful tentacles used for locomotion.

The Primordial Ones are actually an alien race of high intelligence and advanced science. They hate all other types of intelligence, and will destroy them if possible, striking with three of their powerful walking tentacles if no advanced weaponry is available.

### SHOGGOTH

FREQUENCY: *Very rare*  
NO. APPEARING: 1-4  
ARMOR CLASS: 1  
MOVE: 9  
HIT DICE/POINTS: 20 HD  
% IN LAIR: 90%  
TREASURE TYPE: C  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 3-30/3-30  
SPECIAL ATTACKS: Nil  
SPECIAL DEFENSES: Immune to weakness, paralysis and charm  
MAGIC RESISTANCE: 30%  
INTELLIGENCE: Low  
ALIGNMENT: Chaotic evil  
SIZE: L (15' tall)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil  
LEVEL/X.P. VALUE: IX/6,500 + 30 per hp



Originally created by the Primordial Ones as servants, the Shoggoths eventually rebelled and destroyed the civilization of their masters. Shoggoths resemble huge, intelligent amoebae, able to form almost any shape out of their near-transparent bodies, including legs, eyes, mouths, huge weapons, or whatever is needed. The few remaining Shoggoths lurk in distant, long-deserted areas, sometimes aiding servants of Cthulhu or other Old Ones.

**SHUB-NIGGURATH** (black goat of the woods with a thousand young)

Lesser god

ARMOR CLASS: 4  
 MOVE: None  
 HIT POINTS: 400  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: Monster creation  
 SPECIAL DEFENSES: +2 or better  
     weapon to hit  
 MAGIC RESISTANCE: 95%  
 SIZE: L (100' in diameter)  
 ALIGNMENT: Chaotic evil  
 WORSHIPER'S ALIGN: Chaotic evil  
 SYMBOL: Black goat  
 PLANE: Prime Material Plane  
 CLERIC/DRUID: Nil  
 FIGHTER: As 16+ HD monster  
 MAGIC-USER/ILLUSIONIST: Nil  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: 1  
 S: 24 (+6, +12) I: 25 W: 20 D: 19 C: 25 CH: -4

This fountain of uncleanness is a huge pool of gray matter, 100 feet across, in the caverns beneath Mount Voornithadreth. It is constantly bubbling and putting forth mouths, limbs, pseudopods and whole creatures. 1-100 small monsters are created from the pool each round, and they go crawling, flopping, or flying away into the caverns above. Some fall back into the pool, which then grows mouths and devours them. Shub-Niggurath is intelligent and telepathically sensitive. When it senses the approach of enemies (range 1,000') it will begin creating monsters to defend itself, one per melee round. These will be random according to the following table (d6): 1. Byakhee; 2. Deep One; 3. Great Race; 4. Mi-Go; 5. Primordial One; 6. Shoggoth.

If any enemy is so foolish as to approach to within 30' of the being, the pool will lash out with a huge powerful tentacle; if it hits, it will pull the unfortunate victim into the pool, where he or she will immediately become part of the evil swirling protoplasm. Any creature struck has a percentage chance of not being pulled into the pool equal to his or her strength. Shub-Niggurath strikes only once per turn in this way and can simultaneously create monsters.

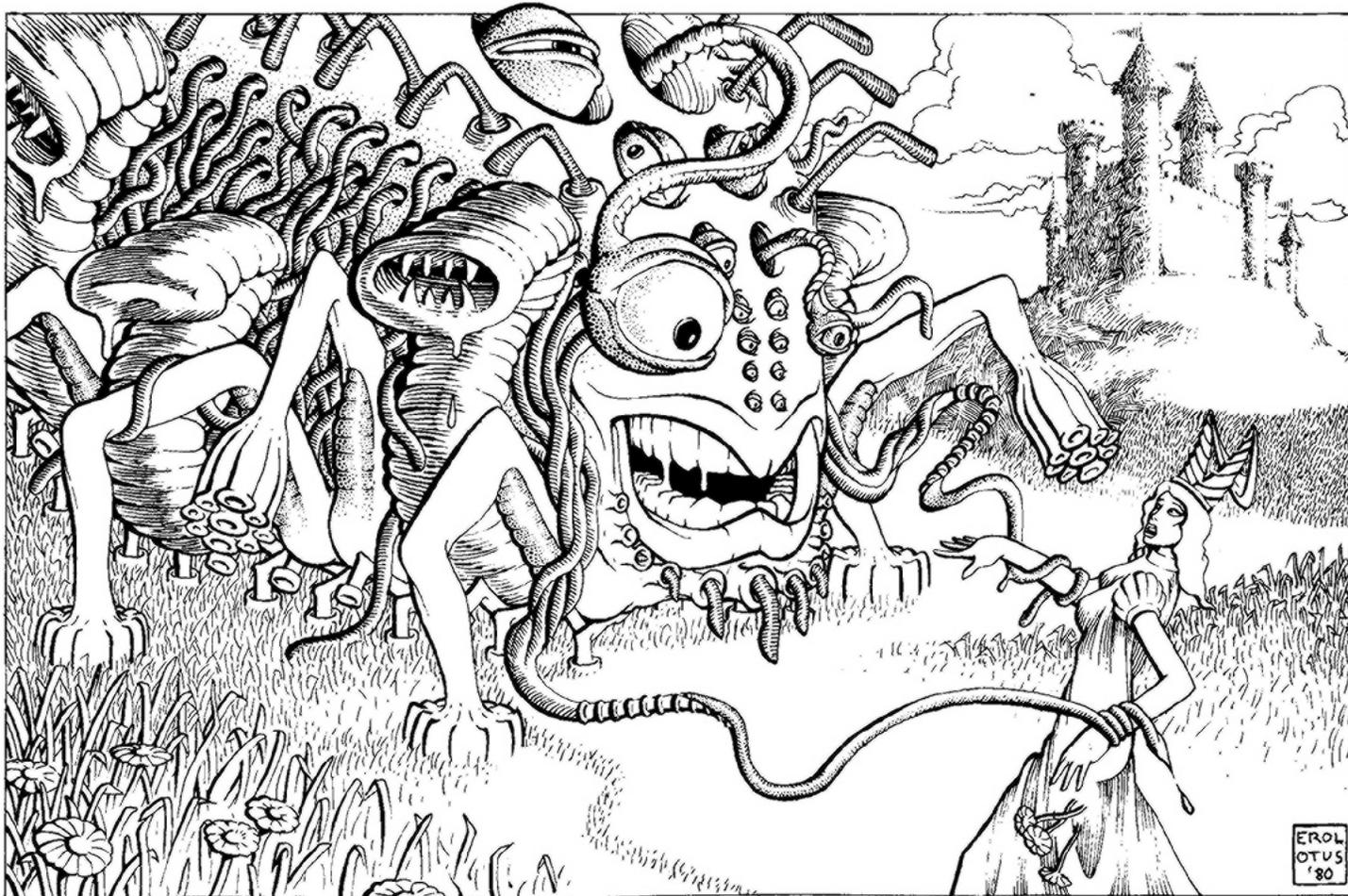
Though its body is trapped deep in the caverns, Shub-Niggurath travels the Prime Material Plane in astral form, using its psionic powers to do evil and aid its worshipers.

