

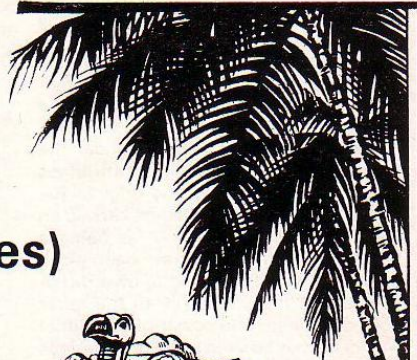
Two powerful new immortals

*New Deity (unofficial)*

## Egyptian Mythos

# SOBEK

(God of Marshes and Crocodiles)



### Lesser God

Armour Class:	-2
Move:	15"/18"
Hit Points:	300
No. Att:	3
Damage/Att:	2-20 (mace+14) or 3-30 (tail) 5-30 (bite)
Special Attacks:	see below
Special Defence:	see below
Magic Resistance:	50%
Size:	M (7ft tall)
Alignment:	Neutral Evil
Worshippers' Alignment:	evil beings, marsh dwellers
Symbol:	crocodile heiroglyph
Plane:	Tartarus
Cleric/Druid:	15th level in each
Fighter:	17th level fighter
MU/Illusionist:	see below
Thief/Assassin:	10th level assassin
Monk/Bard:	nil
Psionic Ability:	III
Animal:	crocodile
Clerics:	M/F
Raiment:	head shaven, linen kilt
Colour:	dark green
Holy Days:	equinox
Sacrifice:	semi-annually, animal, valuables or human
Place of Worship:	temple

S: 25 (+7, +14) I: 22 W: 18 D: 20 C: 25 Ch: -2



Sobek (also known as Sebek or Suchos) appears as a human with the head of a crocodile, and can assume the form of a giant crocodile at will. In human form, he wields a great mace with which he can attack twice per round for 2-20 damage (d6+14). With each successful hit, the victim must save vs magic or contract a virulent swamp fever (see DMG p13). While in crocodile form, he can attack with a powerful tail lash for 3-30 damage. In either form he can bite with his powerful jaws for 5-30 points of damage, his bite having the effect of a **vorpal sword** on a 'natural' attack roll of 20.

Sobek can cast any water-based spell as a 20th level spellcaster, and is immune to all water magic. He can **contaminate water** (the reverse of the 5th level Druid spell **purify water**) over a 100ft radius at will, and can summon any swamp-dwelling animal once per round. In a swamp environ-

ment, he can control all swamp-dwelling creatures of semi intelligence or lower over a half-mile radius, and can create quicksands and morasses in a 50ft radius at will.

Sobek can occupy the body of any crocodile of 24 hit points or more at will, and can see and hear through the eyes and ears of any crocodile anywhere at will. His sanctuaries always contain one or more of the sacred crocodiles, worshipped as embodiments of the God, and if one of these is killed, there is a 5% chance that Sobek will notice and take some action against the slayer. 95% of the time this will involve the despatch of an **insect plague**, a poisonous snake or some other swamp-dwelling monster to kill the miscreant, but in 5% of cases Sobek will deal with the matter personally.

**Graeme Davis**

IMAGINE magazine, July 1984