

FISH-MEN'S GOD

No. Encountered: 1

Alignment: Chaotic Evil

Size: M (average 7' tall)

Movement: 40 (swim 100)

Dexterity: 15

Armour Class: 1 (19)

Hit Dice: 9+1

No. of Attacks: 2/1 (claw/claw)

Damage: 1d6+4/1d6+4

Saving Throw: 12

Morale: 12

Experience Points: 1,300

Treasure Class: -, I (x2), R (x2)



A fish-man hybrid of special form, this is an unique type of creature created by a messenger of Kthulhu and a fish-woman. He is symbolised as an avatar of Kthulhu, but really it is independent and functions on his own. He takes sacrifices given as food and can communicate his will to the fish-men's and the cultists by speech though he only speaks the fish-men's language, he has learned some basic words of common, enough to give a meaning of his intention to the humans.

Special:

- ★ Amphibious; can function on land or sea but must immerse in water at least once per week.
- ★ Chance to surprise increased by 2-in-6 when leaping out from water or muck.
- ★ Can *track* by scent at 10-in-12 chance of success (see Vol. I, p. 26: Fighter Subclasses, *barbarian*).
- ★ Wide field of vision reduces chance to be surprised by 2-in-6.