**YOG-SOTHOTH** (the key and guardian of the gate)

Greater god

ARMOR CLASS: -2  
 MOVE: 18"  
 HIT POINTS: 400  
 NO. OF ATTACKS: 12  
 DAMAGE/ATTACK: 1-8  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Immune to  
     charm  
 MAGIC RESISTANCE: 50%  
 SIZE: L (50' diameter)  
 ALIGNMENT: Chaotic evil  
 WORSHIPER'S ALIGN: Chaotic evil  
 SYMBOL: Y rune  
 PLANE: Astral Plane  
 CLERIC/DRUID: Nil  
 FIGHTER: As 16+ HD monster  
 MAGIC-USER/ILLUSIONIST: 15th level  
     magic-user  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: 1  
 S: 25 (+7, +14) I: 25 W: 23 D: 20 C: 25 CH: -7





Yog-Sothoth exists on the astral plane. He has the ability to enter the universe at any point in space and any point in time. His astral shape appears as a congeries of iridescent globes like giant soap bubbles. When he takes shape on the Prime Material Plane he is partly material and partly astral 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 (see "The Dunwich Horror", by H. P. Lovecraft). He is highly intelligent and extremely chaotic and unpredictable. He can gate in and out of time and space any of the Spawn or subject races of the Old Ones, 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.

**THE ELDER SIGN**

This small grey (sometimes greenish) stone in the shape of a five-pointed star is a powerful protection against all minions of the Old Ones. The true potent Elder Signs are few in number and incredibly ancient, having been made by the elder gods. They have the following powers: they are 100% protection against psionic attacks; they are a force that will drive off all Shoggoths, Byakhee, Flame Creatures, Deep Ones, and Mi-Go, when strongly presented; and while they will not stop the persistent efforts of any of the more powerful masters, they will provide a +6 protection against their attacks (as a ring of protection).

The Elder Signs are highly resistant to destruction — armor class -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 had a chance of "breaking through" in force to the Prime Material Plane.

**THE NECRONOMICON**

The Necronomicon is a powerful and perilous magical tome of ancient origins. It was originally written by Abdul Alhazred, a great magic-user known to some as "the Mad Arab". After ten years alone in the desert he wrote a book called *Al Azif* — words used to denote the nocturnal sounds

of insects which may be the voices of demons. Alhazred was later seized in the streets of a desert city by invisible 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 banned and all known copies were destroyed, but a few translated editions, retitled *The Necronomicon*, still exist.

The book gives a description of the pre-human worship of the Old Ones, their banishment by the elder gods, and their imminent return. The revelations of cosmic horror contained within its pages are so intense that there is a 40% probability of characters below level 5 changing alignment to chaotic (d6, 1-3) or going mad (4-6). This probability decreases by 5% for every level of the reader above 4th.

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 latter are not always effective. The spells are very long and complicated, and not entirely comprehensible without long study and research. In fact, only magic-users of 18 intelligence have a chance of understanding (and thereby using) them, and that chance is only 5% per level, starting at the 6th level. Many of the spells require that the "stars be right", and can only take place at certain times of the year or in certain places. Attempting to cast any of the greater summoning spells will result in a straight 30% chance of the caster going insane. The spells don't always work: in particular they often fail to protect the magic-user from the thing he or she has called from the outer darkness. Such unfortunates are rarely seen again, although simulacra or zombie-like imitations sometimes appear.

In addition to *The Necronomicon*, there are a number of other magical books giving information on the Old Ones and their minions, including: *The Book of Eibon*, the *Celaeno Fragments*, *Cultes des Goules* by the Comte d'Erlette, *De Vermis Mysteriis* by Ludvig Prinn, the *Dhol Chants*, the *Prakotic Manuscripts*, and *Unausprechlichen Kulte*n by Von Junzt. Most of these are histories, but some have powers similar to, but lesser than, *The Necronomicon* itself. These lesser books are not as dangerous to the magic-user or his surroundings.

# Melnibonéan Mythos

British author Michael Moorcock created a race of magicians on the isle of Melniboné who grew strong and then waned weak with the passing of eons. The stories revolve around the last king of the isle, Elric, an albino. This being is forced to leave his home and his adventures present the reader with an amazing number of deities, monsters, and heroic beings of many different types.

The gods of this mythos are different from others in that they occupy many planes of existence at the same time in thousands of different bodies (thus their plane is listed as *special*). Every avatar is connected in some way and the deities are aware of all of them simultaneously. The deities are constantly trying to gain control of one plane or another for the forces of Law or Chaos. When a god takes physical form in a specific plane, it may take only one of its character class attributes into that plane to work with. In other words, if a god has 20th level abilities in magic use, clerical, and fighting abilities, that god can take only one class of abilities when materializing on a particular plane. In their plane of origin, these gods possess their full powers and are able to use them to control a large part of that plane of existence.

Aside from Arioch, there are other gods of Chaos mentioned, but these are not dealt with in detail in the stories. Those wishing to have those gods in their game must specify their powers. Among those mentioned are: Haborym, Balan, Maluk, Stortor the Old, Balan, Marthim, Aesma, Alastor, Soebos, Verdelet, Mizilfkm, Balo the Jester, and Checkalakh of the Flame Body.

The gods of chaos use a symbol of eight red arrows radiating from a small circle. The law faction uses a single amber-colored arrow pointing upward.

The lawful gods are described even less than the chaotic ones, with Donblas the Justice Maker the only one mentioned. They all appear (on the Prime Material Plane) as slim, perfectly formed humans dressed in beautiful silks and wearing feather-like armor, using slender weapons of incredible power in battle.

## MASTER TYPES

These beings live in other dimensions called half-worlds (demi-planes). In these "worlds" every animal of the earth has a ruler which is the most perfect specimen of its type. They are all dangerous if dealt with from a position of weakness. It seems that every species is aware of the need for some sort of deity; therefore in the cases of dogs (for example), all dogs worship their own image, which in turn becomes Roofdrak, "Master of all Dogs".

## ARROWS OF LAW

There are 20 arrows of law in a quiver, each of which will always hit and kill one chaotic creature (save vs. death applicable) at normal longbow ranges.

## BLACK CRYSTAL DOOR

Made of interdimensional metal that will not break and cannot be affected by magic, a black crystal door will only open with the proper word. It has the power to drain all of the magical spells from any magic-user that tries to magically open it. It will also permanently drain the power of any device that is used against it.

## NANORION STONES

These gems are sometimes (5%) found as the hearts of demons that had more than 80 hit points. Their function is to awaken a sleeper no matter what put them to sleep, or raise the dead no matter how long dead. They will function only 1-4 times, and only 15th or higher level clerics can effectively use them.

## BIBLIOGRAPHY

Michael Moorcock's **Elric** series consists of the following volumes, all published by DAW Books (New York) in paperback: **Elric of Melniboné, The Bane of the Black Sword, The Sailor on the Seas of Fate, The Vanishing Tower, The Weird of the White Wolf, and Stormbringer**. This popular series is highly recommended for all AD&D players.

## ELRIC (hero)

ARMOR CLASS: 6 or -6 (see below)

MOVE: 6" or 15" (see below)

HIT POINTS: 45 (variable)

NO. OF ATTACKS: 2

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard or 85% (see below)

SIZE: M (6')

ALIGNMENT: Chaotic evil

CLERIC/DRUID: 10th level cleric/5th level druid

FIGHTER: 15th level fighter

MAGIC-USER/ILLUSIONIST: 19th level magic-user/10th level illusionist

THIEF/ASSASSIN: 10th level assassin

MONK/BARD: Nil

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

S: 6 (15) I: 18 W: 17 D: 17 C: 3 (15) CH: 18



The fact that Elric is an albino causes him to be very weak, and he must use artificial means to supplement his strength and constitution. He makes strength potions for his own use out of rare materials. As he travels about, there is a chance that the materials he needs to give him greater strength are not available. At any given time, there is an 85% chance that he has his needed materials, and his strength and constitution will be up to 15. These may be altered by his magic sword, *Stormbringer* (see below). He employs a great many spells of an unusual nature, as he has the magical studies of all his ancestors to draw upon.

