

The Great Old Ones

the Cthonian pantheon for D&D3e

Preface: Can you imagine how hard it is to provide domains for most of these deities? A majority of the Great Old Ones are mentioned only in passing as the subject of worship in some great evil rites being investigated by H.P. Lovecraft's hapless "heroes". There are 20 Great Old Ones in total, although many have hardly a single cultist in the world today (and often that few references in their mythology).

Atlach-Nacha, the Spider

A fearsome form, big as a crouching man but with long spider-like members... Atlach-Nacha superficially resembles a huge and hideous black hairy spider with a strange, remotely human face and little red eyes rimmed with hair. It is believed to rule all spiders. It lives underground, eternally spinning a fantastic web, bridging an unguessably-deep chasm.

Alignment: Lawful Neutral

Domains: Animal, Death, Law

Worshippers: Drow, Any non-good.

Favoured Weapon: Net, Poison

Bokrug, Destroyer of Sarnath

Bokrug is a greenish-blue, iguana-like creature about twelve feet long. It is known as the destroyer of Sarnath. His wrath may not descend for many centuries, but his utterly destructive anger expunged Sarnath in a single night. He is always shown accompanied by the ghosts of his pre-human worshippers

Alignment: Neutral Evil

Domains: Destruction, Evil, Water, War

Worshippers: Evil fighters, Coastal dwellings

Favoured Weapon: None

Chaugnar-Faugn

Worshipped by a branch of the Tcho-Tcho peoples, Chaugnar-Faugn squats in a cave, guarded day and night by sub-human thralls only vaguely man-like. He usually remains still on his pedestal, a grotesque statue of a humanoid-formed elephant. Day or night he may lurch from his pedestal to destroy heretics. He occasionally chooses a human "companion" whom he controls directly on earth, driving him insane.

Alignment: Lawful Evil

Domains: Evil, Law, Madness*, Protection, Strength

Worshippers: Evil fighters, monks, sages.

Favoured Weapon: None

Cthugha, the Living Flame

Cthugha resembles an enormous burning mass continually varying in shape. It is a remote God, hard to reach or worship.

Alignment: Chaotic Neutral

Domains: Chaos, Destruction, Fire, Sun

Worshippers: Mages, sages

Favoured Weapon: None

Cthulhu, the Sleeping God

Great Cthulhu's form is never fixed, able to be adjusted in scale and shape as needed. At it's heart is an anthromorphic form with tentacular mouth and bat wings. Cthulhu dwells in the sunken corpse city of black R'lyeh. Though asleep, he manifests in dreams and in madness and one day will awaken from his own death and destroy all again.

Alignment: Chaotic Evil

Domains: Chaos, Death, Evil, Water, Madness

Worshippers: Cultists, Seamen

Favoured Weapon: None

Cyaegha, the Destroying Eye

Cyaegha is an enormous black mass with one huge spherical eye surrounded by a mass of tentacles. It's worshippers offer it human sacrifices until the day it can be released from it's underground tomb, when it will float over the lands, seeing all, randomly picking human targets to crush.

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Knowledge, War

Worshippers: Any non-good

Favoured Weapon: None

Eihort, the Pale Beast

A pale, overgrown legged maggot. Eihort lives in a labyrinthine network of tunnels. Those who refuse his offer to bear his young in their bodies are smashed to a pulp by it's huge form. The young shatter their host's sanity and slowly destroy his body until they hatch into small grubs or spiders.

Alignment: Lawful Evil

Domains: Animal, Law, Madness*, Strength

Worshippers: Labyrinth dwellers, Cultists

Favoured Weapon: None

Ghatanotha, the Volcano God

Ghatanotha is known to be exceedingly horrible. Priests usually offer periodic human sacrifices to Ghatanotha, lest he rise from his extinct volcano and work great carnage. When the ancient continent upon which he was originally worshipped sank, he was trapped beneath the waves in his volcanic prison.

Alignment: Neutral Evil

Domains: Earth, Evil, Fire, Madness*

Worshippers: Chosen champions, Rare cultists

Favoured Weapon: None

Glaaki, Lord of Dead Dreams

Glaaki heads a particularly loathsome cult in which many members are undead slaves. Glaaki supposedly dwells in the bottom of a lake from whence it summons cultists in their dreams. Glaaki is usually portrayed as a loathsome metal spine-covered anemone.