Elric has a conscience of a sort, and sometimes tries to do the "honorable thing", but he is responsible for much evil, also. He often rationalizes that the end justifies the means. He is very arrogant towards most humans and extremely vengeful, and though he views the power of stealing souls through *Stormbringer* with great distaste, he does it anyway to survive.

Elric and his race are familiar with the other planes of existence and have traveled them in the distant past to visit gods in their home planes. Such knowledge has made this race the most powerful magic-users of the Prime Material Plane. It also gives Elric a large advantage in that he can call on forces of great power to aid him in dangerous situations.

He possesses two magical artifacts of great power that enable him to survive in a world very hard for his sort to live in:

### The Ring of Kings

This large ring, made out of a single rare Melnibonéan Actorios gem, has three main functions: it acts as a *ring of many spell storings* into which Elric can place any spell or spells he wishes; the ring aids him, as the royal heir, in *summoning* creatures from other planes to help him, and the ring also resembles a *rod of rulership* in that, after calling on these, he can demand their assistance and expect to get it. Long ago Elric's royal ancestors forged pacts with the Elemental Lords and many of the Master Types. With the *Ring of Kings*, Elric has a 70% chance of *summoning* any one of them (and their lesser minions), and an 80% chance of controlling them when they arrive. Without the ring, he has only a 20% chance to *summon*, and a 30% chance to make the *summoned* ones obey him.



### Stormbringer

This huge black rune-carved blade is actually a chaotic evil sentient being from another plane which takes the form of a sword on the Prime Material Plane. *Stormbringer* is possibly the most powerful magic weapon possessed by a mortal anywhere. It has an intelligence of 18 and an ego of 20. It is +5 to hit and damage, and every time it hits, it drains energy levels from its opponents. On a successful hit it will either drain all or one-half of its opponent's remaining levels (50% chance of either). Any creature killed by *Stormbringer* has its soul or spirit as well as its energy levels sucked out and devoured. No creature so killed can be raised, resurrected, reincarnated, or brought back in any manner whatsoever.

*Stormbringer* transfers its stolen levels to Elric in the form of strength and hit points. For every two levels stolen, Elric gains 5 hit points and 1 strength point. Elric's strength can be increased to a maximum of 23, but the only limit to the amount of hit points he can acquire is that the sword will only drain 200 levels before it becomes sated (this satiety lasts 8 hours). The strength and hit points added last 10 turns, and then Elric reverts to normal. When wielding *Stormbringer*, Elric's movement is 15" and his effective armor class is -6. It also confers to Elric an 85% magic resistance.

In battle, *Stormbringer* makes an evil, eager moaning, and gives off a weird black radiance. Creatures with less than 5 hit dice confronted with the black blade must save vs. death or flee in panic. It has been known to act as a *dancing sword* at Elric's command, but there is only a 15% chance of this.

If Elric is separated from *Stormbringer*, there is a 60% chance that he will be able to *summon* it to him, even from another plane.

*Stormbringer* is in all ways evil. Its purpose is to eat souls, thereby damning them to a horrible eternal death. Sometimes, in battle, Elric and the sword go into a killing frenzy, and slay everything within range, including Elric's friends, whose souls the sword particularly enjoys stealing.

### MOONGLUM (hero)

ARMOR CLASS: 2  
MOVE: 12"  
HIT POINTS: 98  
NO. OF ATTACKS: 4  
DAMAGE/ATTACK: By weapon type  
SPECIAL ATTACKS: Nil  
SPECIAL DEFENSES: Nil  
MAGIC RESISTANCE: Standard  
SIZE: M (5½')  
ALIGNMENT: Neutral  
CLERIC/DRUID: Nil  
FIGHTER: 14th level fighter  
MAGIC-USER/ILLUSIONIST: Nil  
THIEF/ASSASSIN: 13th level thief  
MONK/BARD: 5th level bard  
PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

S: 17 (+1, +1) I: 11 W: 9 D: 19 C: 18 CH: 15



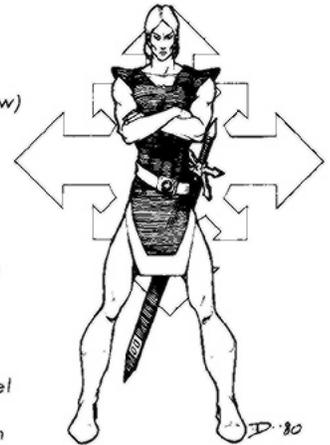
Born to be a companion to heroes, Moonglum came from the distant east. Ambidextrous, he fights with a sword in either hand at no penalty, due to his high dexterity. He is the friend, helper, procurer, and servant to Elric in many of his travels. Always dapper and looking for his next meal and bed, this mortal deals with the earthly matters that his companion Elric has no time for.

Fear of *Stormbringer* makes most enemies attack Elric, giving Moonglum many openings at their unguarded foes. He cheerfully slays any who would attack Elric, though his friend's evil tendencies worry him at times.

### ARIOCH The Knight of the Swords

Greater god

ARMOR CLASS: -2  
MOVE: 18"/18"  
HIT POINTS: 379  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 7-42 (+14)  
SPECIAL ATTACKS: Sword (see below)  
SPECIAL DEFENSES: *Etherealness*  
MAGIC RESISTANCE: 90%  
SIZE: Variable  
ALIGNMENT: *Chaotic evil*  
WORSHIPER'S ALIGN: *Chaotic evil*  
SYMBOL: Circle with red arrows radiating from it in all directions  
PLANE: *Special*  
CLERIC/DRUID: 20th level cleric (no healing spells)  
FIGHTER: 15th level fighter  
MAGIC-USER/ILLUSIONIST: 20th level in each  
THIEF/ASSASSIN: 15th level assassin  
MONK/BARD: 10th level bard  
PSIONIC ABILITY: 1  
S: 25 (+7, +14) I: 25 W: 21 D: 25 C: 25 CH: Variable



The god Arioch usually takes his magical or fighting abilities into the Prime Material Plane. This god of Chaos is Elric's patron. He always disdains the use of armor in battle and fights with a sword that also acts as a *rod of cancellation*. This sword appears in any plane where the god takes on his fighting attribute. Those beings who know the proper rituals may attempt to summon Arioch from his home dimension. Would-be summoners who pledge themselves to him and offer him human sacrifices may request aid or advice from Arioch, and if it suits his mood and increases his power on the Prime Material Plane, he may grant their request.

Arioch is arrogant and short of temper. He expends a great deal of effort to appear incredibly handsome to whatever kind of creature he is dealing with.



### ASSASSINATOR OF THE GODS

FREQUENCY: *Unique*  
NO. APPEARING: 1  
ARMOR CLASS: -2  
MOVE: 12"/24"  
HIT DICE/POINTS: 100 hp  
% IN LAIR: 5%  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 2-20/2-20  
SPECIAL ATTACKS: Nil  
SPECIAL DEFENSES: *Wings* (see below)  
MAGIC RESISTANCE: 90%  
INTELLIGENCE: Average  
ALIGNMENT: *Chaotic evil*  
SIZE: L (9')  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil  
LEVEL/X.P. VALUE: VIII/6,200

This terrible creature has the form of a humanoid with 50-foot wings. It is covered with peacock-type feathers. It is sometimes sent by the gods of Chaos to kill their special enemies.

It attacks with its talons as an 11 HD monster. Its wings have a 50% chance of fouling any weapon used against it so that the weapon will not hurt the creature that round.

**CLAKAR**

FREQUENCY: *Very rare*  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 4  
 MOVE: 6"/18"  
 HIT DICE/POINTS: 8 HD  
 % IN LAIR: 85%  
 TREASURE TYPE: G  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1-12/1-12  
 SPECIAL ATTACKS: *Rending*  
 SPECIAL DEFENSES: *Immune to fear, never surprised*  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: *Low*  
 ALIGNMENT: *Chaotic evil*  
 SIZE: L (8')  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 LEVEL/X.P. VALUE: VI/650 + 10 per hp

Resembling winged apes, these creatures are perfect guards and are often used as such. They cannot be affected by magical fear, and are never surprised. They attack with their powerful clawed hands. If both hands hit a single opponent, a clakar will do an additional 1-8 points of damage by rending.



**DARNIZHAAN**

*Lesser god*

ARMOR CLASS: -8  
 MOVE: 18"/24"  
 HIT POINTS: 300  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 6-60/6-60  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: 95%  
 SIZE: L (20')  
 ALIGNMENT: *Neutral Evil*  
 WORSHIPER'S ALIGN: *Neutral evil*  
 SYMBOL: *Dirty clenched fist*  
 PLANE: *Prime Material Plane*  
 CLERIC/DRUID: *14th level druid*  
 FIGHTER: *20th level fighter*  
 MAGIC-USER/ILLUSIONIST: *15th level in each*  
 THIEF/ASSASSIN: *Nil*  
 MONK/BARD: *Nil*  
 PSIONIC ABILITY: *II*  
 S: 25 (+7, +14) I: 25 W: 13 D: 25 C: 25 CH: 16



Among the "Dead Gods", Darnizhaan was the greatest. These beings with godly attributes ruled over all before the day of the gods of law and chaos. He was the god of the earth, but now fears all the new gods that roam the planes. He will not come near a new god or one of their creatures.

Darnizhaan cannot be hurt by manufactured items of any type. There is a 5% chance that he will attack those that dig deeply into the earth (more than 100 feet) if they are not associated with law or chaos.

This god fights with his fists, doing 6-60 points of damage with each.

**DHARZI HUNTING DOG**

FREQUENCY: *Very rare*  
 NO. APPEARING: 3-12  
 ARMOR CLASS: 4  
 MOVE: 15"  
 HIT DICE/POINTS: 5 HD  
 % IN LAIR: 25%  
 TREASURE TYPE: *Nil*  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 1-4/1-4/2-12  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *Nil*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Animal*  
 ALIGNMENT: *Neutral*  
 SIZE: L (5' at the shoulder)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 LEVEL/X.P. VALUE: III/90 + 5 per hp



Created by a long-dead race of wizards, these beasts are half bird and half dog. They have the legs and body of a wolfhound and the talons and head of a giant hawk. These things are faultless trackers, able to follow a scent up to a week old. They hunt in packs and attack with a claw/claw/bite routine.

**DRAGONS OF MELNIBONÉ**

Though they come in many colors, these dragons are similar in nearly all ways to red dragons. They are used in war by the Melniboneans as steeds, and they are feared by all the enemies of this race. Their breath weapon differs slightly from that of the standard red dragon in that it is a blast of highly volatile liquid, much like Greek Fire (though the range, cone and damage are the same as for red dragons). The dragon-riders are reluctant to use their dragons in battle except in extreme emergency, as the dragons always return to their caves and become dormant for long periods after great exertion. A Melnibonéan dragon will sleep a number of years equal to its age level after any prolonged activity.

**DONBLAS THE JUSTICE MAKER**

*Greater god*

ARMOR CLASS: -6  
 MOVE: 15"/24"  
 HIT POINTS: 400  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 3-30 (+14)  
 SPECIAL ATTACKS: *Magic ability*  
 SPECIAL DEFENSES: *Displacement*  
 MAGIC RESISTANCE: 50%  
 SIZE: M (7')  
 ALIGNMENT: *Lawful good*  
 WORSHIPER'S ALIGN: *Lawful good*  
 SYMBOL: *Amber arrow pointing upward*  
 PLANE: *Special*  
 CLERIC/DRUID: *20th level cleric*  
 FIGHTER: *25th level fighter*  
 MAGIC-USER/ILLUSIONIST: *30th level in each*  
 THIEF/ASSASSIN: *Nil*  
 MONK/BARD: *15th level in each*  
 PSIONIC ABILITY: *I*  
 S: 25 (+7, +14) I: 25 W: 25 D: 25 C: 25 CH: 25



The god is incredibly beautiful, so much so that beings of less than the 12th level fall down and worship him no matter what their alignment. He was driven off the Prime Material Plane by the forces of Chaos and waits to be summoned back (for he is called the Justice Maker, and intends to do just that if given the chance).

His weapon is a rod that incorporates a group of several weapons: a mace of disruption, a hammer of thunderbolts, and a rod of lordly might. It does 3-30 points of damage on a hit. This weapon comes with the deity to any plane where he takes his fighting attribute.

## MELNIBONÉAN MYTHOS

### ELENOIN

FREQUENCY: *Very rare*  
 NO. APPEARING: 20-200  
 ARMOR CLASS: 6  
 MOVE: 12"  
 HIT DICE/POINTS: 55 hp  
 % IN LAIR: 95%  
 TREASURE TYPE: A  
 NO. OF ATTACKS: 3/2  
 DAMAGE/ATTACK: 1-10  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *Nil*  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: *Average*  
 ALIGNMENT: *Neutral*  
 SIZE: M (6')  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 LEVEL/X.P. VALUE: VII/1,670



When summoned, the Elenoin appear as tall women with flaming red hair and shark-like teeth. They whirl two-handed swords to deadly effect. They fight as 10th level fighters and fear no enemy save the Grahluks, who come from the same plane as the Elenoin. If the Elenoin are summoned to fight on the Prime Material Plane, there is a 5% chance that the Grahluks will appear at the same time to combat them, even if none of the opponents of the Elenoin know the spell to summon them. If these ape-like enemies appear, the Elenoin will break off whatever they are doing and start fighting their hereditary enemies.

### FILEET (*lady of the birds*)

*Demigoddess*

ARMOR CLASS: -2  
 MOVE: 18"/96"  
 HIT POINTS: 176  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 10-60 (*wings*)/5-50 (*beak*)  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: 50%  
 SIZE: L  
 ALIGNMENT: *Chaotic neutral*  
 WORSHIPER'S ALIGN: *Chaotic neutral (birds)*  
 SYMBOL: *Any bird image*  
 PLANE: *Demi-plane of birds*  
 CLERIC/DRUID: *Nil*  
 FIGHTER: *15th level fighter*  
 MAGIC-USER/ILLUSIONIST: *Nil*  
 THIEF/ASSASSIN: *Nil*  
 MONK/BARD: *15th level bard*  
 PSIONIC ABILITY: *Nil*  
 S: 23 I: 23 W: 23 D: 25 C: 20 CH: 23

Fileet is a 40 feet tall golden eagle with a wing span of 120 feet. She has the ability to sense anything seen by any avian type. Her wings and beak are terrible weapons, but she usually calls upon 1-100 of any type of predatory bird to do her attacking for her.

As with the other Master types, she does not have a large human following, but all avian kind do her homage.

## MELNIBONÉAN MYTHOS

### GRAHLUK

FREQUENCY: *Very rare*  
 NO. APPEARING: 20-200  
 ARMOR CLASS: -2  
 MOVE: 15"  
 HIT DICE/POINTS: 70 hp  
 % IN LAIR: 50%  
 TREASURE TYPE: *Nil*  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 3-18  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *Nil*  
 MAGIC RESISTANCE: 95%  
 INTELLIGENCE: *Low*  
 ALIGNMENT: *Neutral*  
 SIZE: L (10' + *very broad*)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 LEVEL/X.P. VALUE: VIII/6,650

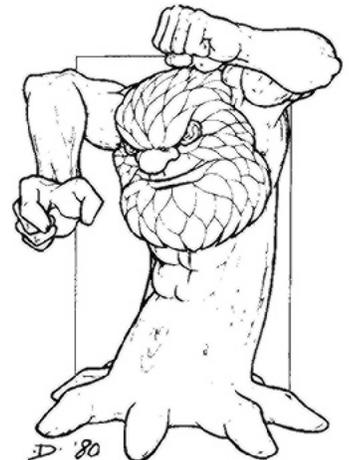


Grahluks are mortal enemies of the Elenoin and will only travel from their home plane to combat them. They appear as giant ape-like humanoids and have a strength of 22. They attack as 15 HD monsters, using nets, shields, and ropes of tremendous strength and mass in battle, as well as bludgeoning with their fists. Their only goal in life is the death of the Elenoin race, and after defeating them in any battle, the Grahluks will then kill themselves as well.