Alignment: Chaotic Neutral

Domains: Chaos, Death, Mind*, Trickery, Water

Worshippers: Undead, chosen cultists

Favoured Weapon: Spear / Javelin (the spines of Glaaki)

Hastur the Unspeakable

Hastur is worshipped under many names, although usually he is known as "he who is not to be named". It is a loathsome cult, that believes that Hastur lives somewhere beyond the stars themselves and conduct sacrifices and loathsome ceremonies to summon him from beyond.

Alignment: Chaotic Evil

Domains: Chaos, Evil, Luck, Madness*, Magic, Travel

Worshippers: Any

Favoured Weapon: None

Ithaqua the Wind-Walker

Reportedly a deity of the cold lands to the North and deep South, Ithaqua is known to stalk the snowy wastes tracking hapless travelers and carrying them off. Sacrifices to Ithaqua are often left frozen in the wastes to protect the Clerics of the north and their followers.

Alignment: Lawful Evil

Domains: Air, Cold*, Protection, Storms*, Trickery

Worshippers: Northern tribes

Favoured Weapon: None

Nyogtha

A great wave of iridescent blackness, neither liquid nor solid, a frightful gelatinous mass. Nyogtha inhabits underground caverns, and is a cruel, blind creature that sometimes teaches magic to sorcerers and magi.

Alignment: Chaotic Evil

Domains: Cold*, Earth, Evil, Magic

Worshippers: Evil Cultists, underground races

Favoured Weapon: None

Quachil Uttaus, the Immortal

Described as no larger than a child, Quachil Uttaus is as sere and shriveled as some millennial mummy. He is always described as immobile, striking death to others with a beam of light, or offering immortality. He is the dog of time, death and decay.

Alignment: Lawful Evil

Domains: Death, Evil, Knowledge, Law

Worshippers: Undead, those seeking immortality

Favoured Weapon: None

Rhan-Tegoth

A fetid amphibian-like being, Rhan-Tegoth travelled the northern reaches, drinking dry those he encountered. He requires regular blood sacrifices from his clerics and servants. Now he hibernates beneath the icy north where he was trapped by the advancing glaciers thousands of years ago, and is often mistaken for a god of Ice.

Alignment: Neutral Evil

Domains: Cold*, Evil, Travel, Water

Worshippers: Cult of Rhan-Tegoth, Northern tribes

Favoured Weapon: None

Shudde M'ell, the Burrower Beneath

Preeminent among the Cthonians, Shudde M'ell is the largest and most evil of their legendary kin. He is a huge gray worm-like creature with a head of massive tentacles. He can cause mighty earthquakes from his lair beneath the world. He is a spirit of nature at it's darkest.

Alignment: Neutral Evil

Domains: Animals, Earth, Evil, Strength

Worshippers: Chaotic and Evil druids, Underground races.

Favoured Weapon: None

Tsathoggua

Tsathoggua is said to dwell in the black gulf of N'Kai. He is one of the less malevolent of the Great Old Ones, though still terrible. He has been worshipped by sorcerers and wizards for ages past, He has given magic Gates to the faithful in the past. Although he is usually depicted as having a fat furry body and toad-like head with bat ears, he is also said to be able to take any form.

Alignment: Chaotic

Domains: Chaos, Knowledge, Magic

Worshippers: Any

Favoured Weapon: None

Y'gononac

A headless, bloated figure who dwells underground, Y'gononac is said to come when it's name is read or spoken while evil is present. He is psychotic and trivial, with shallow notions of evil.

Alignment: Chaotic Neutral (Evil)

Domains: Chaos, Evil, Madness*

Worshippers: Any

Favoured Weapon: None

Yig, Father of Serpents

Yig is never clearly described, but usually portrayed as a scaly strong man with a serpent-like head. His curse brings madness and malformed children. He usually manifests in a wave of snakes to destroy those who work against his cult.

Alignment: Lawful Evil

Domains: Evil, Law, Madness*, Water

Worshippers: Serpentfolk, Voodoo practitioners

Favoured Weapon: None

Zhar

Zhar is said to dwell in a dead city, buried under a great plateau. The people of the cities built upon the plateau have secret cults to Zhar. Zhar is said to be a mass of shuddering sensate, quivering flesh with far-flung tentacles.

Alignment: Neutral Evil

Domains: Death, Earth, Evil

Worshippers: Cults of the plateau and descendants

Favoured Weapon: None

Zoth-Ommog

Zoth-Ommog has a cone-shaped body with a lizard like head surrounded by a mass of tentacles and four thick pseudopods. Zoth-Ommog is randomly deadly, said to attack any it sees on sight. It is said to be able to manifest through any of the statuettes of itself scattered throughout the realms.

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Water

Worshippers: Few (Any)

Favoured Weapon: None