### GROME (*lord of the earth, king of the land below the roots*)

*Lesser god*

ARMOR CLASS: -5  
 MOVE: 18" (48")  
 HIT POINTS: 335  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 8-80  
 SPECIAL ATTACKS: *See below*  
 SPECIAL DEFENSES: *Nil*  
 MAGIC RESISTANCE: 50%  
 SIZE: L (20')  
 ALIGNMENT: *Neutral*  
 WORSHIPER'S ALIGN: *Neutral*  
 SYMBOL: *Petrified oak*  
 PLANE: *Elemental Plane of Earth*  
 CLERIC/DRUID: *See below*  
 FIGHTER: *18th level ranger*  
 MAGIC-USER/ILLUSIONIST: *See below*  
 THIEF/ASSASSIN: *Nil*  
 MONK/BARD: *Nil*  
 PSIONIC ABILITY: VI  
 S: 25 (+7, +14) I: 10 W: 10 D: 15 C: 25 CH: 13



The king of the earth elementals, Grome can cross any body of water without penalty, can use any spell involving plants, animals, the earth, or things affecting the earth as a 50th level spell caster, and can summon 1-20 16 HD earth elementals to fight by his side at any time.

Grome looks like a huge gnarled and earth-colored oak, though he seems much more dense and powerful than any plant could be. No barrier, magical or otherwise, can withstand the force of his fist.

Grome has few mortal worshipers, but earth elementals and creatures living under the ground pay him homage.



**HAAASHASTAAK** (master of all lizardkind)

Demigod

ARMOR CLASS: -3  
 MOVE: 21"  
 HIT POINTS: 197  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 7-70  
 SPECIAL ATTACKS: Never misses  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: 75%  
 SIZE: L (60' tall)  
 ALIGNMENT: Neutral  
 WORSHIPER'S ALIGN: Neutral (reptiles)  
 SYMBOL: Lizard head  
 PLANE: Demi-plane of reptiles  
 CLERIC/DRUID: Nil  
 FIGHTER: 20th level fighter  
 MAGIC-USER/ILLUSIONIST: Nil  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: VI  
 S: 25 I: 11 W: 3 D: 19 C: 24 CH: 4

Haashastaak appears much like a giant tyrannosaurus rex. If, after summoning him, the caller lacks the proper means to send him back, he will eat the caller and then disappear. Returning him requires the power of a wish. The creature does 7-70 points of damage with each bite and never misses.

While he has no human worshipers, he is revered by all reptilian types. He is aware of anything within the sensing range of any lizard.

**KAKATAL** (the fire lord)

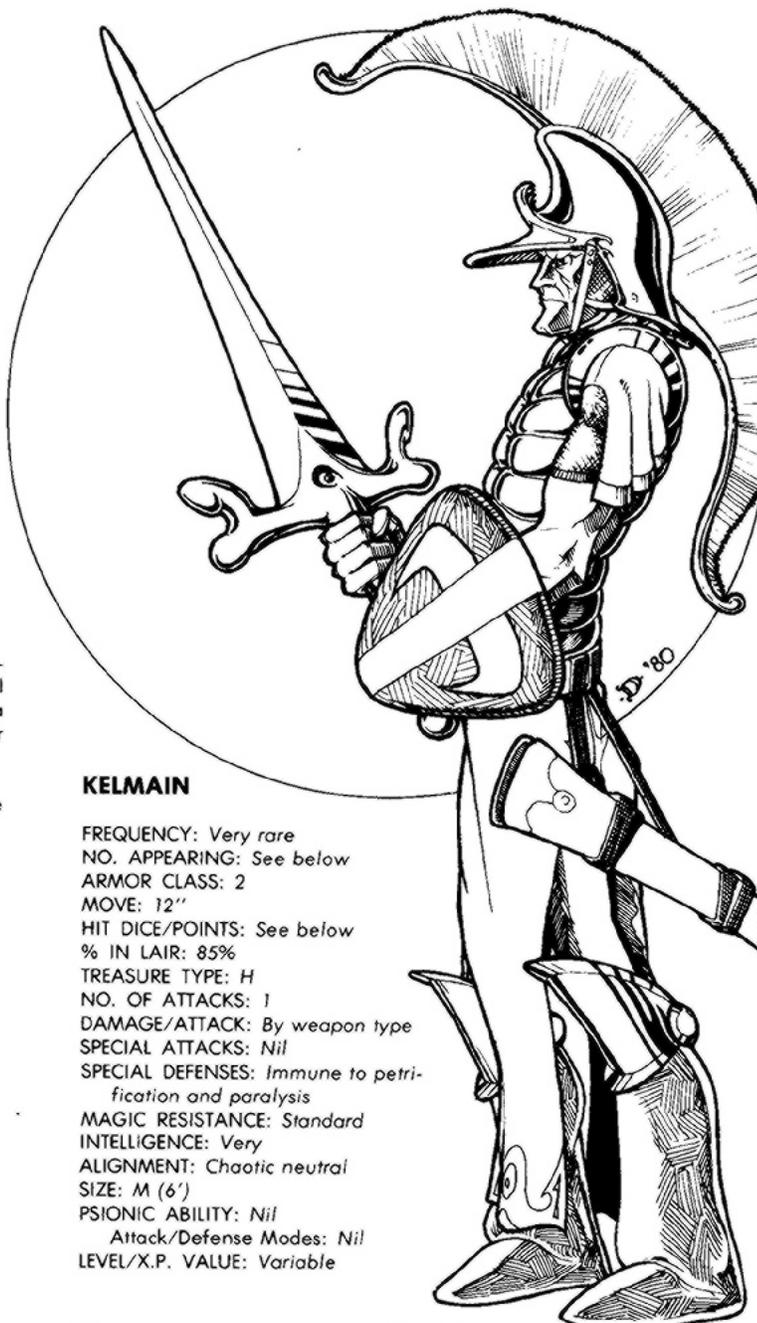
Lesser god

ARMOR CLASS: -2  
 MOVE: 24"  
 HIT POINTS: 289  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 6-48  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: +4 or better weapon to hit, plus see below  
 MAGIC RESISTANCE: 50%  
 SIZE: L (20' tall)  
 ALIGNMENT: Chaotic neutral  
 WORSHIPER'S ALIGN: See below  
 SYMBOL: Three flames  
 PLANE: Elemental Plane of Fire  
 CLERIC/DRUID: Nil  
 FIGHTER: 18th level fighter  
 MAGIC-USER/ILLUSIONIST: See below  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: Nil  
 S: 25 (+7, +14) I: 20 W: 8 D: 20 C: 25 CH: 7



A lord of the fire elementals, Kakatal is able to use all fire spells as a 30th level spell caster. The heat of his body does 4-40 points of damage to any who come within 20 feet of it. He strikes with his flaming "fist" for 6-48 points of damage. No amount of water or fire can affect this being, and he can summon 1-10 16 HD fire elementals whenever he wishes.

While he has no human worshipers, all fire creatures pay Kakatal homage.



**KELMAIN**

FREQUENCY: Very rare  
 NO. APPEARING: See below  
 ARMOR CLASS: 2  
 MOVE: 12"  
 HIT DICE/POINTS: See below  
 % IN LAIR: 85%  
 TREASURE TYPE: H  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: By weapon type  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Immune to petrification and paralysis  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Very  
 ALIGNMENT: Chaotic neutral  
 SIZE: M (6')  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: Variable

These creatures are a savage race from the dimension of Limbo. They have golden skin that appears to be carved out of rock. They are humanoid in shape and have square eyes. The Kelmain fight in golden-colored armor and usually wield gold-colored broadswords. When summoned, they will fight on the summoner's plane until the battle is won, and then keep the land they have fought over. They appear in fighting forces of 10-10,000 depending on the power and desires of the summoner (and the referee's discretion).

The bulk of the army are 1st level fighters. Additional leaders are as follows:

Number of Troops	Additional Leader
5 1st level	2nd level
10	3rd level
50	4th level
250	5th level
1,000	6th level
5,000	7th level
10,000	8th level

Thus, if 10,000 Kelmain troops appear, they will be led by one 8th level leader, two 7th level leaders, ten 6th level, forty 5th level, two hundred 4th level, one thousand third level, and two thousand 2nd level leaders for a total of 13,253 Kelmain. If 10 troops arrived, there would be one 3rd level and two 2nd level leaders.

## MELNIBONÉAN MYTHOS

### MEERCLAR (mistress of catkind)

Demigoddess

ARMOR CLASS: -2  
MOVE: 30"  
HIT POINTS: 152  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 6-72/6-72  
(claws)/10-100 (bite)  
SPECIAL ATTACKS: Nil  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: 50%  
SIZE: L (20' at the shoulder)  
ALIGNMENT: Chaotic neutral  
WORSHIPER'S ALIGN: Chaotic  
neutral (cats)  
SYMBOL: Cat's claws  
PLANE: Demi-plane of cats  
CLERIC/DRUID: 14th level druid  
FIGHTER: 15th level fighter  
MAGIC-USER/ILLUSIONIST: Nil  
THIEF/ASSASSIN: Nil  
MONK/BARD: Nil  
PSIONIC ABILITY: 1  
S: 25 (+7, +14) I: 22 W: 13 D: 25 C: 20 CH: 21

A giant sabre-tooth tigress is the usual form of this being. When summoned, she will rarely choose to appear in person, but will work through a cat in or near the area. She is able to see from the eyes of any feline at any time. If she is forced to come herself, she will attempt to kill the caller.

While there are not many human worshipers of this being, all felines pay her homage.

### MISHA (lord of the wind giants)

Lesser god

ARMOR CLASS: -2  
MOVE: 72"  
HIT POINTS: 189  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 8-64  
SPECIAL ATTACKS: Whirlwind  
SPECIAL DEFENSES: +4 or better  
weapon to hit, plus see below  
MAGIC RESISTANCE: 50%  
SIZE: L (30' tall)  
ALIGNMENT: Neutral  
WORSHIPER'S ALIGN: Neutral (air  
elementals)  
SYMBOL: Tornado  
PLANE: Elemental Plane of Air  
CLERIC/DRUID: Nil  
FIGHTER: 18th level fighter  
MAGIC-USER/ILLUSIONIST: See  
below  
THIEF/ASSASSIN: Nil  
MONK/BARD: Nil  
PSIONIC ABILITY: VI  
S: 25 (+7, +14) I: 19 W: 13 D: 22 C: 25 CH: 10

Misha is a lord of the air elementals and as such has control over many beings on the Elemental Plane of Air. In 3 melee rounds the being can form into a 30" high whirlwind that does 6-60 points of damage to all it touches. This force has a bottom diameter of 6" and an upper span of 18". Misha can also strike normally for 8-64 points of damage.

Misha is not affected by any physical weaponry launched into the air at him, and can summon 1-20 16 HD air elementals to aid him in any battle.

Misha is able to use all spells involving weather and wind as a 20th level magic-user, druid, or cleric.

The god is not worshiped by humans, but many air elementals pay homage to the being.

## MELNIBONÉAN MYTHOS

### MIST GIANT

FREQUENCY: Very rare  
NO. APPEARING: 1  
ARMOR CLASS: -6  
MOVE: 9"  
HIT DICE/POINTS: 12 HD  
% IN LAIR: 25%  
TREASURE TYPE: H  
NO. OF ATTACKS: 4  
DAMAGE/ATTACK: 3-18 (X 4)  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: +2 or better  
weapon-needed to hit  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Low  
ALIGNMENT: Chaotic evil  
SIZE: L (8')  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil  
LEVEL/X.P. VALUE: VIII/4,950 + 16  
per hp



Mist giants are strange and evil denizens of the swamps with white fog-like bodies. They have a shapeless head with yellow eyes atop of their form. They have 4 arms ending in long talons, and their lower body portion forms a giant snaky mass that can slither over the tops of bogs and water, easily supporting the more massive upper body.

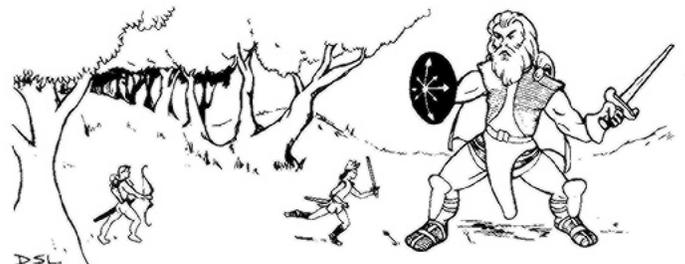
This creature is rarely seen in a fog or mist (90% invisible) and cannot be heard in such places. It surprises its prey on a 1-5 (d6) chance in fog.

### MORDAGZ

FREQUENCY: Unique  
NO. APPEARING: 1  
ARMOR CLASS: -4  
MOVE: 15"  
HIT DICE/POINTS: 80 hp  
% IN LAIR: 95%  
TREASURE TYPE: H  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 7-42  
SPECIAL ATTACKS: Nil  
SPECIAL DEFENSES: Shield  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Very  
ALIGNMENT: Chaotic neutral  
SIZE: L (21' tall)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil  
LEVEL/X.P. VALUE: VIII/6,391

This being, once one of the Lords of Chaos, now appears to be a storm giant. He defied the other more powerful lords and was demoted to mortal status. It is his responsibility to guard the *Shield of Chaos*, a device which protects against all the forces of Chaos. When using this device, no blow, arrow, spell, or other magic item used by agents of Chaos will hurt the holder of the shield, but only if the attack is from the front. This heavy round shield is 5 feet in diameter and is emblazoned with the eight-armed symbol of Chaos.

Mordagz fights as a 15 HD monster. He will guard the *Shield of Chaos* to the death.



## MYRRHN

FREQUENCY: Rare  
 NO. APPEARING: 3-30  
 ARMOR CLASS: 8  
 MOVE: 12"/24"  
 HIT DICE/POINTS: 4 HD  
 % IN LAIR: 50%  
 TREASURE TYPE: D  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: By weapon type  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: 5%  
 INTELLIGENCE: Average to very  
 ALIGNMENT: Neutral good  
 SIZE: M (6')  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: III/125 + 4 per hp

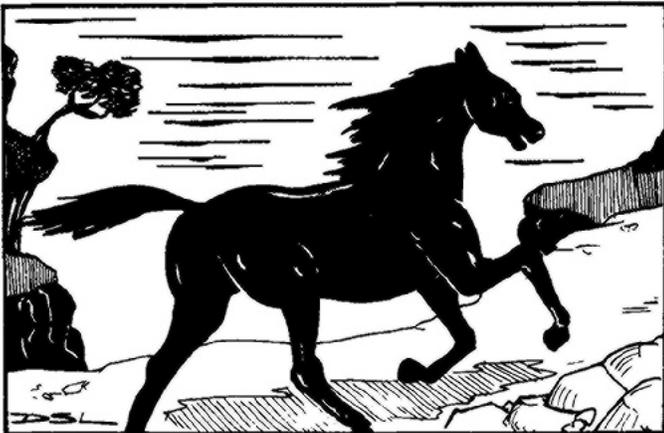


Winged humanoids with hawkish faces and a wing span of ten feet, the Myrrhn are very fond of fighting in the air and try to avoid combat on the ground. When they are reduced to less than 5 hit points they will fly away, leaving their comrades to continue the battle. They generally use swords in battle. Their hereditary enemies are a race of giant owls (see **AD&D MONSTER MANUAL**).

## NIHRAIN HORSE

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: -2  
 MOVE: 24"  
 HIT DICE/POINTS: 10 HD  
 % IN LAIR: 5%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 1-10/1-10/2-8  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: Average  
 ALIGNMENT: Neutral  
 SIZE: L (8' at the shoulder)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VII/1,950 + 14 per hp

A horse of this type appears to be a great black stallion. It can shift into the Ethereal Plane at random times and thus there is a 25% chance that any successful hit will not inflict damage on a Nihrain horse. These creatures can gallop continuously for up to 48 hours, passing with equal ease over both water and land, and flying over chasms or other impediments when necessary. Members of this magical race of horses will only be lent to mortals who are in the direct service of the primary forces of neutrality.


**NUUURRR'C'C'** (master of the insect swarm)  
 "King with Wings"

Demigod

ARMOR CLASS: -2  
 MOVE: 12"/48"  
 HIT POINTS: 300  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 4-40  
 SPECIAL ATTACKS: Poison  
 SPECIAL DEFENSES: Fear aura  
 MAGIC RESISTANCE: 15%  
 SIZE: L (40' tall)  
 ALIGNMENT: Neutral  
 WORSHIPER'S ALIGN: Neutral (insects)  
 SYMBOL: Mosquito  
 PLANE: Demi-plane of insects  
 CLERIC/DRUID: Nil  
 FIGHTER: 18th level fighter  
 MAGIC-USER/ILLUSIONIST: Nil  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: Nil  
 S: 25 I: 10 W: 3 D: 20 C: 25 CH: -6

This giant mosquito with a wing span of 140 feet would fill any being with horror. It hates to be summoned: there is a 55% chance that it will do what the summoner asks and then attempt to kill him or her. Beings of less than 8th level will run in fear from it as if affected by a fear spell (no saving throw).

Any creature hit by its proboscis must save vs. poison at -4 or die instantly. Even if the victim saves, it will suffer 4-40 points of damage (blood drain).

While this being has few human worshipers, all insect races do it homage.


**NURU-AH** (master of cattle)

Demigod

ARMOR CLASS: -2  
 MOVE: 15"  
 HIT POINTS: 200  
 NO. OF ATTACKS: 0  
 DAMAGE/ATTACK: Nil  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 100%  
 SIZE: L (20' at shoulder)  
 ALIGNMENT: Neutral  
 WORSHIPER'S ALIGN: Neutral (bovines)  
 SYMBOL: Two cow horns  
 PLANE: Demi-plane of cattle  
 CLERIC/DRUID: See below  
 FIGHTER: Nil  
 MAGIC-USER/ILLUSIONIST: Nil  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: 1  
 S: 25 I: 15 W: 25 D: 15 C: 25 CH: 9

Nuru-ah looks like a giant cow. It is totally pacifistic and its only function is to cure the sick and wounded. It can cure or raise any creature once per summoning. Any being with a wound or loss of hit points will not be able to attack this deity.

While Nuru-ah has few human worshipers, it is worshiped by all bovines.

**OONAI**

FREQUENCY: *Very rare*  
 NO. APPEARING: 1-4  
 ARMOR CLASS: -2  
 MOVE: 12"  
 HIT DICE/POINTS: 10 HD  
 % IN LAIR: 40%  
 TREASURE TYPE: F  
 NO. OF ATTACKS: *Variable*  
 DAMAGE/ATTACK: *Variable*  
 SPECIAL ATTACKS: *See below*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Average*  
 ALIGNMENT: *Chaotic neutral*  
 SIZE: L (5' at shoulder)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 LEVEL/X.P. VALUE: VII/1,950 + 14 per hp

These beings are natural shape changers and are fully capable of using all the chosen shape's non-magical powers. They will change only into monster or beast types and will only attack one at a time, with the most powerful Oonai attacking first. Though they cannot change into monsters of greater than 10 HD, they always retain their AC of -2 and their original hit points, regardless of form. No one knows what their actual form looks like.

**PYARAY "Whisperer of Impossible Secrets"**

Lesser god

ARMOR CLASS: -2  
 MOVE: 12"  
 HIT POINTS: 250  
 NO. OF ATTACKS: 6  
 DAMAGE/ATTACK: 5-40 each  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: 50%  
 SIZE: L (10' tall)  
 ALIGNMENT: *Chaotic evil*  
 WORSHIPER'S ALIGN: *Chaotic evil*  
 SYMBOL: *Blue gem with 8 rays emanating from it*  
 PLANE: *Prime Material Plane*  
 CLERIC/DRUID: *Nil*  
 FIGHTER: *15th level fighter*  
 MAGIC-USER/ILLUSIONIST: *10th level in each*  
 THIEF/ASSASSIN: *Nil*  
 MONK/BARD: *Nil*  
 PSIONIC ABILITY: *II*  
 S: 25 I: 23 W: 9 D: 18 C: 24 CH: -6



This terrible being is the Lord of the Ocean Abysses. He appears as a huge blood red octopus with a pulsing blue gem fixed atop his head. He attacks with his six tentacles for 5-40 points of damage each. He will not lose his last 10 hit points until his gem is crushed; this gem has all the hardness of any high quality diamond.

Pyaray commands the Chaos fleet, a flotilla of sunken ships manned by undead sailors.

**QUAOLNARGN**

FREQUENCY: *Unique*  
 NO. APPEARING: 1  
 ARMOR CLASS: -4  
 MOVE: 12"  
 HIT DICE/POINTS: 150 hp  
 % IN LAIR: 75%  
 TREASURE TYPE: H  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-10  
 SPECIAL ATTACKS: *Energy drain*  
 SPECIAL DEFENSES: +2 or better weapon needed to hit, plus see below  
 MAGIC RESISTANCE: 85%  
 INTELLIGENCE: *Average*  
 ALIGNMENT: *Chaotic evil*  
 SIZE: L (8' tall and wide)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 LEVEL/X.P. VALUE: X/21,450

A giant toad-shaped demon from the Abyss, Quaolnargn is immune to petrification and polymorph and has a saving throw of 3 for anything else. It must bite its prey (attacking as a 16+ HD monster) to affect them. When striking any creature this way, it drains 4 energy levels (no saving throw) per melee round, plus 1-10 points normal damage.

If it is killed before completely draining a victim, the victim will regain his or her lost levels (at a rate of one turn per level lost).

**ROOFDRAK (master of all dogs)**

Demigod

ARMOR CLASS: -2  
 MOVE: 18"  
 HIT POINTS: 97  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 9-90  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: 10%  
 SIZE: L (13' tall)  
 ALIGNMENT: *Neutral*  
 WORSHIPER'S ALIGN: *Neutral (canines)*  
 SYMBOL: *Wolfhound's head*  
 PLANE: *Demi-plane of dogs*  
 CLERIC/DRUID: *Nil*  
 FIGHTER: *15th level ranger*  
 MAGIC-USER/ILLUSIONIST: *Nil*  
 THIEF/ASSASSIN: *Nil*  
 MONK/BARD: *10th level bard*  
 PSIONIC ABILITY: *VI*  
 S: 23 (+5, +11) I: 20 W: 20 D: 21 C: 22 CH: 19

Roofdrak appears as a giant wolfhound with an upright stance and manipulative paws. He uses a huge lead mace in battle and is able to sense anything within the sensory range of any canine. In battle, he can summon 1-100 dire wolves to fight by his side.

While he has few human worshipers, all canines are aware of him and pay him homage.



**STRAASHA** (lord of the water elementals)

Lesser god

ARMOR CLASS: -2  
 MOVE: 12"/36"  
 HIT POINTS: 189  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 8-48/8-48  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: +4 or better  
     *weapon to hit, immune to heat attacks*  
 MAGIC RESISTANCE: 50%  
 SIZE: L (10')  
 ALIGNMENT: Neutral  
 WORSHIPER'S ALIGN: Neutral (water elementals)  
 SYMBOL: Wave of water  
 PLANE: Elemental Plane of Water  
 CLERIC/DRUID: Nil  
 FIGHTER: 19th level fighter  
 MAGIC-USER/ILLUSIONIST: See below  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: VI  
 S: 25 I: 15 W: 15 D: 20 C: 25 CH: 22



This creature appears as a huge humanoid with green skin and turquoise hair and beard.

As a ruler of the water elementals, Straasha has double the power of normal water elementals, plus the ability to cast all water spells at the 20th level of magic-use. He is the only one of his type not affected by heat-based attacks. He can summon 3-18 of his kindred to aid him in battle.

Straasha can strike with two waves of water per round that hit for 8-48 points each; these are created by the being out of thin air.

While he has few (if any) human worshipers, many water elementals and water creatures are aware of Straasha and pay him homage.

**THELEB K'AARNA** (evil wizard)

ARMOR CLASS: 10  
 MOVE: 12"  
 HIT POINTS: 44  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-4  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 SIZE: M (5½')  
 ALIGNMENT: Lawful evil  
 CLERIC/DRUID: Nil  
 FIGHTER: Nil  
 MAGIC-USER/ILLUSIONIST: 15th level  
     *magic-user/8th level illusionist*  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 S: 12 I: 18 W: 11 D: 15 C: 17 CH: 7

An evil Pan Tangian wizard, this man was able to call upon demons, elementals of unusual power, and demigods from other planes to aid him. He uses a special 7th level spell bequested to him by his ancestors for all of these summonings. It is said that the spell will only work for those of Pan Tang blood.

Theleb K'aarna is a powerful enemy who often fights Elric, and has tried to kill him on several occasions.

**VAMPIRE TREES**

FREQUENCY: Very rare  
 NO. APPEARING: 1-20  
 ARMOR CLASS: 0  
 MOVE: 12" (leaves only)  
 HIT DICE/POINTS: 12 HD  
 % IN LAIR: 100%  
 TREASURE TYPE: Q (X 5), S  
 NO. OF ATTACKS: 1-10  
 DAMAGE/ATTACK: 2-8  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Never surprised  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral evil  
 SIZE: L (+25' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VIII/3,850 + 16  
 per hp



These creatures use their leaves as attacking weapons. They are released from the branches to float downward and attempt to attach themselves (attacking as 12 HD monsters) to a body. When attached, they suck blood, doing 2-8 points of damage per attached leaf. Damage is automatic after the first successful attack, each attached leaf continuing to drain 2-8 hit points per round. The leaves are AC 9, and each has only 2 hit points, plus any hit points drained from the victim. The leaves will return to the tree when any being travels more than 120 yards from the parent tree or when the creature has no blood left. The tree can only control 10 leaves at a time.

Vampire trees save vs. fire at a -2 penalty, and take +1 extra point of damage for every die of damage done by flame. They fear fire, and will never send their leaves near flame.



**VULTURE LION**

FREQUENCY: *Very rare*  
 NO. APPEARING: 3-12  
 ARMOR CLASS: 2  
 MOVE: 15"  
 HIT DICE/POINTS: 15 HD  
 % IN LAIR: 0%  
 TREASURE TYPE: *Nil*  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 4-24/4-24/3-18  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *Immune to fear*  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: *Low*  
 ALIGNMENT: *Chaotic neutral*  
 SIZE: L (10' at the shoulder)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 LEVEL/X.P. VALUE: 1X/5,600 + 20  
 per hp



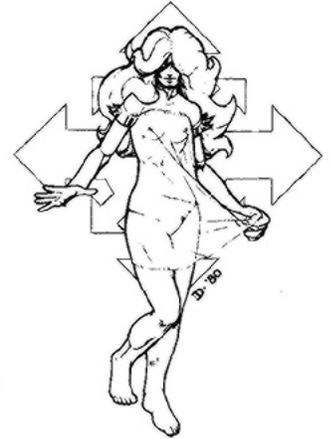
Created by Elric's ancestors from the fiber of Chaos, these beasts have the body of a lion and the head and talons of a vulture. When summoned from their home plane of Limbo by one with the power to command them, they will fight fiercely, never needing to check morale. If improperly summoned they will attempt to slay the summoner, returning to Limbo afterwards.



**XIOMBARG**

*Greater god*

ARMOR CLASS: -2  
 MOVE: 18"  
 HIT POINTS: 376  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 7-42 (+14)  
 SPECIAL ATTACKS: *Shape change*  
 SPECIAL DEFENSES: +3 or better  
 weapon to hit  
 MAGIC RESISTANCE: 50%  
 SIZE: M (5')  
 ALIGNMENT: *Chaotic evil*  
 WORSHIPER'S ALIGN: *Chaotic evil*  
 SYMBOL: *Image of a slim young girl*  
 PLANE: *Special*  
 CLERIC/DRUID: *Nil*  
 FIGHTER: 15th level fighter  
 MAGIC-USER/ILLUSIONIST: 25th level  
 magic-user  
 THIEF/ASSASSIN: 15th level assassin  
 MONK/BARD: *Nil*  
 PSIONIC ABILITY: II  
 S: 25 (+7, +14) I: 23 W: 22 D: 25 C: 24 CH: 25



Xiombarg appears on the Prime Material Plane as a slim young girl, and wields a great double-edged battle axe in battle. This is a +4 weapon that glows with a light-blue radiance and inflicts 7-42 points of damage on a hit (plus strength bonus), *paralyzing* any being hit who does not save vs. this effect.

Xiombarg craves blood and souls (much as Arioch does), and may respond favorably to proper sacrifices.

**YVRKOOK (evil hero)**

ARMOR CLASS: -4  
 MOVE: 12"  
 HIT POINTS: 84  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: *By weapon type*  
 SPECIAL ATTACKS: *See below*  
 SPECIAL DEFENSES: *Nil*  
 MAGIC RESISTANCE: *Standard*  
 SIZE: M (6½')  
 ALIGNMENT: *Chaotic evil*  
 CLERIC/DRUID: *Nil*  
 FIGHTER: 15th level fighter  
 MAGIC-USER/ILLUSIONIST: 17th level  
 magic-user  
 THIEF/ASSASSIN: *Nil*  
 MONK/BARD: 5th level bard  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 S: 16 I: 18 W: 8 D: 15 C: 17 CH: 18



This evil prince of Melniboné is Elric's cousin, and an implacable enemy of his. Yvrkook can also use many unusual spells which his (and Elric's) ancestors developed. He has been known to fight with *Mourblade*, twin to Elric's enchanted blade *Stormbringer* (q.v.). This weapon's abilities are similar in all respects to those of *Stormbringer*.